

QuickRide - A Serverless Mobile App

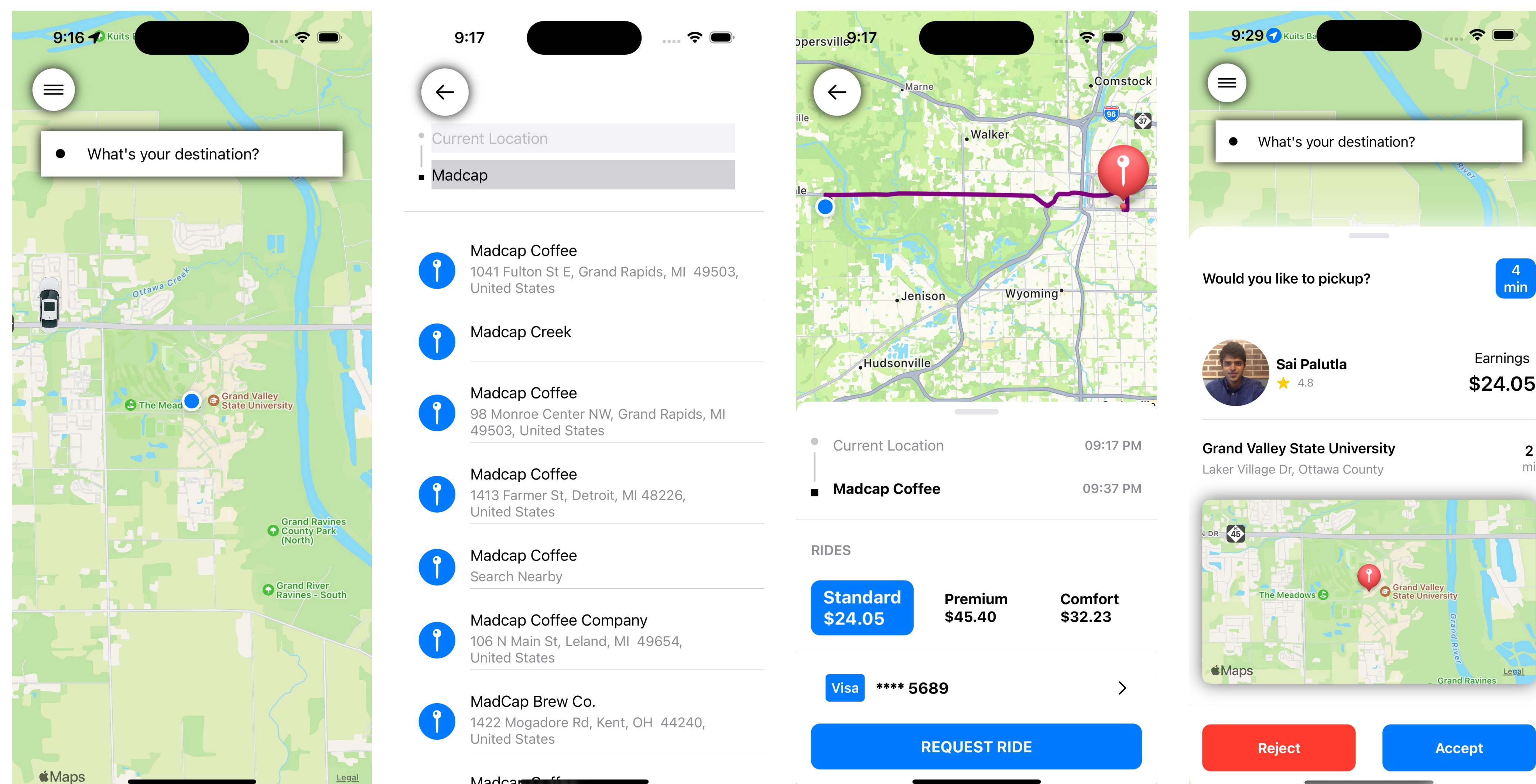
CIS – 693 Masters Project | Applied Computer Science
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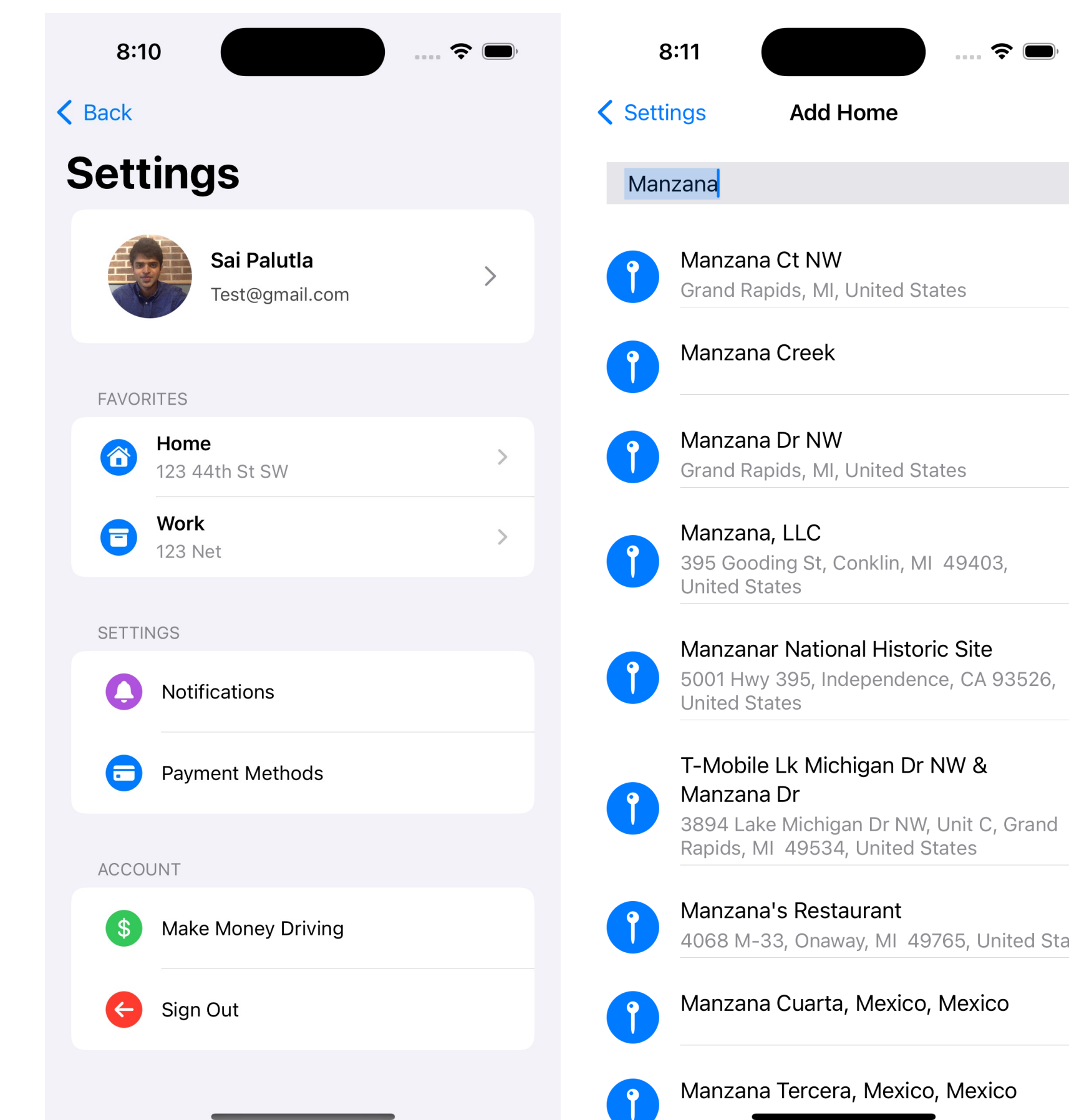
Abstract

