

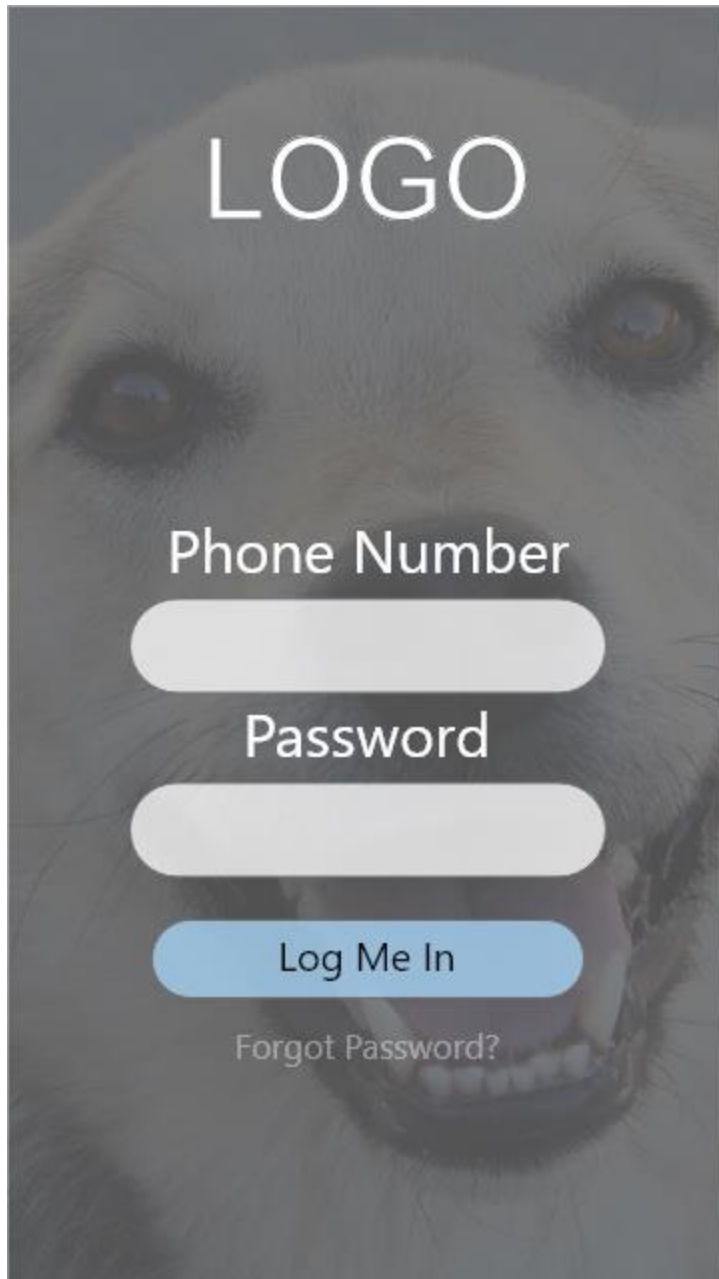
## Screens

Type: Login Screen

Requirement : Fulfils requirement 3.1.2

Description:

