**ConnectU Car Pool App**

**Team:**

Team Name: ConnectU

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**Summary:**

Car Pooling App for IIT students, staff and faculty – overall design idea as quoted from Angie’s proposal “The goal of this project is to create an app that Illinois Tech users can opt in to have their information such as address and current semester schedule automatically uploaded and updated each semester. Once created, the user will download the app and opt in to have the university share their information with other users. The student will go in and include their automobile information and the app will automatically calculate gas mileage based on the user’s vehicle and proposed driving distance. “

This ConnectU app will require new user to register and login using IIT email address. ConnectU will use Google Sign-in that will authenticate the user’s email address through IIT login portal. After validating the login, user will need to provide some initial information such as address and class schedule. After the login and setup, user will initially identify self as either the driver or the passenger and be able to set up a rideshare pool or join a rideshare pool. There will be a tab for google map display showing nearby drivers and passengers as distinct icons. For a given rideshare pool, times and map routes may be displayed. Invites (from driver) or Requests (from passengers) will be sent via notifications to be accepted or declined. For payment, there would be two options: a user as a car owner used to rideshare and be paid, or a user as a passenger student to pay a fee through the rideshare app. Details how and cost of payment has yet to be worked out – perhaps use a token model that can be purchased or redeemed.

Overall app flow would be: Login, Setup, Invite/Accept, Ride, Pay (passenger) or Paid (as car-owner)

**General:**

|  |  |
| --- | --- |
| Purpose of the application | IIT carpool app |
| Five UI elements used | LinearLayout, RelativeLayout, ConstraintLayout, ScrollView, ListView, TextView, ImageView, Button |
| Two presentation elements used | EditText, Button |
| Three activities of the application | Login, Setup, Ride Setup/Selection, Invite/Accept/Drop, Map |
| Local storage used | Yes |

**Requirements Checklist (Pick two):**

|  |  |
| --- | --- |
| **Requirements** | **Yes / No / NA** |
| [FCM](https://developers.google.com/cloud-messaging/) for Push Notifications | Yes |
| Maps / Location based services | Yes |
| Sensors (Fingerprint, NFC, Accelerometer, etc.) |  |
| Services for background execution |  |

**Extra Credit (Maximum of 2):**

|  |  |
| --- | --- |
| **Options** | **Yes / No** |
| JUnit testing for Android |  |
| Social media integration (Facebook API, Twitter API, etc.) | Yes |
| Google Analytics for Android |  |
| Dynamic data consumption from web services | Yes |
| Publishing to Google Play |  |