

# Seek and Hide

Primary purpose is to connect people virtually and physically.

Our goal statement to create a Social app where you get notified if a user is nearby and you try to identify who it is.





# Names

## **Team Members:**

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# Project Abstract

This application will serve as a networking tool for instances such as icebreakers, social events, or conferences. The primary focus of the application is to connect people both virtually and physically in a random manner. The application will be available on both Android and IOS devices to maximize our potential users.





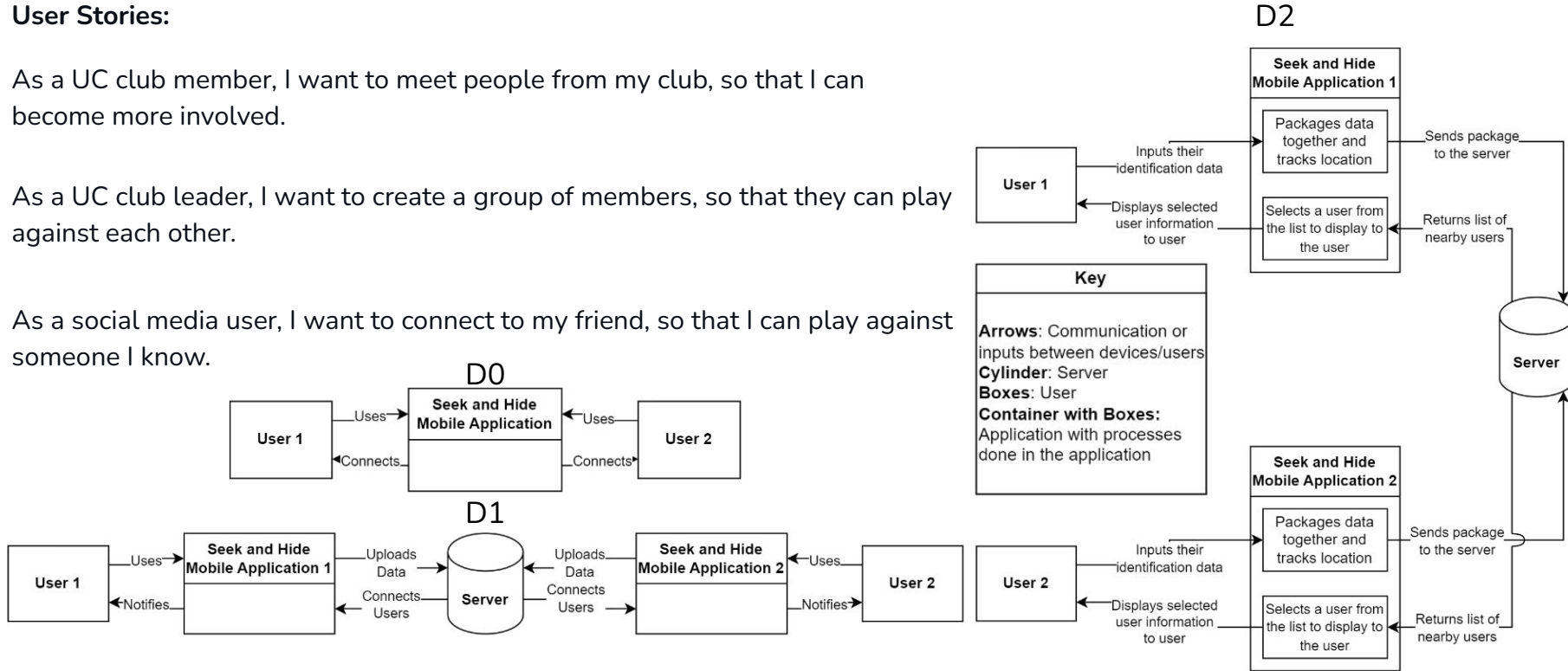
# User Stories and Design Diagrams

## User Stories:

As a UC club member, I want to meet people from my club, so that I can become more involved.

As a UC club leader, I want to create a group of members, so that they can play against each other.

As a social media user, I want to connect to my friend, so that I can play against someone I know.





# Major Project Constraints

Economic, security, and social are the topical areas that factor into Seek and Hide. We are planning to utilize Freeware/open-sources. Freeware may be more challenging to implement in our solution, but we prefer this challenge rather than an expensive solution paid out of our pockets. Fortunately, we all already own devices that are capable of developing our solution so we are not restricted to UC facilities. Our solution won't be contributing economically to society at the moment. There are some privacy concerns as we are going to be tracking the user's locations while they are using the app. Additionally, if we decide to have the users create an account, their login information will be sensitive information that we would need to protect. Our app will be beneficial for society as it seeks to connect people. This app has the potential to be used by various agencies and organizations as a way to help connect people with their organization. Our solution does not currently integrate professional, ethical, legal, environmental, and diversity and cultural factors.



# Review of Project Progress

● **Todo** 15

This item hasn't been started

● Senior-Design #16

Perform cross-device compatibility testing

● Senior-Design #18

Implement user authentication

● Senior-Design #20

Implement account creation interface

● Senior-Design #22

Test application-server connection

+ Add item

● **In Progress** 2

This is actively being worked on

● Senior-Design #17

setup environment

● Senior-Design #19

Create branches in Github repository

+ Add item

○ **QA** 0

+ Add item

● **Done** 3

This has been completed

● Senior-Design #3

Research what Applications and programming languages are the most efficient for mobile crossplatform development

Sep 13, 2023

● Senior-Design #21

Setup Kanban Board

Sep 20, 2023

● Senior-Design #4

Define Project and Scope

Sep 20, 2023

+ Add item



# Expected Accomplishments for the end of this term

Task Number	Description
1	Define Project and Scope
2	Setup Kanban board
3	Research what applications and languages to use
4	Setup environment
5	Create branches in Github repo
6	Setup cloud architecture
7	Setup cloud storage
8	Implement user found authentication
9	Implement user physical description/picture input
10	Research best security practices
11	Perform cross-platform compatibility testing
12	Test application server connection
13	Implement location tracking services
14	Implement location based pairing of users



# Division of Work

- 1 - Define Project and Scope - Everyone
- 2 - Setup Kanban board - Samir
- 3 - Research what applications and languages to use - Everyone
- 4 - Setup environment - Nick
- 5 - Create branches in GitHub repository - Nick
- 6 - Setup cloud architecture - Samir
- 7 - Setup cloud storage - Nick
- 8 - Implement user found authentication - Kevin
- 9 - Implement user physical description/picture input - Kody
- 10 - Research best security practices - Nick
- 11 - Perform cross-platform compatibility testing - Kody
- 12 - Test application server connection - Kevin
- 13 - Implementation of location tracking services for pinpointing user locations - Samir
- 14 - Implement location based pairing of users - Samir
- 15 - Design UI Prototypes - Kody
- 16 - Test UI with users - Kevin
- 17 - Refine UI utilizing user feedback - Nick
- 18 - Determine a list of possible features - Kevin
- 19 - Implement user authentication - Kody
- 20 - Implement account creation interface - Kevin





## Expected Demo at Expo

The expected demo is going to be a working application that displays the functionality in our abstract of the project. During our demo, we will have a QR code available that can be used to download the app. If an attendee chooses to download the app they can do so and do a demonstration with us. This demonstration will go through the basic pairing and confirming of users that is in line with our functionality highlighted in our abstract and project description.