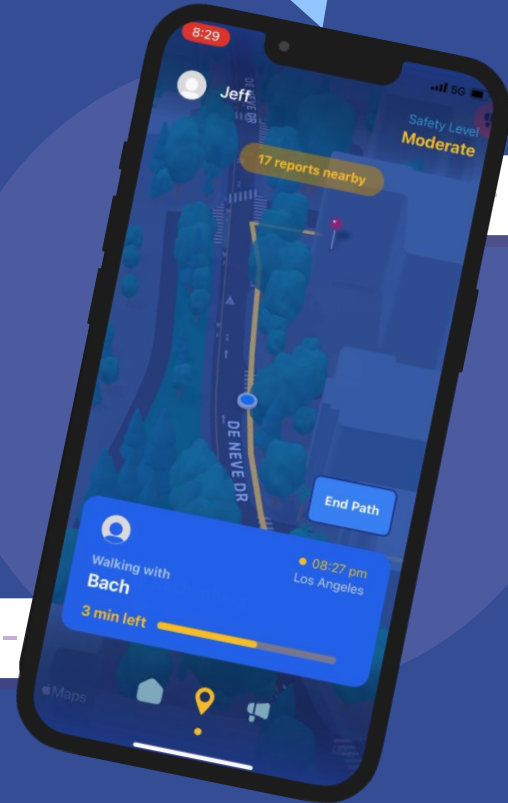


# BruinSafe

REPORT!





# 123,171

Violent crimes committed in Los Angeles in 2021

## 32

Crime rate per 1,000 residents

## 91%

More dangerous than other US neighborhoods

# LA is NOT pedestrian friendly



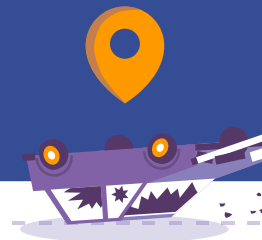
## Crime

High crime rates make certain areas dangerous to walk in. However, not all areas can be avoided, and there is always some level of walking needed.



## Car reliant

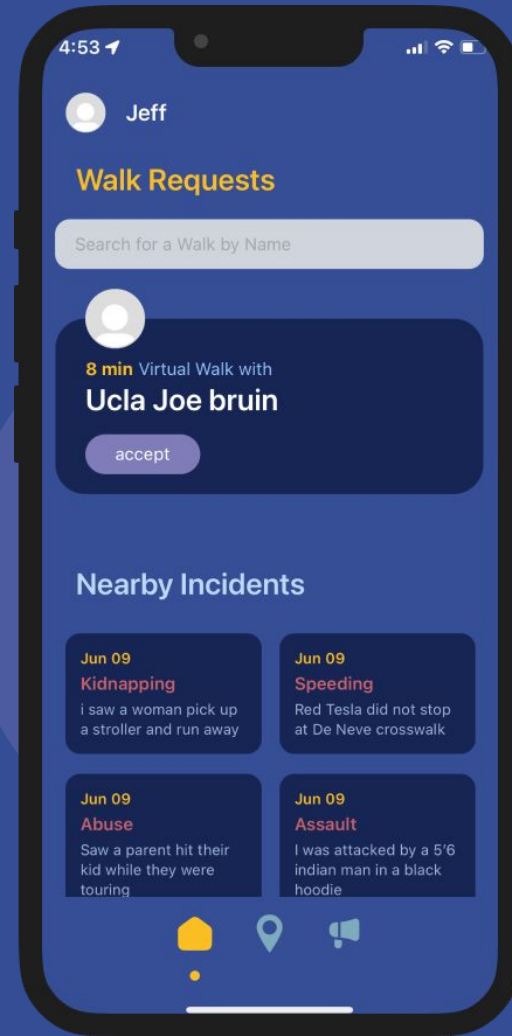
Traveling around Los Angeles requires having a car, meaning pedestrians often face walking under sketchy underpasses and narrow sidewalks.



# Our solution: BruinSafe

BruinSafe aims to

- Make walking safer with walk requests
- Alert users of nearby crimes
- Ensure users make it from start to destination smoothly



# BruinSafe Features



## Crime Report

Users are alerted about nearby crime reports, and are able to report crimes using a simple and easy to use report tab.



## Walk Requests

Users can request virtual walks with someone they trust, who can see their location live, making sure users make it to their destination safely.



## Built in Navigation

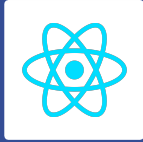
BruinSafe features a built in navigation system, meaning users never have to exit the app or switch applications.



## Authenticated Login

BruinSafe authenticates users, adding an extra level of protection and making sure reports are legitimate.

