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# Chapter one: Introduction

## 1.1 Project overview

Around the Block a mobile phone application that focuses on filling a need rather than solving a problem for its clients. It basically provides them with all needed information about services and venues geographically around them, hence the name.

Many applications out there provide that exact service to its clients; however, what Around the Block would be introducing is data about small services. Nonetheless it will be equipped with data of all huge known venues as well; as for completion purposes.

Now these small services vary from dry cleaning shops, ironing shops, and fabric shops to repair shops, supermarkets, and the corner restaurants that only locals know about.

By adding such edge to the mix we would have the ability to not only target people who are looking for fancy places to go, or those who can afford to go to known supermarkets that are pinpointed on normal maps, but also give the opportunity to the average person to find places that’s in his/her budget.

The type of data that is given & maintained by the application has a broad range from Address, Tel Number, and images to app rating, user rating, and venue budget. Furthermore, the app will grant users a lot of features based on these data that cannot be found in similar apps. For example we will give the user to ability to use their location to navigate to the address using integrated Google maps.

Around the Block is designed to be as user friendly as possible. E.g. Giving users a very low entry level requirements to sign-up(App installation). By doing so, it has the ability to customize its features to each user preferences. By gathering data on the type of places the user visits and their price benchmarks; it can easily identify & recommend other similar venues the user may be interested in visiting.

In a nutshell, we are aiming to construct the application “Around the Block” in a way that makes it as appealing and easy to use as possible; establishing its ranking in the market to be the Facebook of service locating applications.

## 1.2 Project Scope

Our project scope is finishing the application due July with the user able to sign-up search for a specific location that he/she desires navigate to this location, see and do the ratings and reviews of the specified location.

## 1.3 Problem Statement

There are loads of problems & needs that this application is offering to fix & fill. The idea of the application arose from the fact that loads of people including ourselves though provided maps still struggle & spend a lot of time figuring out how to reach the closest mechanic, supermarket or even a dry cleaner. We still use the same old pre-technological method of asking people around to guide us to our destination. Now, one obvious issue with this is the enormous expenditure of time in doing so. Nonetheless, the possibilities of getting lost oblivious where we are heading.

Furthermore, in many occurrences we try to find something new to do with friends or a new place to explore often only to find ourselves faced with limited options on the virtual world. Hence, choose the old way of calling people or even cruising around just to find this corner café or that bowling place that only locals know about. Yes, this is another issue. Locals know how to enjoy their time whenever. On the other hand, tourists or people whom are new to living in some city find themselves obliged to go to the known places in tourists guides. Which we all know is not where inhabitants of this city go to enjoy themselves. Not to mention how tourists also suffer from the first problem of not finding basic shops to carry on their daily operations.

Apart from the fact that other service locating applications and guides don’t provide small services information; often times their data is outdated and no longer useful. The venues might be shut down or under maintenance.

One last complication is bound to arise as soon as we figure out solutions for the above. It is that because there is actually abundance in the amount of places we can go to, and that it’s just not mapped for people to know about; the user will have to figure out a way to choose between these places. Moreover, just knowing that there is that restaurant around the corner doesn’t mean we know that it’s cheap, tasty, or even clean. How can users know if that mechanic two blocks away is trust worthy to leave the car with him for a day or two?

For all of these dilemmas we decided to build an app which can be the ultimate navigation guide that would handle these issues once and for all.

## 1.4 Target users

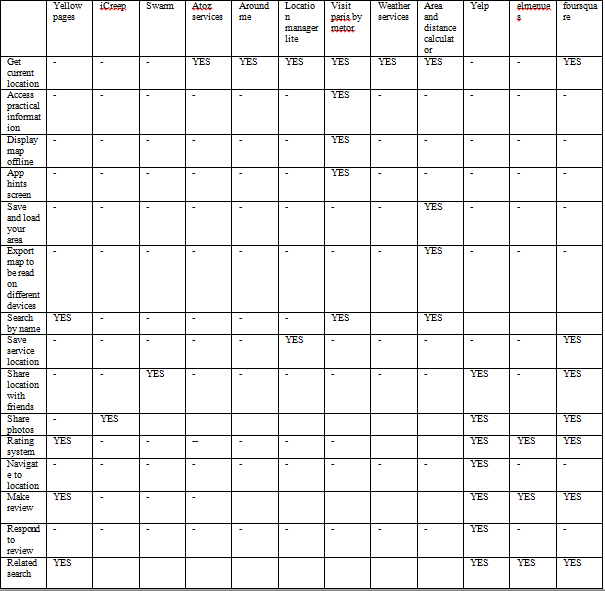
Our main target users are the teenagers and the youth who use their smartphones daily and are always updated with new technologies and applications, our secondary users are the people who own the services and might be interested to advertise their service and market for it on their own profile (out of the scope ).

