Project Quiet Place

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Team The 5 Quieteers

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Motivation

Problems

- Housemates are being too loud when I am are trying to study or sleep
- I'm being too loud and I don't want to bother my roommates or housemates

Solution

 An app that will notify you if you are being too loud or notify others if they are being too loud for you in a non-confrontational manner

Intended Users

- Family households
- College roommates or housemates
- People who suddenly start screaming as their favorite soccer player Lionel Messi scores
 Barcelona's first goal in the 86th minute against Atletico Madrid to put Barcelona in first place at La Liga while you are trying to study:)

Our Goals

- Build an application to monitor sound levels and notify when they are too loud
- Ability to create groups for users to anonymously notify each other
- Shared volume threshold for a group of users
- Dynamic volume threshold with respect to time
- Create and measure a user statistics page (# of times exceeded threshold, lowest and highest levels) - not achieved
- Allow users to view other users' statistics not achieved
- Reward achievements and awards based off user statistics not achieved

Biggest challenges and accomplishments

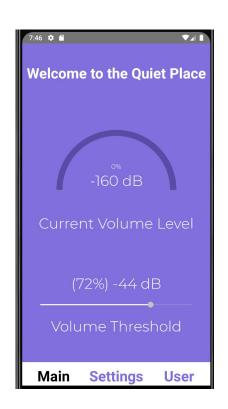
Challenges

- Unit testing
- Learning three new frameworks (React Native, Firebase, Jest)

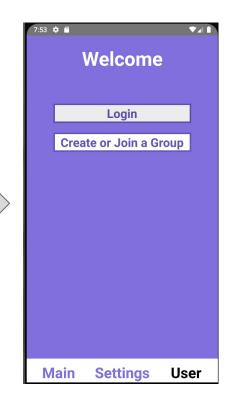
Accomplishments

- Built a viable application utilizing Scrum project management
- Learned JavaScript, React Native, Firebase, how to code
- Crushed our minimum viable product;)

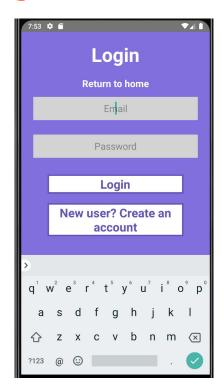
System Screenshots/Demo



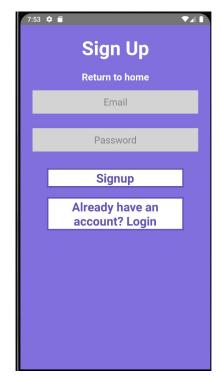




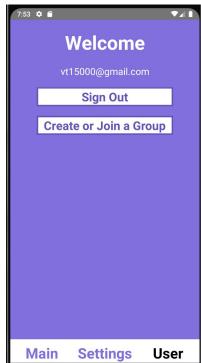
System Screenshots/Demo



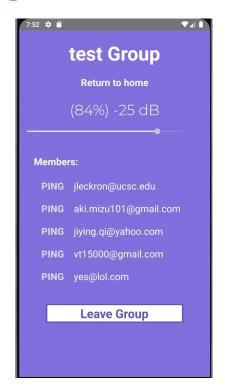








System Screenshots/Demo



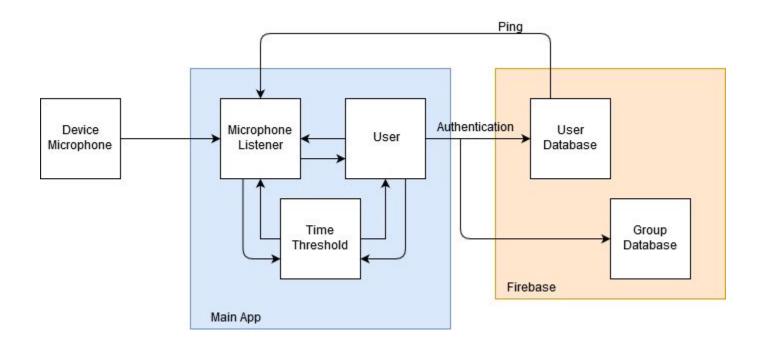








System Overview/Architecture



Technologies Used

- React Native Framework for mobile application
- Android Studio/Xcode Simulator
- Firebase Authentication and database storage
- JavaScript, HTML, CSS Languages
- Github Version control

Project Management Techniques

Agile/Scrum

Things We Enjoyed/Didn't Enjoy

Enjoyed

- Working with each other
- Building the application and learning new software

Didn't Enjoy

- Unit testing
- 5 PM Friday meetings
- The headaches trying to set up our frameworks

Lessons Learned

What worked/will keep doing

- Constant communication to provide updates/issues/progress
- Useful feedback and suggestion on pull requests
- Unit tests to check component functionality

What didn't work/will stop doing

We liked everything:)

Things we wished we had done

User statistics/rewards page