Roomies App

Summary

I have developed an application for students that share an apartment together to resolve the informal communication and monetary problem between roommates by integrating the following features: -

- Add/ Maintain to-buy Lists: Like maintain a shopping list.
- Add /Maintain / Assign ad-hoc to-do task between flat mates
- Create/ Maintain weekly task schedules related to daily chores like cooking, cleaning etc.
- Create a swap board to exchange tasks previously assigned.

Approach

Stack

Backend:

- Java
- Spring Boot
- Maven
- Hibernate
- JPA
- Spring Security
- JavaX Mail
- Log4j

Client:

IOS App (Swift)

Database:

MySQL

Bug Reporting Tool

Slack

Object Model

1. ROLE

a. Type

2. Group

- a. Id
- b. Group Name
- c. Group Description
- d. Users < User>

3. User

- a. Id
- b. Username
- c. Email
- d. Password
- e. Roles < Role>
- f. First name
- g. Last name
- h. Phone no
- i. Group < Group >
- j. Tasks < TaskImpL>

4. TaskImpl

- a. Task Id
- b. Task Name
- c. Task Description
- d. Creation Date
- e. Completion Date
- f. Task Type
- g. Status
- h. Added by User < User >
- i. User in Charge < User>
- j. Group < Group >
- k. Task up for Swap

5. Item < TaskImpl>

- a. Item Name
- b. Item Price
- c. Shared Users <User>
- d. Purchased on Date
- e. Bought By user <User>

Token Based User Authentication

Token-based authentication is a security technique that authenticates the users who attempt to log in to a server, a network, or some other secure system, using a security **token** provided by the server. Some Key benefits of token-based authentication are –

- 1. **Cross-domain / CORS:** Makes Authentication available across different domains as cookies don't work across domains.
- **2. Stateless:** There is no need to keep a session store, the token is a self-contained entity that conveys all the user information
- 3. **Mobile ready:** When working with Mobile platforms cookies are ideal for session management.

Design Patterns used:

- 1. Singleton Design Pattern
- 2. Delegate Pattern

Flow:

Functionality: -

- Register: -
 - A user can register in the application by providing user's first name, last name, phone no
 - A user also enters password which later gets saved in the data base in an encrypted format using the Bcrypt library.
- Login: -
 - A registered user can only log into the system via the login screen
 - Once logged in the user info is saved in the session.

• Group Creation/joining Screen: -

- o A page where user can join or create and own a group
- User can send invites to other user to join the group via mail

Group Dashboard

Priority Board page showing filtered scheduled tasks divided among all users.

Swap Board

 A Dashboard showing all the task that users among the group have put up for swap. So, if a User is having some how busy during the assigned task, he can raise a swap request and other users in the swap board can swap their tasks with the one on the swap board

Shopping List:

Priority Board page showing filtered shopping items planned and completed.

Task List:

- Screen where user can find scheduled task assigned to them
- o Users can mark task complete or edit them on this though this tab.

Account

Profile

- User is able view and update his profile information from this screen.
- Users wishing to logout of the application can logout from this screen.

Group Info

- Users can view group information like group name, description and the list of users who are part of the group.
- Here You can also invite Users to join the group via email.

Bug

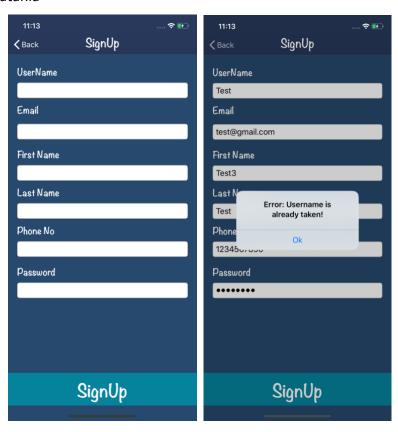
Since the App is in its initial stages and it is always difficult to track clientside bugs. Bug reporting feature was added so a user can report any issue faced directly to a Slack private slack channel which can subscribed by the developers working on the app to fix the issues at the earliest.