Login Screen



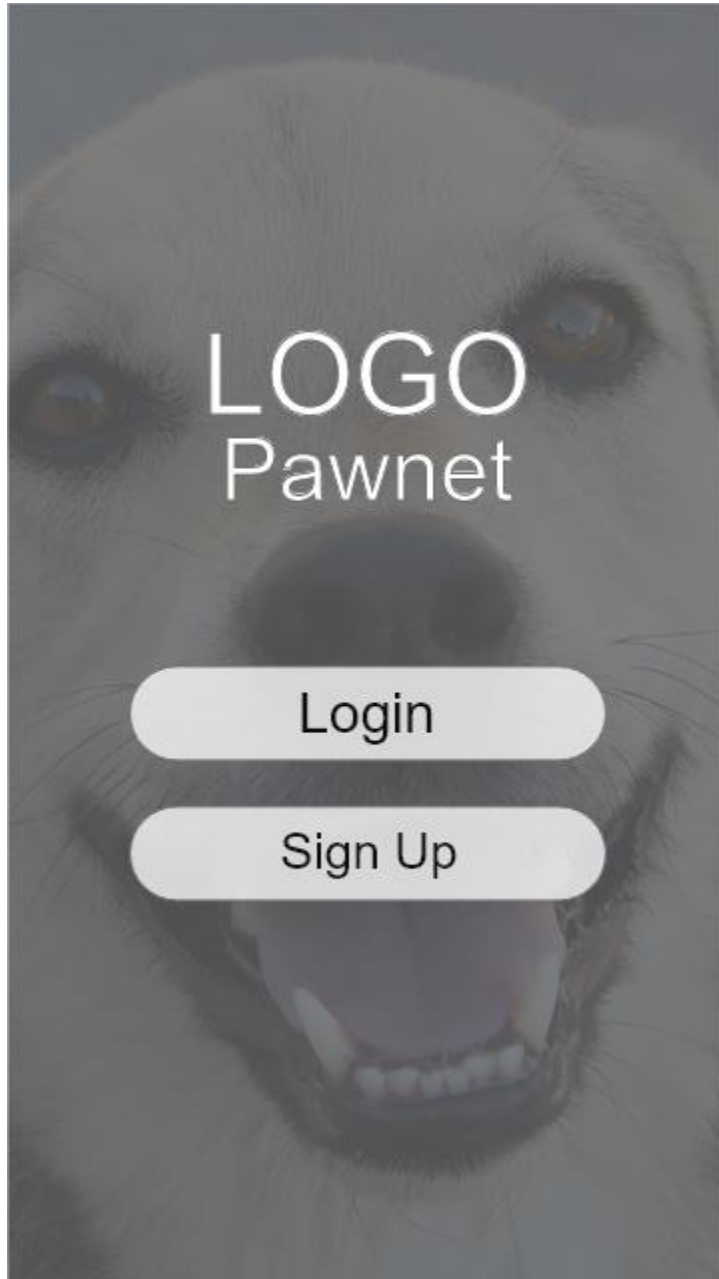
Notes:

1. A textbox to input the phone number
2. A text box to enter the password
3. A link in case the password or the username is forgotten by the user

Type: Initial Screen

Requirement: Partially fulfills 3.1.2

Description: First screen



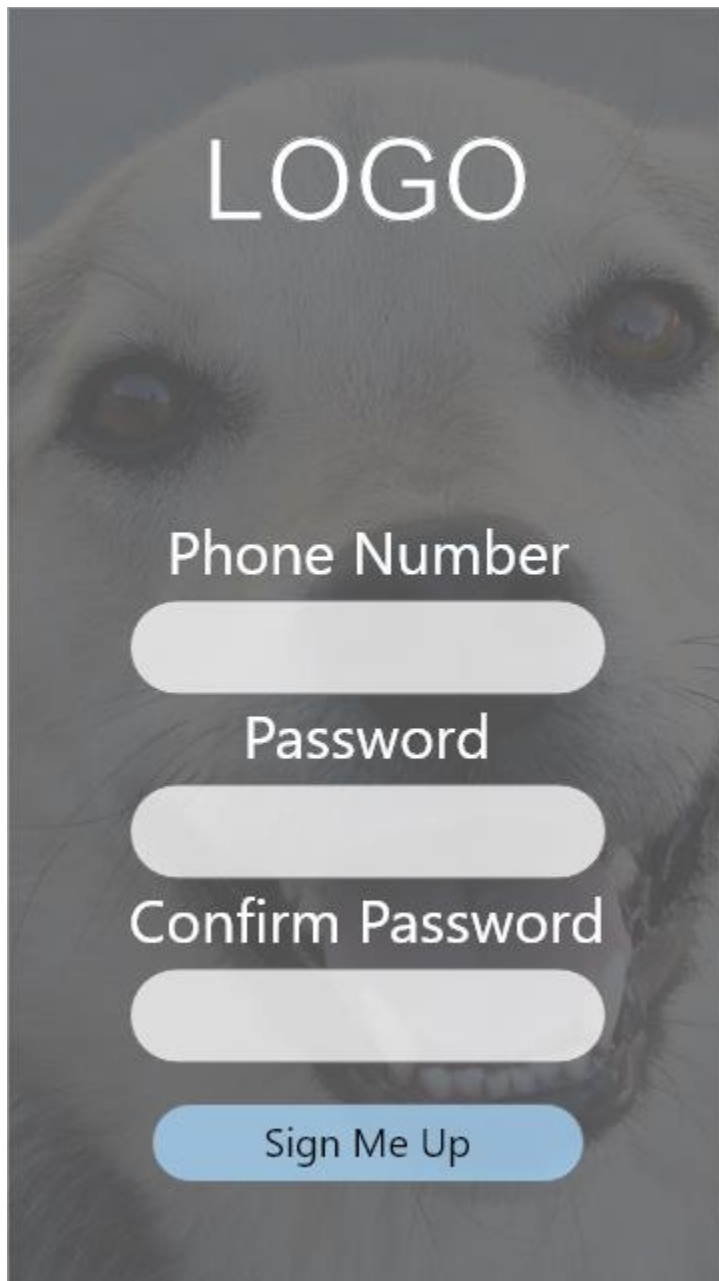
Notes:

1. This is the first screen that the users see
2. The screen has a login in button for existing users to sign in
3. There is also a sign-up button for new users trying to sign up for the application.

Type: Sign-Up Screen

Requirement: Partially fulfills 3.1.2

Description: First screen

A sign-up screen with a background image of a dog's face. The screen contains a logo placeholder, three input fields for phone number, password, and confirm password, and a sign-up button.

LOGO

Phone Number

Password

Confirm Password

Sign Me Up

Notes:

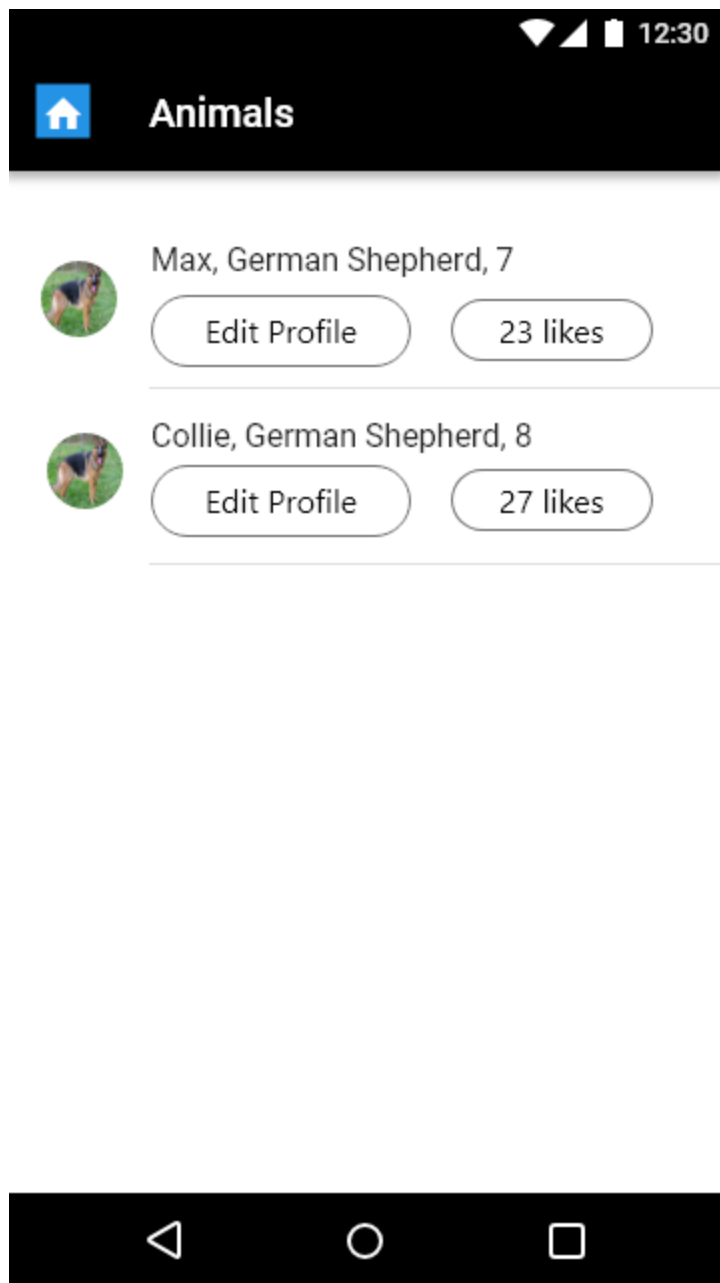
1. A text box to input the user wanting to sign up's phone number
2. Two text boxes for the user to input their password and to confirm it.
3. A button for the user to click in order to sign up

