

Project description team 6

Currently iDB uses many different applications to help the Kick-In committee organize the Kick-In. Some of the things that have to be done for the participants of the Kick-In are: payment, registration for do-groups and the activity planning. This is quite hectic, there are web-applications and regular desktop applications used.

Our project will mainly focus on the development of a map making tool for the Kick-In committee. Now the maps are created using various tools like Photoshop, MS Paint or Powerpoint. The maps contain information on what materials are needed like fences or beer benches, but because of inconsistencies in the maps some materials are never placed or the map does not reflect the activity correctly. These are the problems that we are tackling with this project.

Maps should be viewable on any device, and editable on desktop monitors. Before any maps can be viewed/edited, a user needs to log in. They can then search for maps related to a given activity, or, if they're allowed to, create/edit maps. Creating maps is done by selecting an area on a map, and then adding materials by dragging & dropping them where you want them. This map can then be exported to an image, and the materials list can be exported to a machine-readable format.

For getting the maps we can use the university's MazeMap tool, which provides us with an easy-to-use map API. For developing code, we'll be using IntelliJ IDEA, due to a shared dislike of Eclipse. This gives us the bonus of using one IDE for editing files from both the back- and frontend. For design mockups & drawings we'll each be using our own image editor of choice. Any project-related files are stored either on Google Drive, or on gitlab. Google Drive is more convenient for general files (documents, images, etc.), whereas gitlab will be used for code.