Jason Ikenaga, Parker Hayden, Rano Marufova

Dr. Austin Lobo

CSI - 460: Software Engineering

Team Name: 103

Table of Contents

WAC Connect Software Idea

Summary

WAC Connect is a mobile application that operates on Android and IOs. It is developed using JavaScript coding language and React Native software framework. The database for the app is stored on Firebase.

The purpose of the app is to store the course schedule for users and let them create group chats and join them on the app. The app supports protected user authentication and chat.

User Stories.

Who is the app for?

The application is developed for Washington College Students who would like to connect to their course mates. It is suitable for making study groups and friends among the people on the course.

Some people who might want to use our app:

I am still a high school student in Chestertown and was lucky enough to be allowed to study at the college. Since I'm still in high school I have not had any opportunities to make friends and meet people on campus. I'm using WAC Connect to effectively find groups of people that can help me learn while accommodating my scheduling needs.

High School Student - Mordecai

I am a transfer college and I think I am very extraverted. However, I know that classes are more fun if my classmates are also my friends. I would love to have an app where I could talk to them and arrange study groups.
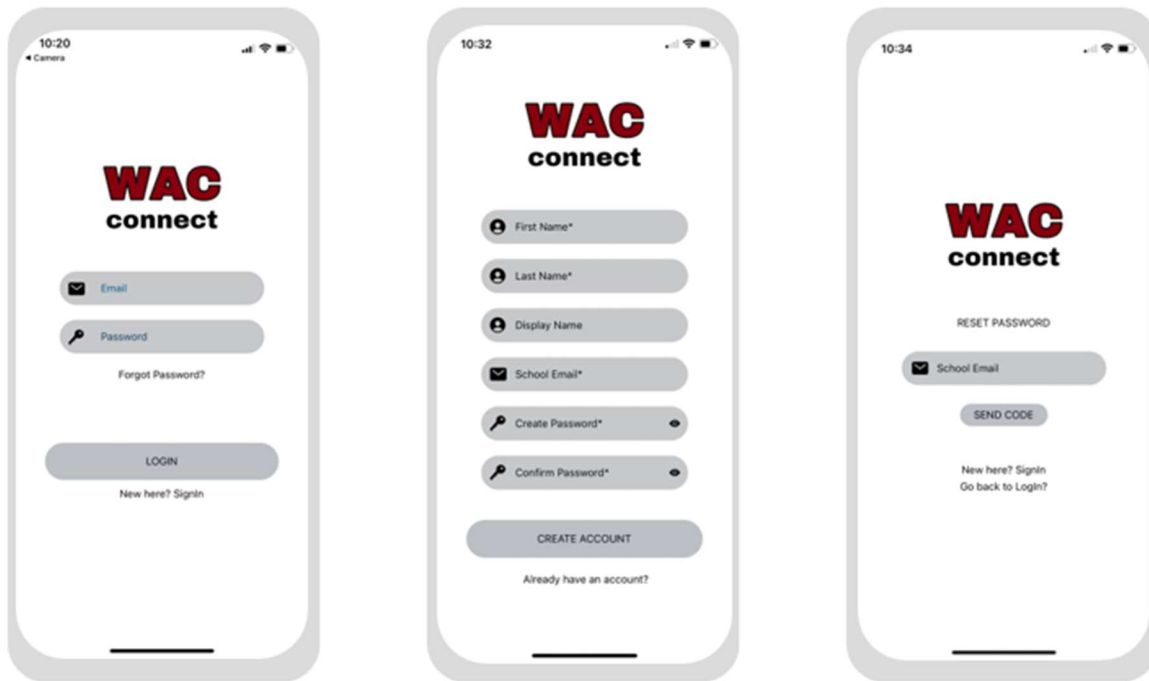

Transfer Student - Amanda

We have recognized that there are people who would like to have such application and developed it to accommodate to their needs.

In the app the users can:

- Sign up using their name and email address and create an account.
- Log In using their email and password.
- Reset their password.
- See the classes on the Home Screen.
- See the classes and query them by course title.
- Add classes by clicking in them.
- Create groups.
- Join groups.
- Chat in groups.
- See all groups joined in the Groups Screen
- See their profile.
- Change the profile information such as display name, full name, email address.