Input type: Adoptee Homepage

Requirement: This screen fulfills the requirement 3.1.1

Description:

Adoptee Homepage



Notes:

1. A top left icon which moves to the profile and settings screen.
2. A top right icon which moves to the direct messages when clicked.

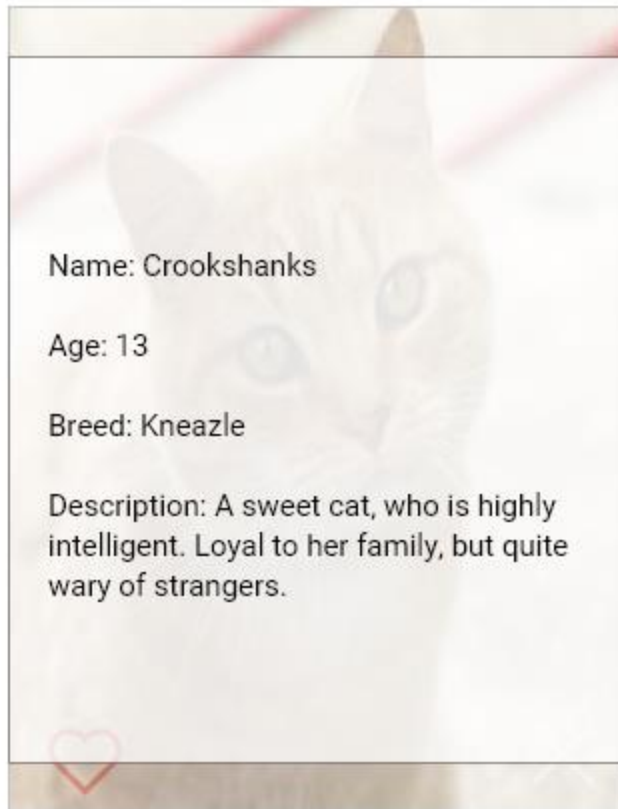
3. A list of all the people who have liked their pet and when clicked on their name, it will switch to a direct chat screen.

Type: Adopter Animal Screen(Opens when the animal card is clicked)

Requirement: Partially fulfills the requirement 3.1.3

Description:

Adoptee Animal Page



Notes:

1. A profile button on the top left in order to access the settings screen
2. A messages button on the top right in order to go directly to the messages screen
3. A fixed card that shows description and other information about the pet
4. Goes back to the swiping interface when the back button is clicked.



Type : Adopter Homepage Screen

Requirement: This screen partially fulfills the requirement 3.1.4

Description:

Adopter Homepage



Notes:

1. A top left icon which moves to the profile and settings screen.
2. A top right icon which moves to the direct messages when clicked.
3. Swiping interface for liking animals.
  1. Left and right buttons at the bottom to swipe right or left
  2. A clickable card which starts showing more information about the pet on click.

Type: Direct Message Screen (Seen by both adoptee and the adopter)

Requirement: Partially fullfills requirement 3.1.6

Description:

Direct Messages List



## Chats



Max, German Shepherd, 7  
SPCA — Our offices are at 15th and Rumlow.  
When do you wanna meet up?

---



Collie, German Shepherd, 8  
Ray Neal — Does 5 pm on Saturday work for  
you?

