B&P Messaging Application

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* Note: modify your report to fit your project needs, main components of the report are (1) Title, (2) abstract, (3) Introduction/ project statement / project goals (motivates and describes your project problem and its goals, (4) intermediate sections depends on project - design considerations, sw/hw architectures, schematics, sample screenshots of main functionalities / UIs, technologies used etc go here, (5) Challenges faced, (6) Conclusions and Future Work, (7) References, and (8) Appendices - source code listings, class diagrams,, screenshots of GUIs, etc

*Abstract*— This paper is an overview of an application called B&P Messaging. The paper will cover what the application does, the user experience and how the application works.

1. INTRODUCTION

B&P Messenger is a group messaging app that allows people to connect in a group atmosphere. B&P Messenger is on both Android and IOS devices, making the app available for many people around the world. The application allows you to create a user name, create or open an existing group, and message others on the application.

1.1 Beginning the project

When beginning the project, we had originally decided to do just an Android application. Creating the android application went a lot faster that we had planned. Instead of adding more features to the main idea of our project, we decided to create an IOS application as well. The IOS application took a lot longer, since we had never written in swift or created an IOS application. Creating the new app and connecting it to our database was an interesting and fun learning project.

1.2 Goals

Fuck bitches get money

2. User Experience

2.1 Android Front end

When starting the application on Android it begins with asking the user for a username. (PIC)

After Creating a username, the Application logs you I and brings you to the groups page where you can either start a new group or choose an existing one shown.

If you choose to create a new group chat, you would type in a new group chat name and hit add.

Click on the group chat and it will open to the page. Here you can add chats and view all the chats in the group.

Once you send a message you get a notification that says that you have sent a message.

Click on the notification and it will take you to a page.

2.2 IOS Front end

After Creating a username, the Application logs you I and brings you to the groups page where you can either start a new group or choose an existing one shown.

If you choose to create a new group chat, you would type in a new group chat name, click away from the keyboard, and hit add.

Click on the group chat and it will open to the page. Here you can add chats and view all the chats in the group.

When you type a message, your message shows up on the right side of the screen in a blue message bubble, while other user messages will be on the left side with grey message bubble

3. What’s running in the Background?

3.1 Firebase

3.2 Functions

3.3 Android Code

3.4 IOS Code

4. What’s Next?

We would love to make the UI the same for both IOS and Android

Make Notifications for groups you have contributed in.

Have notification alerts open the group chat which it refers.

Make the app completely family friendly.

Get the ability to send pictures and files.

Create a user login and sign up.

Have the ability to create one on one chats as well.

VIII. REFERENCES

[1] https://en.wikipedia.org/wiki/Goal\_Attainment\_Scaling [2] https://cloud.google.com/appengine/docs [3] http://campus.codeschool.com/courses/shaping-up-with-angular-js/ [4] http://getbootstrap.com/getting-started/

**TECHNOLOGY USED**

1) Google App Engine (Free Quota). 2) Angular JS 3) Bootstrap 3.0 4) Oauth with Google plus

5) Google Chart API 6) JS pDf open source library.

VI. **C**HALLENGES

Current application calculate the GAS score considering weight of all goals as 1. In future we have to prioritize goal based on these weights.

VII. SUMMERY

GAS web app have three basic users, Goalsetter which will manage clients, create goal for them, work on their goals, and do evaluations.

Supervisors will manage Goalsetter under them, create them guide them and check performance by comparing their final GAS scores.