Screens

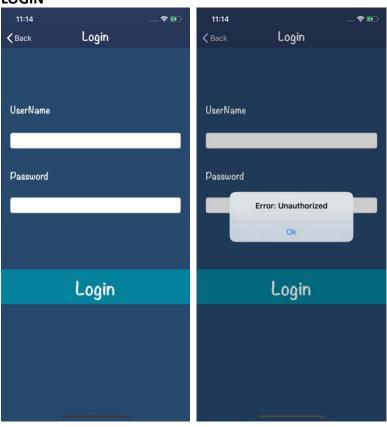
1. HOME



2. SIGN UP

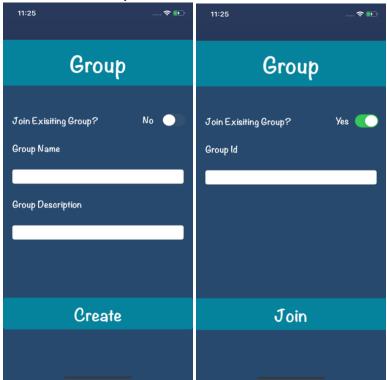


3. LOGIN

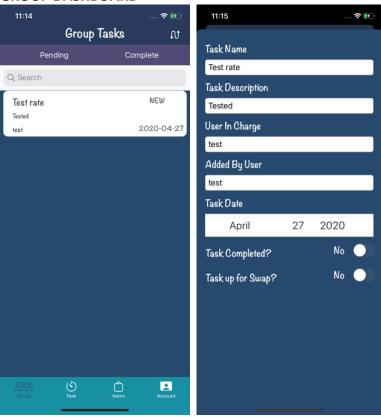


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4. GROUP CREATION/JOINING



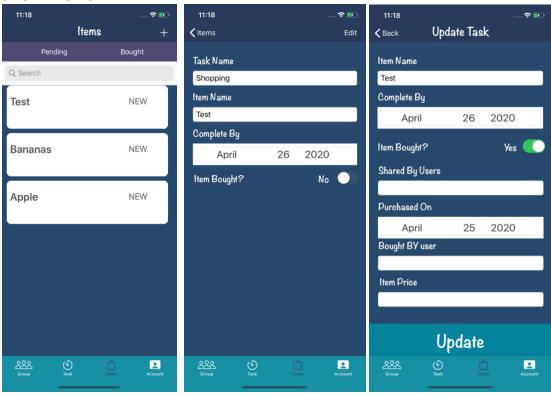
5. GROUP DASHBOARD



6. SWAP DASHBOARD

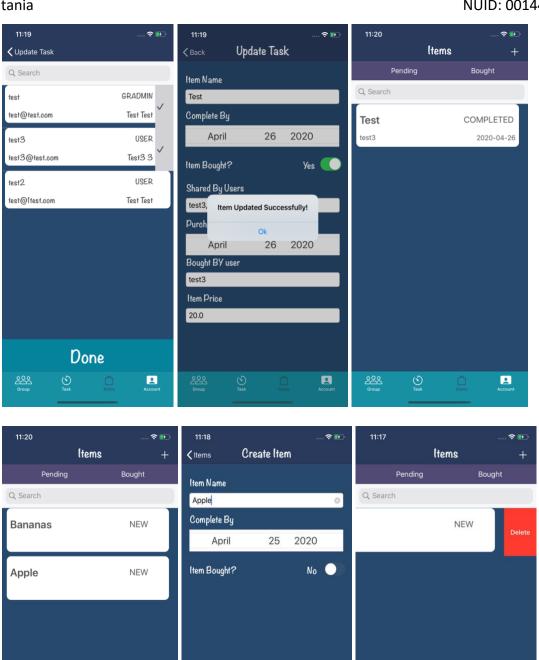


7. SHOPPING LIST



Group

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Create

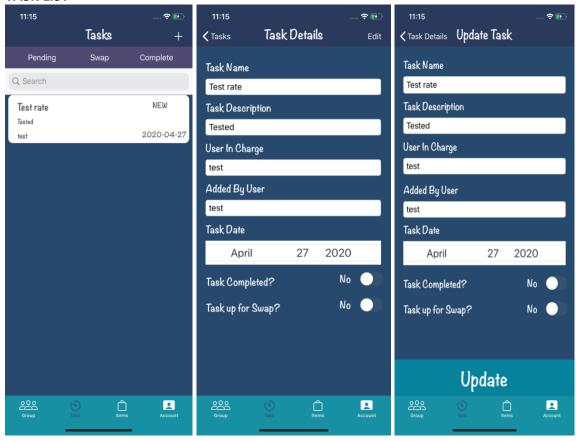
•

Account

Group

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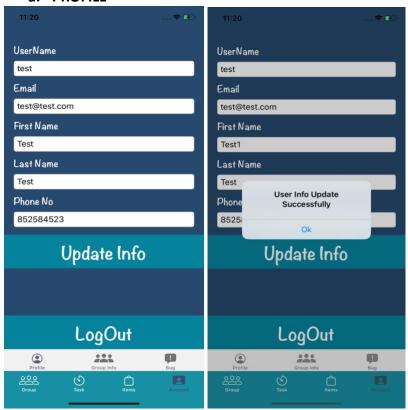
8. TASK LIST



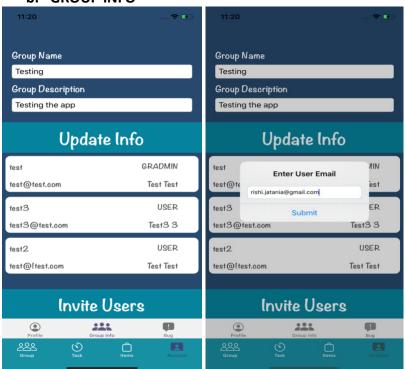


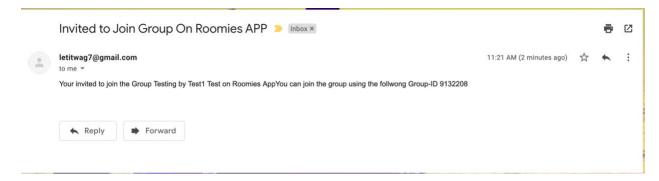
9. ACCOUNT

a. PROFILE

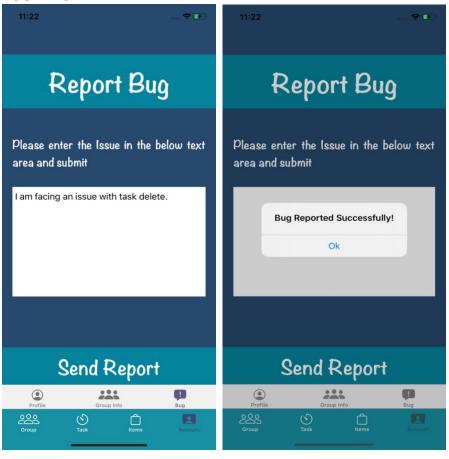


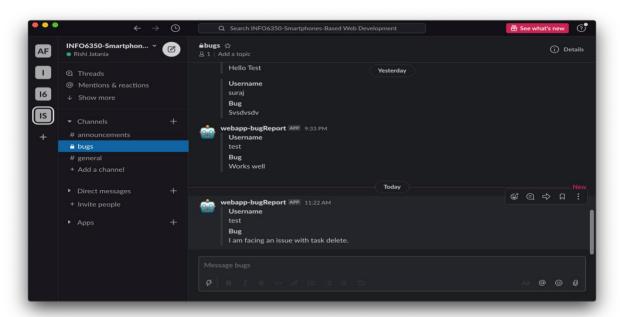
GROUP INFO





c. BUG REPORT





Future Scope

For the future scope of the Project following ideas can be implemented.

- Add a shared items expense tracker and way to settle the expenses and manage finances This can be done by coupling mobile payment app like Venmo for settling up expenses
- Enable Push Notifications for any and all activity within the group and its users.

 (I was unable to implement this feature without having a paid Apple developer account.)
- Simplify adding shopping items by scanning barcode and getting the product information thought a simple google search.
 - (I was unable to implement this feature due to the restrictions of the simulator.)
- Implementing Single Sign On feature to integrate Federation sign in using Oauth2 which uses the same principle of Token based Authentication currently implement in the project.