---



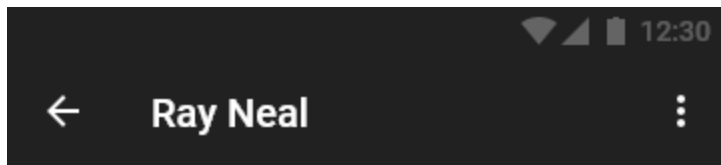
Notes:

1. A top left icon which moves to the homepage for the adoptee or the adopter.
2. A list of direct messages in the past and people who can be messaged arranged in the order of their recent activity.
3. On clicking each of these direct messages, a chat screen shows up where the users have the ability to message each other.

Type: Chat screen

Requirement: This screen partially fulfils the requirement 3.1.6

Description:



Hey, I like your pet!

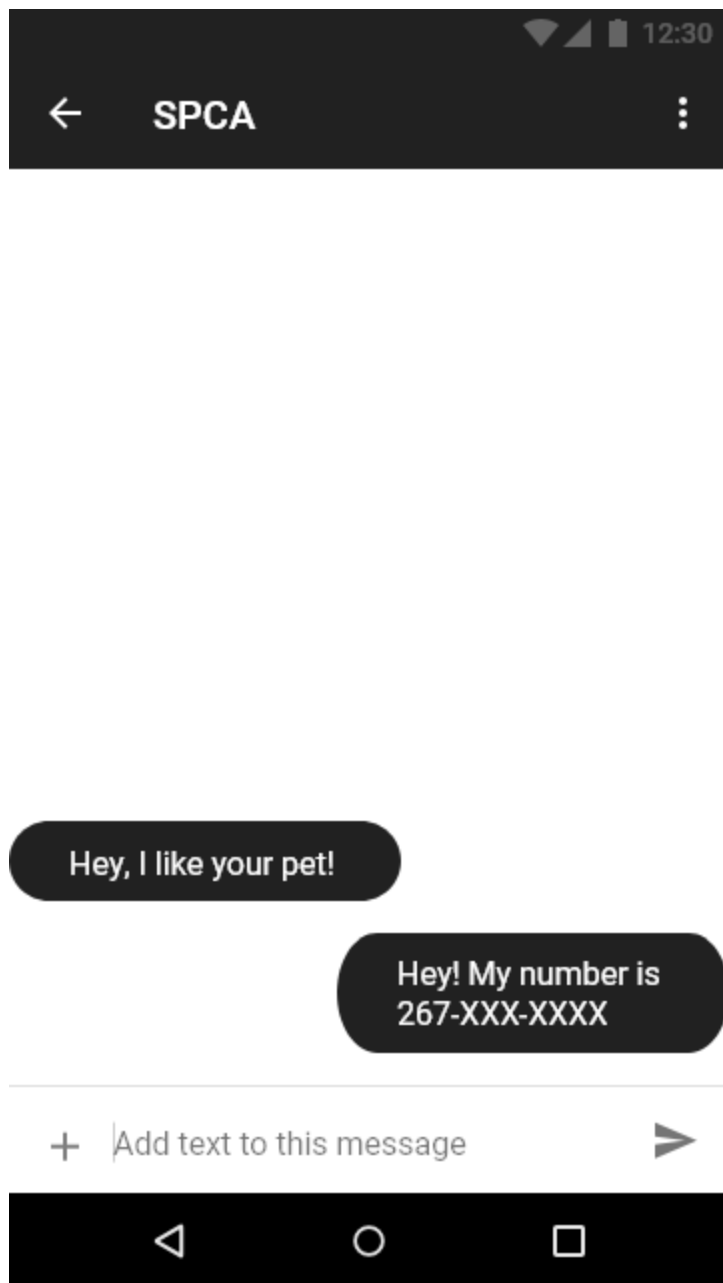
Hey! My number is  
267-XXX-XXXX

---

Add text to this message

A black rectangular bar at the bottom of the screen containing three white navigation icons: a back arrow, a circle (home), and a square (recent apps).

Direct Message Messaging



1. A top left icon which moves to direct messages.



2. A top right drop down which enables people to report any malicious behavior on the chat screen.
3. A textbox at the bottom of the screen to send text messages to the other user.


