Saugie Sweets

Target Audience

Frequent cusotmers of saugatuck sweets, a candy and icecream shop with two locations, one in the town of Fairfield and the other in Westport. Customers who use the app accumulate 'SweetBucks' with each purchase. 'SweetBucks' add up and can be redeemed for discounts on icecream and candy at each location. The owner of Saugutuck sweets had the idea when he noticed school children going to starbucks with their rewards app.

Personas

Susy is a young girl who came here after a dance recital in town. She enjoys having ice cream with her parents and friends. It serves as a good social setting.

Joe is a frequent customer of this ice cream shop. He lives in town and studies at the local university. He raves about it to his friends. To which they sometimes join him and enjoy ice cream as well.

Marybeth is an adult who is dating more frequently as the summer approaches. She finds this place a good stop to complete a night in town while she is on a date.





Application Goal

As a customer of Saugutuck sweets I want to be rewarded for my frequent patronage.

As a cusomer of Saugutuck sweets I want

occasional discounts and specials on certain items

terrio.

As the owner of Saugutuck sweets I want to reward my regular customers with discounts and special deals.

As the owner of Saugutuck sweets I want to be able to provide special offers to my customers and alert them of special events.

Susy finds it exciting to use her new rewards as a motive for her mom to bring her to get ice cream even when she is not celebrating a dance recital.

Joe is able to get better deals and create a stronger relationship with the ice cream place when he shows his loyalty to them. By referring friends, he receives some benefits sometimes. He can even show off how close it is to the school to motivate his lazy friends to tag along.

Marybeth pulls out her rewards app to make a lasting impression about things that mean a lot to her. Not just the ice cream, but also how important relationships are to her and how she expects a little token of appreciation every once in a while

Components

Web Service: Google maps location services Additional Web Service: QR/Barcode generator

Database of Users

Data Storage: Store SweetBucks

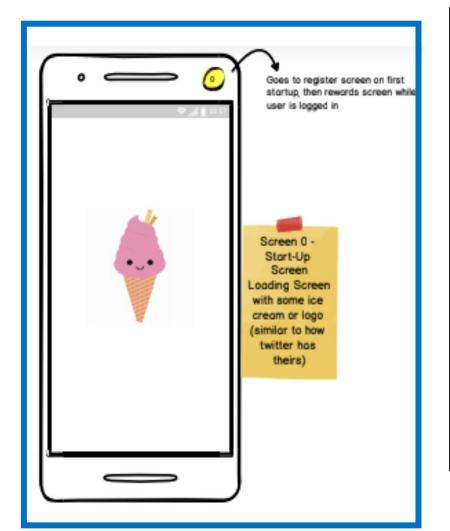
Own Web Service: Allow admin to send out

special event/offer notifications.

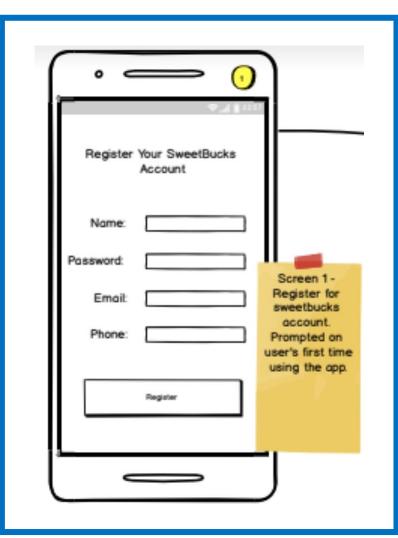
Orientation mode can change when in maps.