## 1.5 Project objectives

Around the block objectives are quite simple, we just want to make it easier for everyone. Our main objectives are:- saving the enormous time consumption for the user searching for some service that might be two blocks away, fill in the need for trying to figure out where is the nearest new place that might be my type of place to hang out in.

# Chapter two: Analysis and Designs

## 2.1 Features matrix



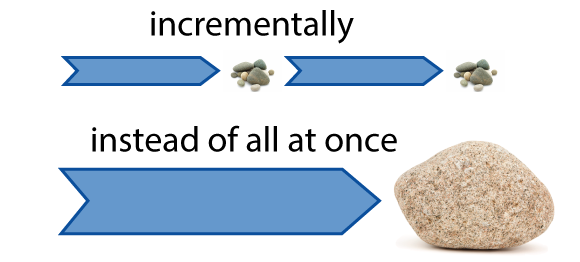
## 2.2 Planning and control

### 2.2.1Methodology used

We used the Agile methodology.

### 2.2.2 Methodology explanation

Agile is a time boxed, iterative approach to software delivery that builds software incrementally from the start of the project, instead of trying to deliver it all at once near the end. It is an alternative to traditional project management, typically used in software development. It helps teams respond to unpredictability through incremental, iterative work cadences, known as sprints. Agile methodologies are an alternative to waterfall, or traditional sequential development.



### 2.2.3 Reason for choosing methodology

It works by breaking projects down into little bits of user functionality called [user stories](http://www.agilenutshell.com/user_stories), prioritizing them, and then continuously delivering them in short two week cycles called  [iterations](http://www.agilenutshell.com/iterations), Thus this gives the chance to fully understand the requirements and make sure that they meet the user’s needs.

## 2.3 Functional requirements

### 2.3.1 Application’s features

#### 2.3.1.1 Main features

The main features are Signing-up, searching, writing reviews, and ranking a service.

#### 2.3.1.2 Nice to have features

The nice to have features are get current location, show location on map, navigate to requested location and save location on map.

### 2.3.2 User stories narrative

User Story for Sign Up:

As a user of the around the block application I want to sign up and gain access to the application with the least amount of personal information taken from me, So that I can make sure that my private information are not used by anyone.

## 2.4 Planning

### 2.4.1 Time plans of sprints

#### 2.4.1.1 Sprint zero

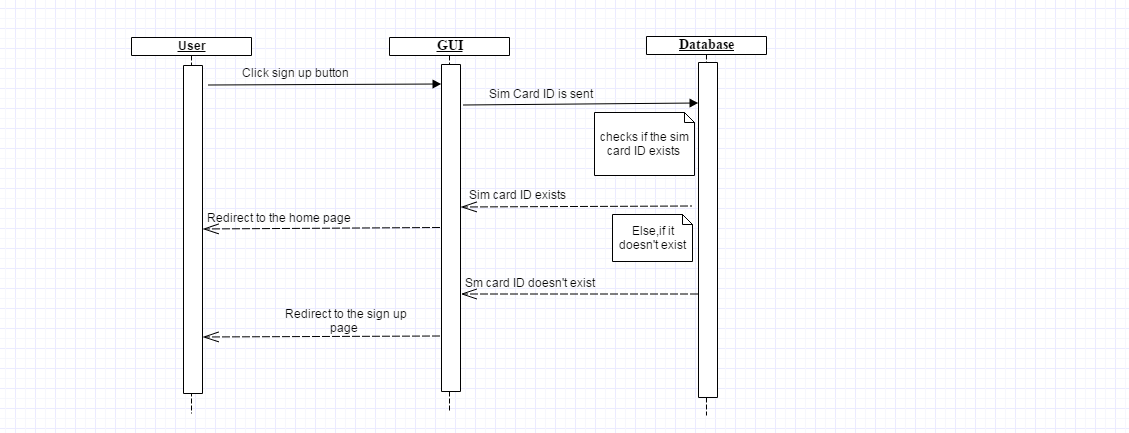
#### Sprint one

## 2.5 Database design

## 2.6 User scenarios

## **2.7 Sequence diagrams**

1. Sign-up



# Chapter Three: Implementation

## 3.1 Introduction

## 3.2 Code in brief

## 3.3 Application Screenshots

# Chapter Four: Testing

## 4.1 Introduction

## 4.2 Test cases

# Chapter Five: Evaluation

## 5.1 Introduction

## 5.2 Features implemented

Sign-up

## 5.3 Actual plan VS Estimated plan

In iteration 0 it was supposed to take two weeks but instead it took 3 weeks

In iteration one it was supposed to take two weeks but it took 4 weeks including exams.

## 5.4 Challenges of the project

So far, we spent too much time installing the softwares needed to start the implementation, we had many failures to the windows and storage issues.

We also had very hard time collecting data from the streets as it was time and energy consuming.

## 5.5 What we have learned

So far, we have learned how to work in a group and reach agreement with all team members, use the agile methodology correctly and how to develop android application.

## 5.6 How to get Around the block application

We will put it on google play store as soon as we finish the main features and test it.