Type: Adoptee Profile Screen


Requirement: Partially fulfills the requirement 3.1.1

Description:

Adoptee Profile

Profile








SPCA

[Edit](#)

Animals

 spca@gmail.com

 267-403-3333

 1234 Street Road  
Philadelphia, PA

## Mission

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum



Notes:

1. A top right icon which moves to the previous screen.
2. A top left icon which moves to the homepage when clicked.
3. An icon for changing the profile picture.
4. An icon for changing the phone number

Type : Adopter Profile Screen

Requirement: Partially fulfills the requirement 3.1.3

Description:

Adopter Profile



John Smith

[Edit](#)

Filters



j.smith@gmail.com



215-333-5555



4321 Street Road  
Philadelphia, PA

## Description

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum

Notes:

1. A top right icon which moves to the previous screen.
2. A top left icon which moves to the homepage when clicked.
3. An icon for changing the profile picture.
4. An icon for changing the phone number
5. An icon to change the short bio
6. A button to enable filter that the adopter might want to use to find the pets that they like.

Type: Edit Profile Screen

Requirement: Partially fulfills 3.1.3



## Edit Profile

NAME	SPCA
------	------

EMAIL	SPCA
-------	------

PHONE	SPCA
-------	------

ADDRESS	SPCA
---------	------

MISSION	SPCA
---------	------

Save Changes





## Edit Profile

NAME	SPCA
------	------

EMAIL	SPCA
-------	------

PHONE	SPCA
-------	------

ADDRESS	SPCA
---------	------

DESCRIPTION	SPCA
-------------	------

Save Changes





NAME	SPCA
TYPE	SPCA
BREED	SPCA
COLOR	SPCA
AGE	SPCA
WEIGHT	SPCA
HEIGHT	SPCA
DESCRIPTION	SPCA

Save Changes



Notes:

1. Multiple textboxes to enter and/or edit information about various things where each thing has its own textbox
2. A button to save the changes made on this screen.

## DATABASE TABLES

### 1. ProfileDB

Data Element Name	Data Type	Key	Notes
Name	string		3 bytes
email	string		5 bytes
password	string		5 bytes
phoneNumber	string	PK	2 bytes
Description	string		100 bytes
Address	string		10 bytes
Pet choice	string		2 bytes TER
Breed	string		5 bytes (Premium function)
isPremium	Boolean		True or False depending on premium user or not
petsLiked	Array of string		200 bytes, stores the petID of the pets on which adopter swipes right ONLY FOR ADOPTER

petsDisliked	Array of string		200 bytes, stores the petID of the pets on which the adopter swipes left.
petID	Array of string		200 bytes, stores the petIDs of the pets up for adoption for a specific agency. ONLY FOR AGENCY/ADOPTEE
userImage	jpg/png		Image of the user
chatIDList	Array of string		Stores all the chatIDs
User_Flag	Boolean		Reporting System
pending_Requests	Array of string		To store the animals adopter has swiped right on, but agency has not responded.

## 2. MessageDB

Element Name	Data Type	Key	Notes
ChatID	string	PK	2 bytes
Chat History	String		10 kB

## 3. PetDB

Element Name	Data Type	Key	Notes
petID	string	PK	2 bytes The primary ID used to uniquely determine a pet.
phoneNumber	string		2 bytes to reference
Pet type	string		1 byte basic type of pet eg. Dog, cat
Pet image	jpg/png		5 MB compressed
Breed	String		3 bytes
Color	String		2 bytes
Age	Integer		1 byte
Weight	float		2 bytes
Height	float		2 bytes
petDescription	String		100 bytes
medicalHistory	String		100 bytes

## 4. AuthDB

Element Name	Data Type	Key	Notes
phoneNumber	String	PK	2 bytes
password	String		5 bytes

## Possible System Entities

Type	Name	Description or Notes
Screen	Adoptee Home Page	This page welcomes new and returning users and asks them to sign up/ log in



