

Away Team Travel Team Management Mobile App

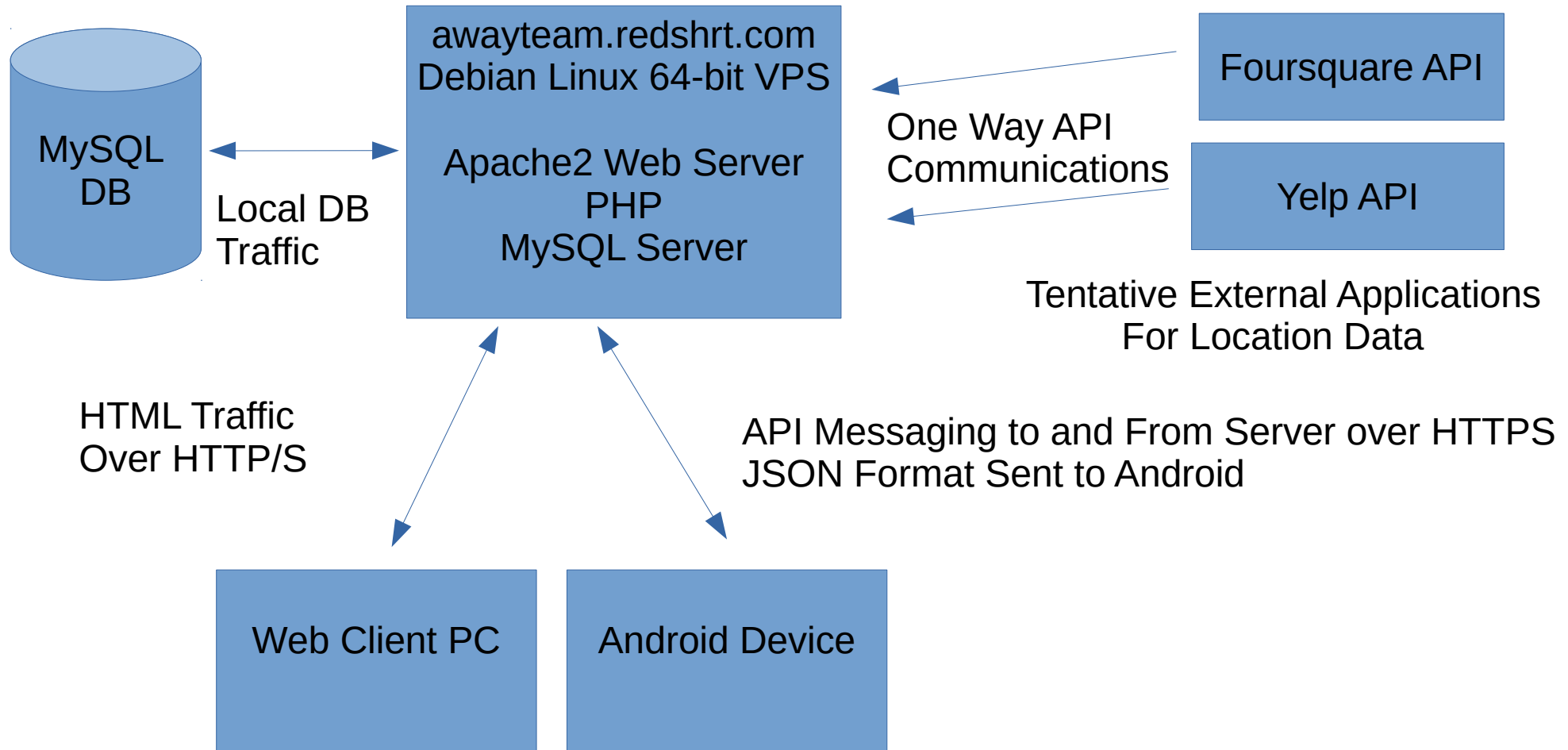
SWENG 500 – Summer 2014

Stephen Naimoli
Peter Karski
Clayton Parker
David Vu

Major Components

- Server/API – Lead: Naimoli
- Web Client – Lead: Parker
- Database Schema – Lead: Vu
- Android App – Lead: Karski