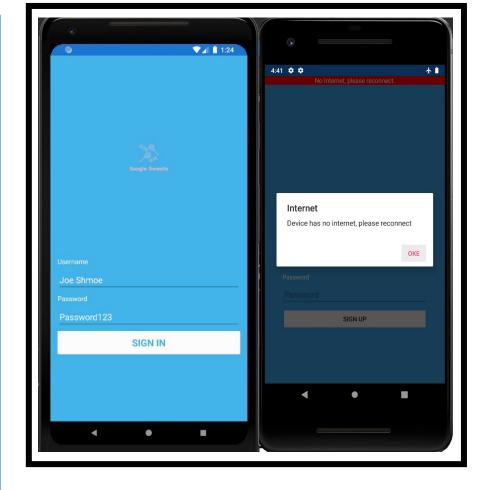
Makes for slightly better experience.











```
■ Solution
                                                                 \square \times
▼ TestProjectXamarin (master)
 ▼ TestProjectXamarin
      Getting Started

    Dependencies (2 updates)

   ▼ Data
        [] INetworkConnection.cs
       ⟨⟩ ISQLite.cs
        RestService.cs
        TokenDatabaseController.cs
       (i) UserDatabaseController.cs
   ▼ Models
        {} Contants.cs
        {} Tokens.cs
       {}] User.cs
   ▼ Views
     ▼ ♦ LoginPage.xaml
         [] LoginPage.xaml.cs
   ▼ 〈 App.xaml
        {} App.xaml.cs
     AssemblyInfo.cs
   ▶ ♦ MainPage.xaml
  ▼ TestProjectXamarin.Android
      Connected Services
   ▶ 🛅 References
   Packages (2 updates)
   Assets
   ▼ Data
       NetworkConnection.cs
       () SQLite_Android.cs
   Properties
   Resources
     [3] MainActivity.cs
  ▼ TestProjectXamarin.iOS ▲
      Connected Services
   Packages (2 updates)
     Assets.xcassets
   ▼ Data
```

```
using xamarin.rorms;

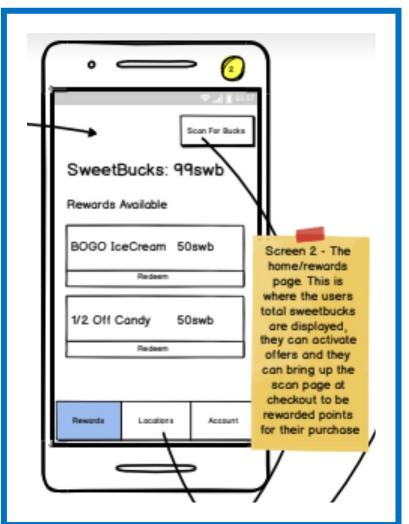
namespace TestProjectXamarin.Models
{
   public class Contants
   {
      public static bool IsDev = true;
      public static Color BackgroundColor = Color.FromRgb(58, 153, 215);
      public static Color MainTextColor = Color.White;

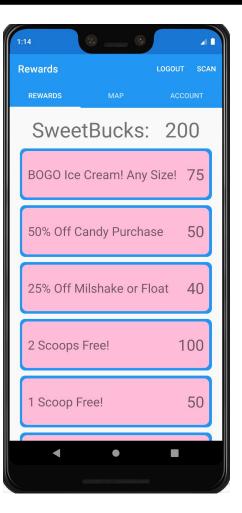
      public static int LoginIconHeight = 120;

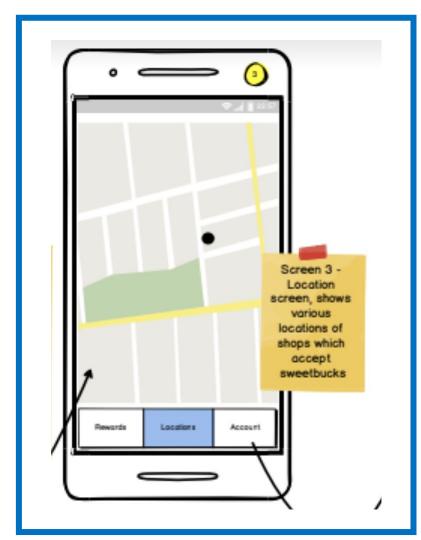
      //-----Login------
      public static string LoginUrl = "https://test.com/api/Auth/Login";

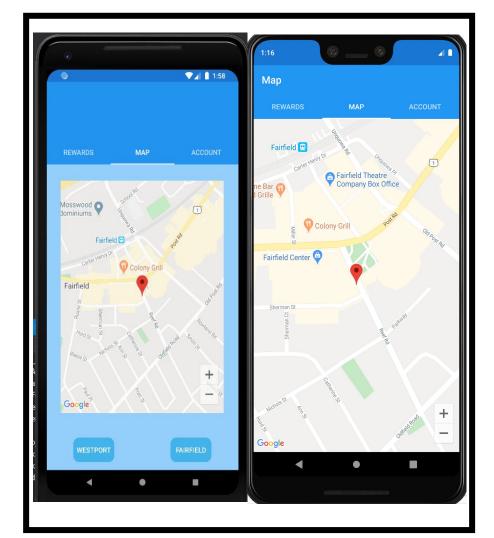
      public static string NoInternetText = "No Internet, please reconnect.";
    }
}
```

```
using System.Collections.Generic;
using Android, App:
using Android.Content;
using Android.Runtime;
using TestProjectXamarin.Data;
using Xamarin.Forms;
using TestProjectXamarin.Droid.Data;
[assembly: Dependency(typeof(SQLite_Android))]
 namespace TestProjectXamarin.Droid.Data //This class will implement the ISQLite interface class of the data folder (with
    public class SQLite_Android : ISQLite
        public SQLite_Android() { }
        public SQLite.SQLiteConnection GetConnection()
            var sqliteFileName = "TestDB.db3";
            string documentsPath = System.Environment.GetFolderPath(System.Environment.SpecialFolder.Personal);
            var path = Path.Combine(documentsPath, sqliteFileName);
            var conn = new SQLite.SQLiteConnection(path);
            return conn;
```



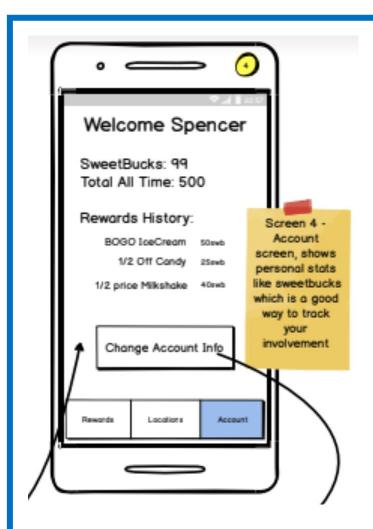


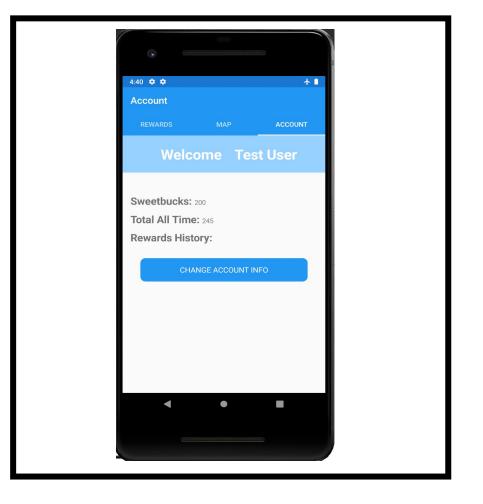












Bigger Issues Encountered

- Database Implementation
- 2. Platform Change to Xamarin Forms
- 3. Working with Google Maps API
- 4. Slow startup due to learning curve

Merging conflicts - Learning Git