PROJECT PROPOSAL

- NANDINI MALLIPATNA

SOCIAL CAMPERS APPLICATION

Concept Summary

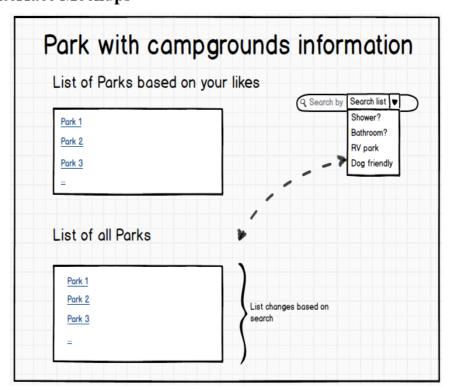
Social Campers application is designed to provide information about parks where there are camping facilities available. It has interfaces, which provides a list of parks. The list has two divisions. One being the complete list from the datastore and the other customized based on user's likes. A user can look up the details of the park and email it to a friend, as the list has links to parks information. This page also allows a user to refine list based on searchlist. Users can view park's information and also select a campground to view campground's information.

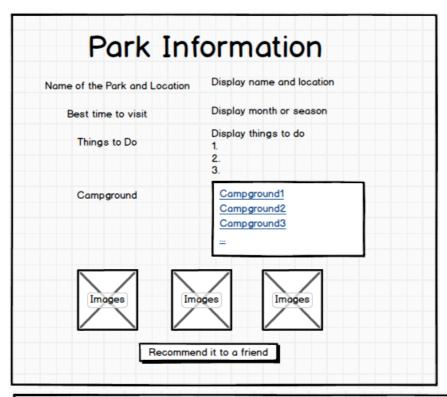
Social Campers also has a review page in which a user can write a review and rate a campsite. In the review page a user can review a campsite in a specific park and rate it. This review will be processed and added to the campground information page. It will affect the review ratings and review text. This can be shared as a post on their timeline.

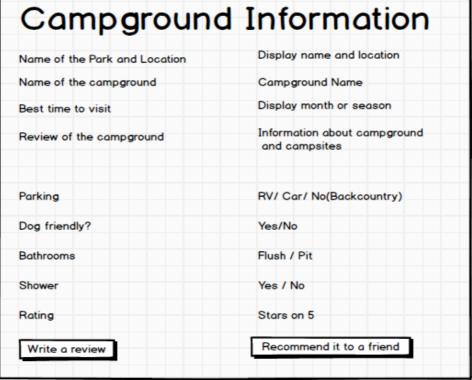
Audience

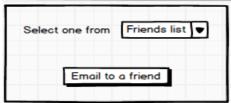
People belonging to any age group, gender etc., interested in camping.

Interface Mockups



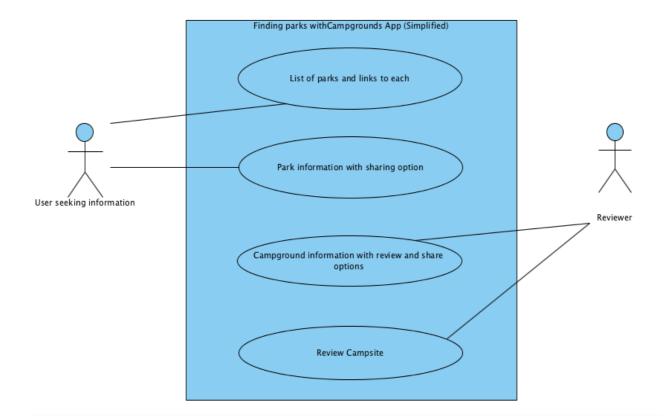






Name of the park and location	Write the park name and location
Review	Write a review text
Campsite	Campsite number and Campground name
Camped on	// #
Rating	Stars on 5
Parking	○Car ○Car/RV ○RV ○No (Back country)
Bathrooms	☐ Pit ☐ Flush
Shower	○Yes ○No
Dog friendly?	○ Yes ○ No
Post it on timeline	Submit review (to the app)

• Use Case



References

- o http://www.nps.gov/index.htm
- o http://www.gocampingamerica.com/

Social Data

- o User's name
- o List of user's friends
- o Email
- User's likes

Social Channel

- o Post on user's timeline
- Send email to friend

GAE Datastore Design

- Kind: Park
- o Entity1: Park
 - Park_name: String (Keyname)
 - Location: String
 - Best_time_to_visit: String
 - Things to do: String
 - Campgrounds: String
 - Images: Images
- Entity2: Campgrounds
 - Park name: String (Keyname)
 - Location: String
 - Campground_name: String
 - Best time to visit: String
 - Review: String
 - Parking: String set [RV/Car/RV Car/No]
 - Dog friendly: Boolean
 - Bathrooms: String set [Flush/Pit]
 - Shower: Boolean
 - Rating: Number (1-5)
- Entity3: Campsite review
 - Park name: String (Keyname)
 - Review: String
 - Camp name number: String
 - Camp date: Date
 - Ratings: Number (1-5) set
 - Parking: String set [RV/Car/RV Car/No]
 - Dog friendly: Boolean
 - Bathrooms: String set [Flush/Pit]
 - Shower: Boolean

GAE Datastore Usage

 Data in Entity1 (Park) will be used to populate the 'Park with campgrounds information' page. The Park_name property will be retrieved to populate the 'Park lists' page.

- Entity2 (Campgrounds) will be used to display data in the 'Campground information' page. The data from Entity3 will be filtered and stored in Entity2.
- o Entity3 (Campsite_review) will store the data entered by the user 'Campsite_review' page.

Java Code

- DataAccessPermission Ask permission from user to access social data like name, email, likes, friends list.
- DisplayList If user likes has any parks then, print recommended list from Park entity. Also print parks list of all parks from Park entity. Allows a search from pre-defined list and the parks list will be reloaded.
- DisplayParkInfo This displays information of park queried from Park entity using the keyname Park_name.
- CampgroundInfo This will display information of campgrounds selected from the 'Park information' page. This displays all the properties in Entity2.
- ReviewCampsite Lets user enter information and store them in the Campsite_Review entity. This filters data and stores them in Campgrounds entity also.
- PostOnTimeline Retrieves properties like Park_name,
 Camp_name_number and Camp_date from Campsite_Review entity.
 Displays them on user's timeline along with Username from
 DataAccessPermission and current date and time.
- o RecommendFriend This will allow user to send DisplayParkInfo as an email to a friend selected from the friends list.

I may have to include more classes based on requirements, when I start developing the application.