- The aim of this project is to develop a serverless ride hailing mobile application catering to the iOS platform. The application facilitates user registration as either a driver or a passenger. Passengers can solicit rides from drivers by specifying their desired destination location. The app dynamically computes the cost of the ride based on factors such as distance and chosen ride category. Consequently, drivers are notified of ride requests generated by passengers and can either accept or decline such requests.

User Interface

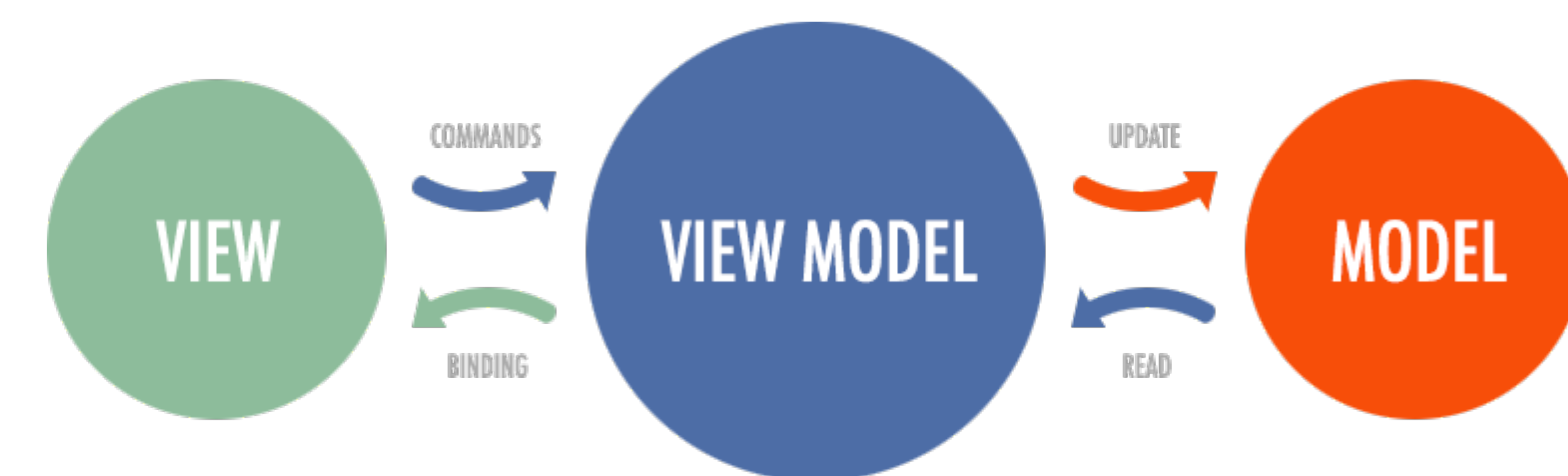


- QuickRide has Apple Maps integration to display user and drivers' locations.
- The places API in the Maps SDK is leveraged for location search.
- The user can see the calculated path to their destination along with dynamic price.
- Drivers can accept or reject trips when a new ride request is received by them.



- The app incorporates a side menu navigation system which is seamlessly integrated into the app's user interface, providing an intuitive and unobtrusive way to access additional functionalities.
- Notable functionality offered in the settings is the ability to save frequently used locations. Users can streamline their ride booking process without entering these addresses every time.
- Users can access their ride history to review previous bookings, view and manage their payment methods for secure transactions

MVVM Architecture



- MVVM separates concerns, promotes testability, and enhances code reusability and scalability through data binding and UI updates.

Tech Stack



SwiftUI



Firebase



Firebase Firestore



Firebase Authentication