User Screens
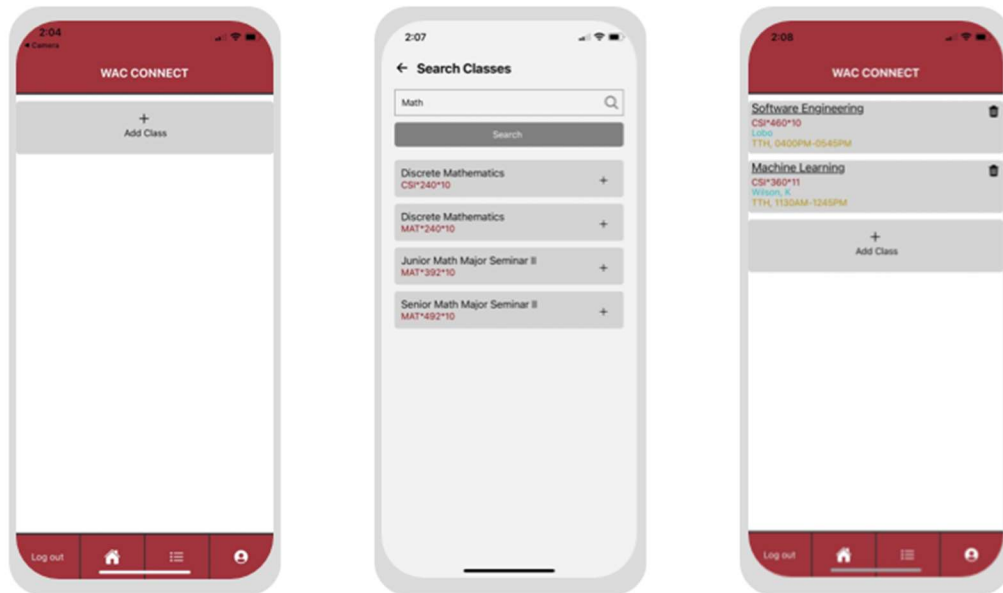
User Authentication Screens

Log In Screen. The login screen is the first screen every user sees opening the app. It's a graphical interface that allows a user to enter their login credentials to access the application. It includes two input fields for the email address and their password. It also includes buttons for first time user to Sign In by creating a new account and direction button for users who forgot their passwords.

Sign In Screen. The sign In screen is a graphical user interface element that allows a user to create a new account for the application. It includes a form with various input fields such as the user's name, display name, email address and password.
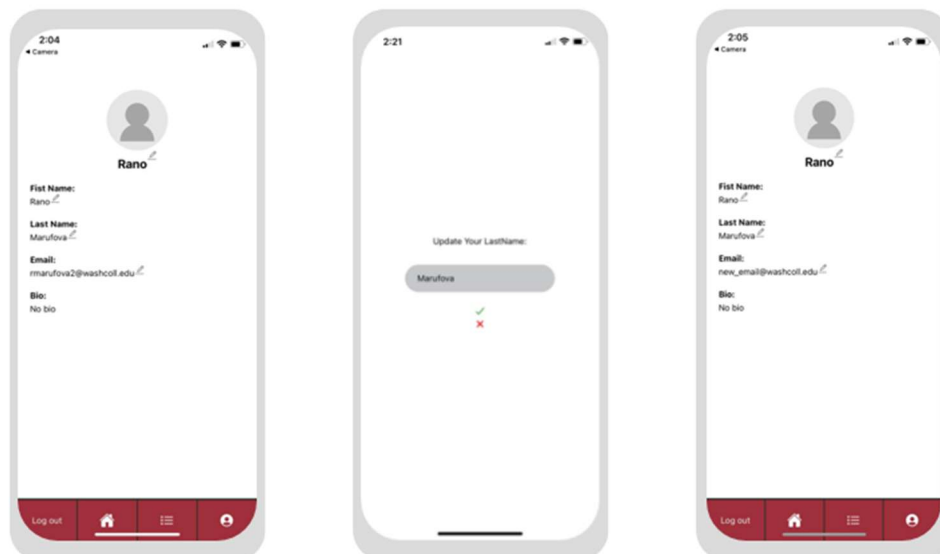
Reset Password Screen. The reset password screen allows users to reset their forgotten password. It includes an input field for the user's email address.
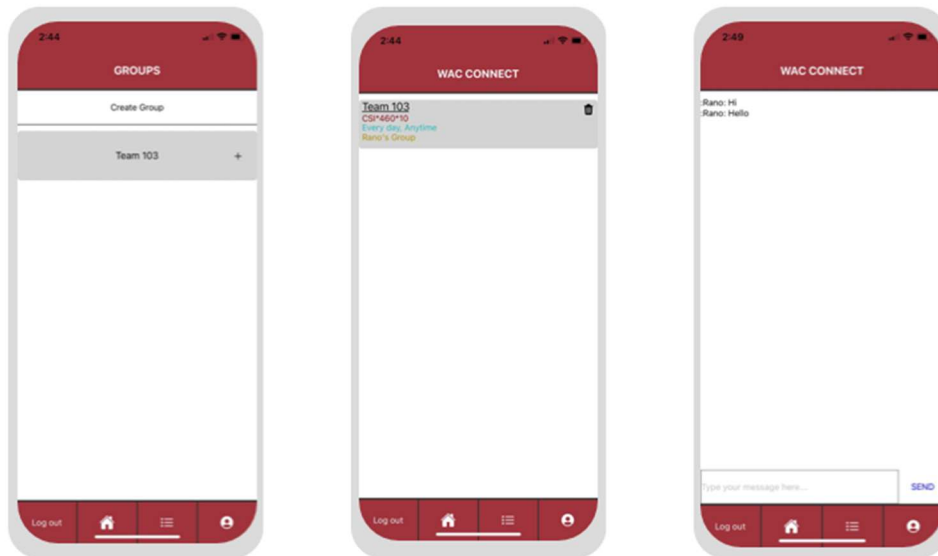
Home Screen