# Our Tech Stack



**React Native**

Frontend



**MongoDB**

Database



**NodeJS**

Backend



**Google Maps**

API



**Express**

Backend



**Socket.io**

Room Management



# Project Process

## 1. Brainstorm

We first started with brainstorming different ideas by thinking of various issues in the UCLA community.

## 2. Idea

We then decided on building a safety navigation application designed to help Bruins walk around safely.

## 3. Design

We decided on our color scheme, emulating UCLA's colors, and designed the frontend and various pages in Figma.

## 4. Implement


The next step was deciding our text stack and how we were going to implement the various features we wanted.

## 5. Build and Debug

We began to build the application, debugging along the way to ensure a smooth user experience.

## 6. Launch

With the application built and finalized, we are finally ready to present and launch our application to the public!



# Difficulties Encountered



## Debugging

Testing and debugging was a big challenge as we had to consider a lot of edge cases and ensure that all glitches were fixed. As a safety application, there needs to be a high level of reliability.



## Code Conflict

With several people on the team and different coding styles, there was often conflicts in code that had to be resolved. Merge conflicts were also common.



## Environment

As with most teams, the group was split between macOS/Windows/Linux users. The use of Expo to develop for IOS led to issues for Windows/Linux users.





# BruinSafe Demo

**Map**



**Crime Reports**



**Home Bar**



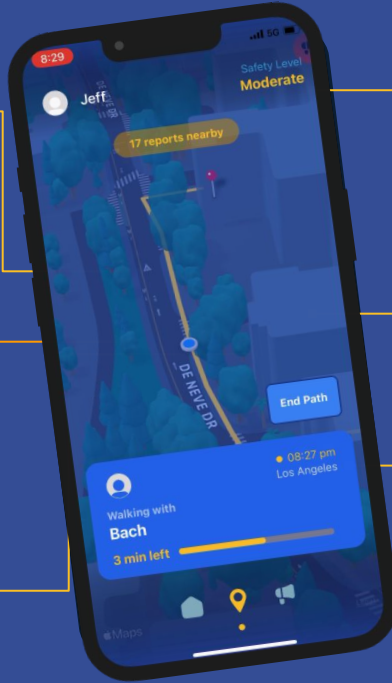
**Safety Level Alert**



**Live Location Tracker**



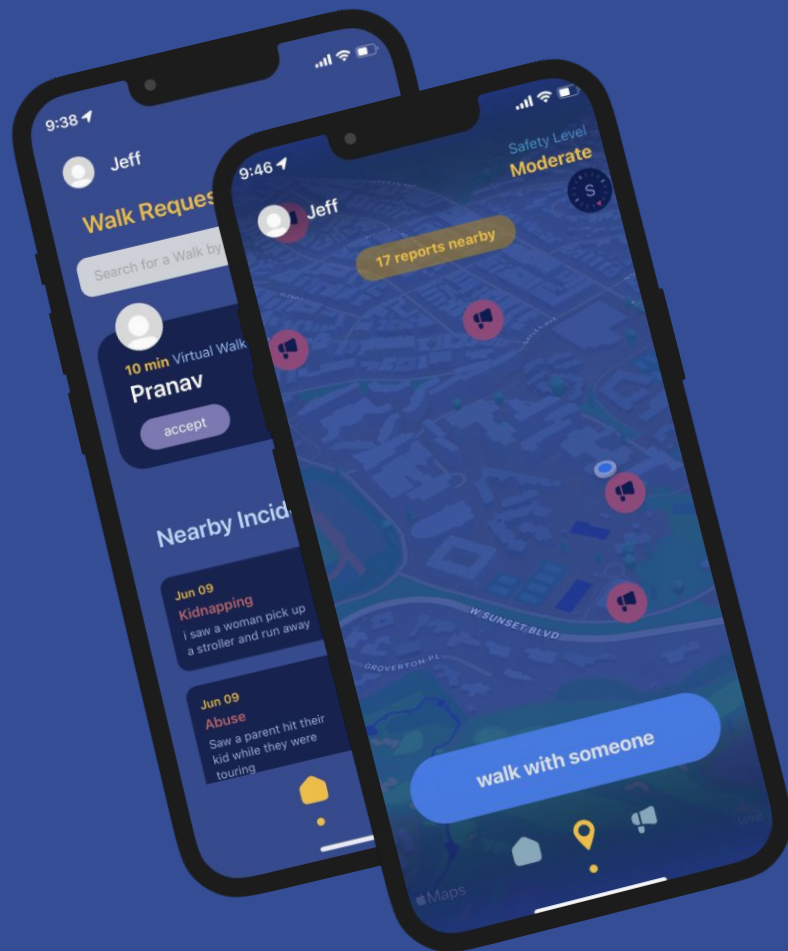
**Walk Monitor**





# Video Demo





# Thank you!