Screen	Adopter Home Page	This page welcomes new and returning users and asks them to sign up/ log in
Screen	Animals up for adoption	This page shows all their pets up for adoption to the adoptee and they can swipe left or right on the pet to accept or reject
Screen	User profile	This page includes the profile of the user and the pets (if) they have (any) up for adoption
Screen	Messages	This page has all the direct messages between the user and the adopter/adoptee
Screen	Animal Pictures	This page shows all the animals up for adoption and the user can swipe on the picture to accept or reject
Screen	Conversation	This page contains all the texts between two people and is accessible from the Messages screen upon clicking on a specific chat
Database	MessageDB	This database keeps all the texts between different users
Database	ProfileDB	This database stores all the profile information
Database	AuthDB	This database helps with log in and sign up
Database	PetDB	This database stores all the information of pets up for adoption
Code	Auth	This function interacts with the AuthDB and ensures log in and sign up
Code	SignUp	This function asks the user for phone number and password to store it in AuthDB
Code	Text	This function interacts with MessageDB and syncs texts to the user's device
Code	Profile	This function syncs the profile from ProfileDB to the user's device
Code	Adoption	This function displays pets on the adoption page from PetDB and notes acceptance or rejection of the pet after swipes

Code	AddPet	This function adds new pets up for adoption in PetDB
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Name: Auth

Type: Function

Purpose: This function is needed to meet requirement 3.1.2

Parameters: The following parameters are used to call this function:

Name	Data Type	Notes
phoneNumber	String	Phone number of the user
password	String	Password for logging in

Return Type: Boolean (True means login approved, and false means login rejected)

Processing: auth(phoneNumber, password):

New DBDataType = SendRequesttoDB(phoneNumber)

If(DBDataType.password == password):

Return true

Else:

Return false

Name: signUp

Type: Function

Purpose: This function is needed to meet requirement 3.1.2

Parameters: The following parameters are used to call this function:

Name	Data Type	Notes
phoneNumber	String	2 bytes
password	String	2 bytes

Return Type: void

Processing: signUp(phoneNumber, password):

```
New DBDataType = AddtoDB(phoneNumber,password)
```

Name: Text

Type: Function

Purpose: This function is needed to meet requirement 3.1.6

Parameters: The following parameters are used to call this function:

Name	Data Type	Notes
timestamp	string	Timestamp of the text being sent
data	string	Text data being sent
chatID	string	Unique ID of the chat

Return Type: Boolean (True if text sent successfully, false if error)

Processing: text(timestamp, data, chatID):

```
New DBDatatype = requestfromdatabase(chatID)
```

```
DBDatatype.add(timestamp, data)
```

Try:

AddtotheDB(chatID, DBDatatype)

Except:

Return false

Break

Return true

Name: profile

Type: Function

Purpose: This function is needed to meet requirement 3.1.2

Parameters: The following parameters are used to call this function:

Name	Data Type	Notes
Profile	String array	This array contains the whole profile data arranged in a predefined order

Return Type: Boolean; True if profile synced properly and false if not

Processing: def profile (array profile):

Try:

SendinfotoProfileDB(profile)

Return True

Except:

Return false

Name: Adoption

Type: Function

Purpose: This function is needed to meet requirement

Parameters: The following parameters are used to call this function:

Name	Data Type	Notes
PreviouspetID	string	ID of the pet previously shown to the user. Empty is no pet shown earlier.

Return Type: String; PetID of the current pet shown

Processing: def adoption( String PetID):

    NewPetData = returnsthenextpetindatabase(PetID)

    Answer = Show(NewPetData)

    If answer == yes:

        DataInProfileDB(Profile.phoneNumber).petsLiked = NewPetData.PetID

    Elif answer == no:

        DataInProfileDB(Profile.phoneNumber).petsDisliked = NewPetData.PetID

    Return NewPetData.PetIID

Name: AddPet

Type: Function

Purpose: This function is needed to meet requirement

Parameters: The following parameters are used to call this function:

Name	Data Type	Notes
PetInfo	List	This list contains the info entered about the pet by the user in the app UI
PetPicture	jpg/png	Picture(s) of the pet

Return Type: True if data is synced and pet is added

Processing: `def addPet(PetInfo, PetPicture):`

    Try:

`Sync(PetInfo, PetPicture)`

        Return True

    Except:

        Return False

7-5

Technologies	Akshit	Ritik	Billy	Ankit
Flutter	2	2	1	1
Database Management	2	2	1	1
Android Studio	3	3	1	1
UI Design	2	2	2	2
HTML	3	3	2	2
CSS	1	2	2	2
Java	3	3	1	1