Home Screen is empty by default. The user can add classes by clicking the "+ Add Classes" box. The button takes the user to the Search Screen. The search screen has a search bar. The user can look for the classes by the course title. Once they click the course it gets added to the home screen. It can be removed from the screen by clicking the trash can icon on the upper right.

Profile Screen

The profile screen contains the information entered in the sign in process. Fields can be changed by clicking the pen icon.
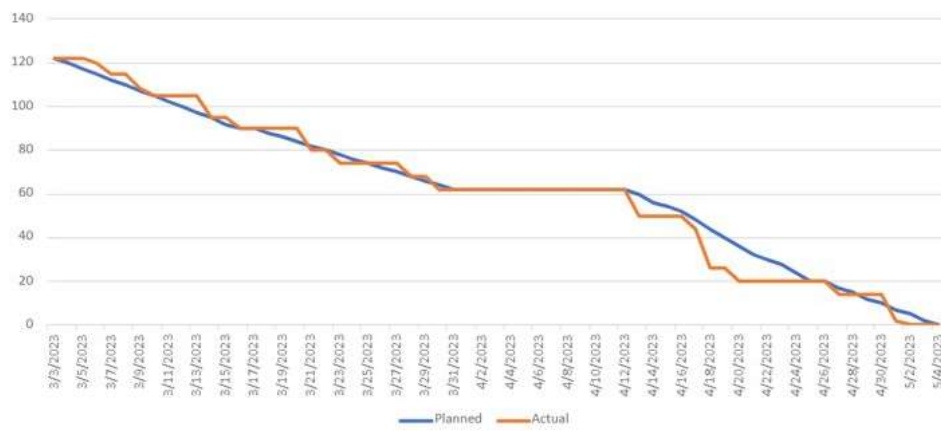
Groups Screen and Chat

When the user clicks any of the added courses, they can see all the groups created for the class. They can also create their own group by clicking "Create Group".

The screen with all the group chats can be accessed by clicking the groups tab in the navigation bar. The user can see the group and the information for it. Once the group is clicked, the user is directed to the chat for the selected group.

Users can post public messages. Anyone who joins the groups has access to all the posted messages.

Groupwork reflection.

We worked as a group of 3 and used Agile methodology to develop the software. The burndown chat below shows the progress of the group over time. "Planned" is the amount of work we were expecting to complete and "actual" is the work that has been done.

As is shown in the chart, we were able to complete the work planned on time although we haven't always reached the expected progress.

During the development process we did both the sessions of XP and pair-programming. Our team had regular weekly meetings and made sure to distribute the work evenly. In the end we were able to achieve our main goals, although there is still space for improvement.