

PROJECT OVERVIEW – CS 206, Fall 2011

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Originally, *Kandu* was intended to be an application that would help you plan a trip to anywhere that Google Maps could find. Over the course of the planning stages our group decided to implement an additional function to the application, one that would really set itself apart: the ability to tell you what activities you can do in the area to which you would be traveling. On paper, *Kandu* will rely on an application programming interface (API, such as Google Maps), a database of information, or both to find these activities, and successful implementation of a user-friendly graphical user interface that functions smoothly will lie at the applications heart.

Key features the group originally discussed:

- A searchable map that will give you directions to anywhere you want to go.
- The ability to search the area around your destination for activities.
 - The user will be able to select categories based on their interests or set filters to narrow a search.
- An email feature that will send the user the results of their search.
- A step-by-step graphical user interface that requires very little direction.

For this project, the group originally decided to limit the functionality of *Kandu* to an onboard database of places and activities in order to test the application. The final version of our project has the activities and locations hardcoded. Each location has an arbitrary amount of activities for each activity category. Now, it would seem obvious that building the application in such a way that empowers the user to share (upload) locations, ultimately storing them on a server will eventually result in a very large pool that can be utilized by anyone who uses the application. Integration into social networking outlets would likely be the most effective way to pursue this. Ultimately, GPS and/or WiFi will be instrumental in connecting the application to useful API's for giving users on-the-go suggestions on what they can do near their current location or where they are heading.

The graphical user interface, as previously stated, was intended to be simple and that is what we have accomplished. After the splash screen, the user is confronted with a new search. Each screen that follows features only one thing to worry about, giving the user a rapid flow of only six single-selection screens. In the end, they email the results anywhere they want - an itinerary.

Android was the first platform for which we planned to develop *Kandu*, but after seeing that numerous learning curves would be insurmountable by the time the project was due, the group decided it would be easier and just as effective to implement that application in Objective C, the application development language for Apple's iOS 5. This project, even though a great deal of its potential was not realized, was very enjoyable to analyze and design. We used the Unified Process method to deliver the final product, and all of our resources and current builds of the application file (.ipa) can found at:

<https://github.com/madsolar8582/cs206F2011-ms-tm-cp-ss>