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PROJECT TENDER

PROJECT:
Instant Messaging Aggregator for Android
CLIENT: Will van Heerden

TEAM: <undecidables>

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1 The Team

1.1 Elzahn Botha



1.1.1 Interests

- Video Games
- Game development
- Programming
- Anime

1.1.2 Technical Skills

- I have already been exposed to Java and been working with it for about a year now

1.1.3 Past Experience

- I have experience in writing programs and systems in Java

1.1.4 Non-Technical Strengths

- Hard and dedicated worker
- Always ready to learn new technologies and languages
- Functions best under pressure

1.1.5 Why I want to do this project

This project seemed like it would be a rather interesting project to do as well as the fact that it would be great exposure to a whole new side of IT that I have not yet had the privilege of delving into. I believe that by doing this project I will get valuable exposure that can later help in other projects that I might attempt. This project also seems like it would be a good challenge since I am more comfortable with smaller projects and systems and by doing a larger project such as this it will help me broaden my range of capabilities. Lastly due to the size of the project and the strict time line the pressure will be greatly increased helping me to work at my best without losing interest with the project.

1.2 Jason Richard Evans



1.2.1 Interests

stuff

1.2.2 Technical Skills

stuff

1.2.3 Past Experience

stuff

1.2.4 Non-Technical Strengths

stuff

1.2.5 Why I want to do this project

stuff

1.3 Renette Ros



1.3.1 Interests

stuff

1.3.2 Technical Skills

stuff

1.3.3 Past Experience

stuff

1.3.4 Non-Technical Strengths

stuff

1.3.5 Why I want to do this project

stuff

1.4 Szymon Ziolkowski



1.4.1 Interests

- Networks
- Security
- Computer hardware and electronics
- Paintball
- Video games

1.4.2 Technical Skills

- C# and Java
- Web development
- SQLite, MySQL and SQL Server

1.4.3 Past Experience

I have no past experience that might be relevant to the project.

1.4.4 Non-Technical Strengths

- Don't give up easily
- Helpful

1.4.5 Why I want to do this project

1.5 Vivian Laura-Lee Venter



1.5.1 Interests

stuff

1.5.2 Technical Skills

stuff

1.5.3 Past Experience

stuff

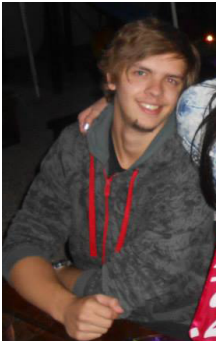
1.5.4 Non-Technical Strengths

stuff

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stuff

1.6 Tienie Pritchard



1.6.1 Interests

stuff

1.6.2 Technical Skills

stuff

1.6.3 Past Experience

stuff

1.6.4 Non-Technical Strengths

stuff

1.6.5 Why I want to do this project

stuff

2 Project Execution

2.1 What development methodology we intend to follow

- Agile Development

2.2 How you are going to keep the client informed about the status of your project.

- Wiki
- Weekly/Bi-Weekly Meeting

2.3 Possibly any initial ideas you have around solving some of the technical challenges.

- Social Network Messengers to be integrated:
- Finding existing APIs to communicate with each IM service
 - For example, via Facebook STK
 - SMSing easily be done on Android (i.e. ContentResolver)
 - ContentResolver can also load contacts
- Finding ways of associating contacts with each of the IM applications
 - Link based on name/first name
 - Cell Phone Number/E-mail
 - Storage of these associations and each contact from each IM application
 - We'll assume that each of the specified messenger's contacts are already stored on the user's mobile device, which we'll access via Android's STK
- Plugability
 - Use of Adapter design pattern

2.4 Potentially the technologies your team intends to use for the project (as far as these are not prescribed by the client).

- Android Operating System
- Java

2.5 What the client will receive from you at the end of the project.

- A fully integrated (but basic) Instant Messaging Aggregator
- High quality interface design
- High quality UX design
- Good HCI
- Good performance from the application
- This application will be pluggable, allowing for easy integration of other IM applications