Friendly Tap – Adding Facebook Friends Using NFC
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1. Abstract
    1. Document Purpose
        This document describes the functional requirments of FriendlyTap, and Android application that will allow users to add each other as Facebook friends using the NFC capability of Android devices
    2. Definitions
        NFC: near-field communications
    3. Background/Motivation
        1. The reason why I am intersted in developing this application because I believe that the current process of adding friends on Facebook using the current method of making users search for each other is time consuming.
2. Technical Specifications
    1. Platform: Android
    2. Programming Languages: Java
    3. Code Conventions: Java http://www.oracle.com/technetwork/java/codeconventions-150003.pdf
    4. SDK: Android 4.3, Facebook API
    5. IDE: Android Studio
    6. Interface: Nexus 7 tablet and virtual emulator for testing
3. Functional Requirements
    1. Affordances
        1. Users able to log into Facebook through application
        2. Users able to communicate using NFC via the application
        3. Users taken to the Facebook page of the person they are adding
    2. Features
        1. Facebook login for secure login
        2. Log of friends added to keep track of date and location
    3. Mockup
        1. Pictures located at the end of document
4. Timeline
    1. Week One – basic setup and sample application
        1. Ability to log into Facebook using API
    2. Week Two – NFC support
        1. Ability to communicate with other instances of the application using NFC
    3. Week Three – Adding Friends through application
        1. Ability to add friends using application
    4. Week Four – Adding logging functionality
        1. Add a log to view when/where friends are added using the application
5. Future Enhancement
    1. LinkedIn Support
    2.

MockUp:
login
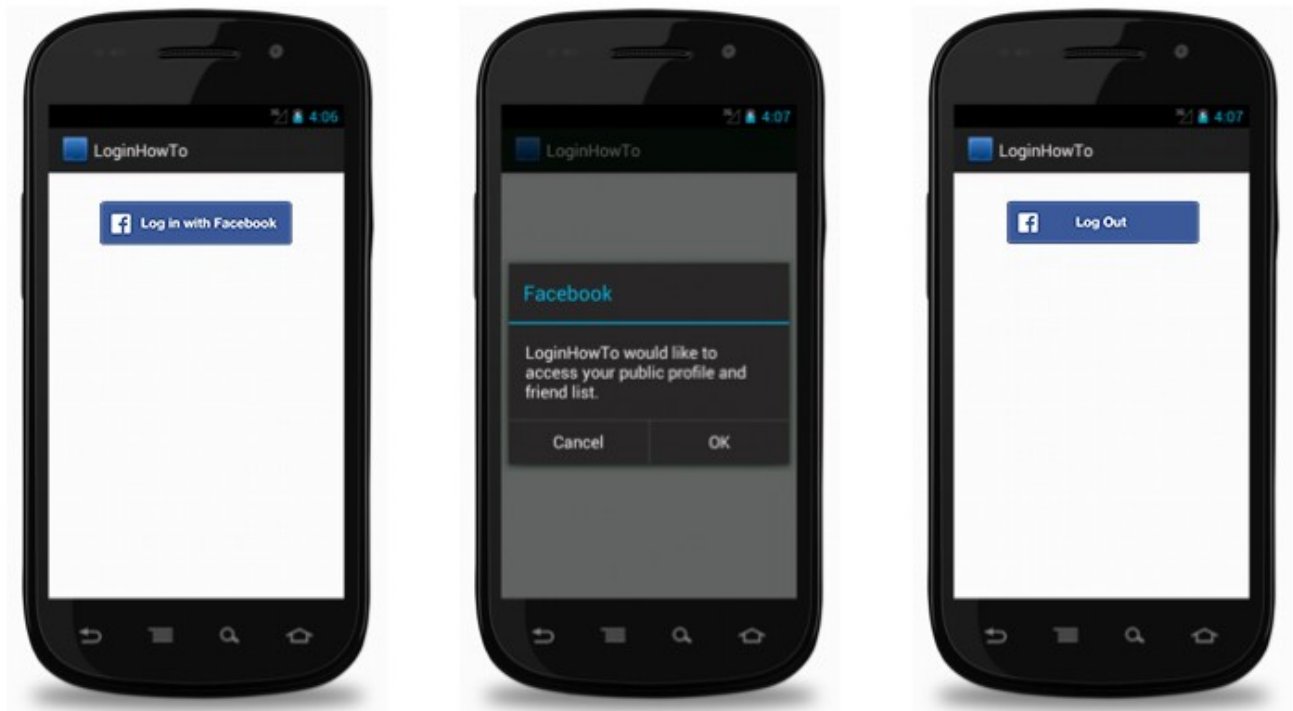
Logging
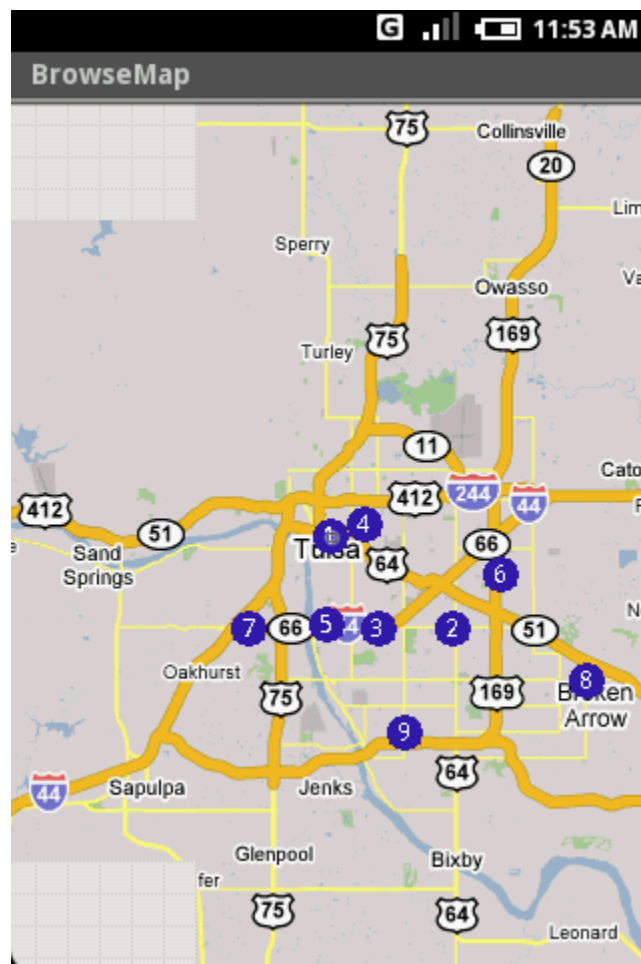
Update 1: Had trouble installing/using Facebook SDK because of unclear and outdated instructions on the Facebook API Page. Thankfully, numerous StackOverflow posts helped bring me on track. Using Eclipse instead of Android Studio because it is easier to edit xml files.