Project build deployment instructions

GriffinPuff – Coffi

**Coffi is a social media application based around coffee shops. It’s main purpose is to give users a social network platform where they can look at their friends reviews of coffee shops and/or reviews made by anyone within the app. Our goal is to bring light to many lesser known coffee shops in the user’s area and hopefully help the user find your new favorite orders or coffee shops. The second main function of the app is to scan written or typed wifi passwords that coffee shops may be implementing into text within the app. Once a user taps on this text, the app will copy the text to the users clipboard for it to be pasted into the password field when trying to connect to the wifi. This will allow for users to have quick access to wifi while allowing coffee shops to implement more secure passwords.**

**The application’s design begins with a uml design. This design shows the user interface and how the user will interact with the app. The app consists of a home screen with a newsfeed showing the posts from the people or coffee shops the user fallows. We also have a side menu bar that holds buttons for user profile, coffee shops, people, home and a capture button this menu is used to navigate the application. The user profile button allows the user to view and edit their profile. The coffee shops button bring the user to a list of coffee shops around their area that they can fallow and the coffee shops the user currently fallows, as-well as a search feature to look for other coffee shops. The people button brings the user to a screen containing a list of all the people the user fallows, as well as a search bar to search for new people. The camera button brings the user to a camera screen with a capture button and a flip camera button. The capture button will translate written or typed wifi passwords into text at the bottom of the screen. When the user taps on this text it will be copied to the clip board.**

**The home button brings the user to their newsfeed.**

**We plan to start testing with development testing. Development testing will begin with unit testing, which is a process in which all classes in the program will be tested for errors individually, once the classes pass the unit tests, we will move on to component testing, in this stage some classes will be grouped together such as the add a new user class with the user list class, this will be tested for errors when the classes are working together. Once these classes pass the component test we will move onto the system testing where all of the classes are put together into a single application and tested for failures. From here we will run beta testing, at this stage we will give the program to a set number of users. Their job is to use the program and report any problems they had while using it. This will allow us to have more people looking at the app and increasing the probability of a bug being found. Once the beta testers aren’t able to find more bugs and final release is ready. The final release will be a deployment of the app on both google play store and the apple app store. The app reviews will be watched and if bugs are found with the app they will be patched with feature releases.**