**Don't Be Late**

*Finalist, Intern Hackday at LinkedIn*

An app that leverages user relationships to encourage punctuality. Groups of friends can opt into an event, and upon doing so commit their device for location tracking. Their location is broadcast to every other individual attending the event, and a agreed-upon punishment is given to the most tardy attendee. A leaderboard tracks average lateness or earliness to increase social aspect.

This product was based on research (e.g. [1](http://link.springer.com/article/10.1007/s11109-010-9114-0), [2](http://www.sciencedirect.com/science/article/pii/0091743591900397)) that demonstrates that social pressures act as a strong source of intrinsic motivation, which can be stronger than a desire for self-improvement.

The front end used Javascript, HTML5, CSS, and [Bootstrap](http://getbootstrap.com/). The back end was built with Parse, the Play framework, and PHP. We leveraged the [Google Maps API](https://developers.google.com/maps/) for our map interface. This app was our entry into the Intern Hackday at LinkedIn and was a Finalist in the competition. It was made with [Eduardo de Leon](https://www.linkedin.com/pub/eduardo-de-leon/65/567/324), [Yinan Ding](https://www.linkedin.com/in/yinanding), [Linda Fayad](https://www.linkedin.com/in/lindafayad), and [Abhinav Khanna](https://www.linkedin.com/in/abhinavkhanna2016).

Resources:

* Source code: [Github](https://github.com/abhiInCalif/dont-be-late2)