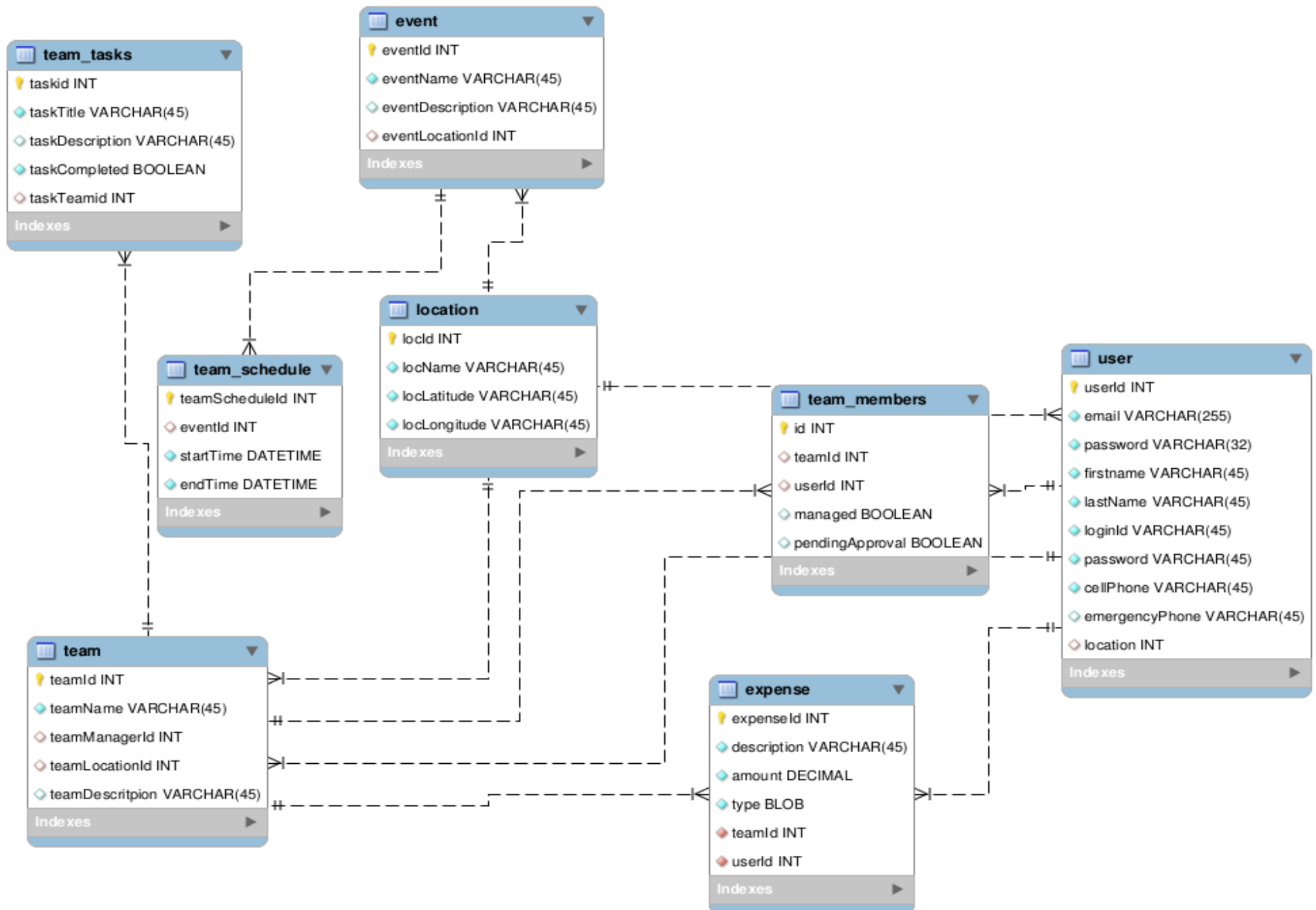
Big Picture System Design



Server Design

- Linux Virtual Private Server
- Software
 - Debian Linux 64-bit
 - Firewall (iptables)
 - PHP
 - MySQL Database Server
 - Git
 - Apache2 Web Server
 - Away Team Web Client (for reports and management)
 - Away Team REST API (for COMMS with Android Dev's)

Current Database Schema



Core Functionality

- Static and Travel Team Management
- Team Member contact information distribution
- Team Member GPS location tracking
- Team Scheduling & Tasks
- Tracking Travel Expenses

Team Management

- Ability to have Public or Private Teams
 - User can join public team without authorization
 - Team Manager needs to approve user membership for private teams
- Team Chat
 - Example: Ability to suggest dinner locations using External API's (Yelp/Foursquare)
- User contact information sharing
- User GPS Location Sharing
- Team Scheduling & Tasks
- Individual User Expense Report Tracking

Expense Report Tracking

- Android App will feature ability to track different travel expenses for a user on a trip
- User will input expense information: location, description, expenseAmount (\$), and Expense type (breakfast, lunch, dinner, or other)
- Ability to use device camera to capture receipt image to be stored in DB as BLOB object
 - Automatic Expense Information Input using OCR technology – possible extra feature