**Project Progress Report**

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Summary

This report is prepared to outline the status of Local Hangout mobile application software development project.

1. Discover Phase

September 8, 2021, I did a survey with my friends, family, neighbors, and classmates to figure out what would they like to have and/or what problem do they have that they would like to have a mobile app to tell me solve? Table

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The idea for the app eventually come from my personal pain. I have moved to a new place for the third time in my life now and it is hard to find a group of friends that have the same activity interest. I thought if I went through that than a lot of people must have gone through the same thing. As a result, I decided to develop Local Hangout.

Local Hangout is an app that can connect people that have the same interest together such as tennis, soccer, basketball, etc... who live in the same area. This app is useful for people who just recently move to the new area and want to connect with other people, or people who simply just want to start a new interest. For instance, I want to start kayaking and paddle boarding in the summer but none of my current friends want to do it. I can use this app to find who is in Peabody MA also want to do it with me. As I have the idea, I needed a plan to turn my idea into reality.

2. Strategy Phase

Mobile development is new to me. My strategy is to be familiar with Java and Android Studio. Determine what I need to do for Local Hangout – content requirement:

* User login page
* Users can choose the city where they are at so every time they are at a different city they can just choose a different location
* After choosing the city, user can pick one of their interest and then click on the chat button to go into chat room
* People who have the same interest for example yoga will be put in the Yoga group for chat

3. Design and Development Phase

* Week of October 13, 2021: I designed a friendly user interface (Signup and Login activity, find your interest activity, and group chat activity).
* Week of October 27, 2021: I learned to work with Java and Android Studio environment
* Week of November 3, 2021: I implemented the home screen and a login page. I learned how to use XML layout, Images and Graphics.
* Week of November 10, 2021: I implemented user signup and login using Firebase Authentication. I learned how to add user data to the database and get user data from the database.
* Week of November 17, 2021: I implemented the FindYourInterest activities. I learned how to add string resource references and how to use drop down list view.
* Week of November 24, 2021: I added GroupChat activity. I learned how to use Firebase Realtime Database.

**Resources List**

https://www.cs.uml.edu/~haim/teaching/4630/2021-fall/readings\_resources.html

https://www.youtube.com/watch?v=zKBGjGoeid0&ab\_channel=ProfessorDK

https://www.coursera.org/learn/java-for-android

https://developer.android.com/guide

https://developer.android.com/topic/architecture