CS551 Project Plan

Project Title: FreakOut!

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Introduction:

Having 'Leisure Time' these days is a boon. Taking time out of our busy schedules, when we finally try to do something exciting or have fun with friends or family, often we end up screwing up our holiday due to ineffective planning. We generally go crazy, get confused and waste most of the little available time on thinking what and how to do, where to hang out and finally end up doing something mundane or doing nothing. So, a user friendly mobile application which can help us plan a weekend would be a great solution.

Project Goals & Objectives:

Overall Goal:

To develop a mobile application that invokes existing web services and serves as a utile and handy tool to the user. "FreakOut!" is one such mobile application that sketches out everything for a fun weekend by delivering information of the latest happenings in and around.

Specific Objectives:

To design and construct an android mobile application that enables the user to plan his/her weekend by performing various tasks like, searching an event of his choice and invite friends to join him/her. More specifically, the user can:

- Create his profile, so that he and other friends at "FreakOut!" can plan for a weekend.
- Search and browse through the current events and their details based on the genre (music, shopping, sports, movie, etc.) of user's choice and budget.
- Send out invitations to the friends and check their responses.
- Find the route map to locate the venue of the event.

Significance:

"FreakOut!" is a fun guide you will find yourself using every week and one of the most useful applications you will ever use!

Project Background and related work:

There are many existing android applications which do similar stuff discussed above,

1. SUP! Event planning Application
2. PartyM8 - party and event organizer (iPhone app)

Proposed System:

1. Requirement Specification:

Functional Requirements:

- User sign-up and log in.
- Profile updating.
- Adding friends to the contacts.
- Managing calendar (adding events sent by friends upon acceptance).
- Generate the list current events based on preferred location, genre and budget.
- Sending out invitations to the friends.

Non-functional Requirements:

- Performance: Generate search results in optimal amount of time.
- Invoke message services through the internet.
- Portability: An application that can run on any android appliance.
- Integrity: To make the 'friends' database secure by authorizing the login.
- Availability: Should be available to the user anytime.
- To provide reusability with good reliability.

Technical/Business Requirements:

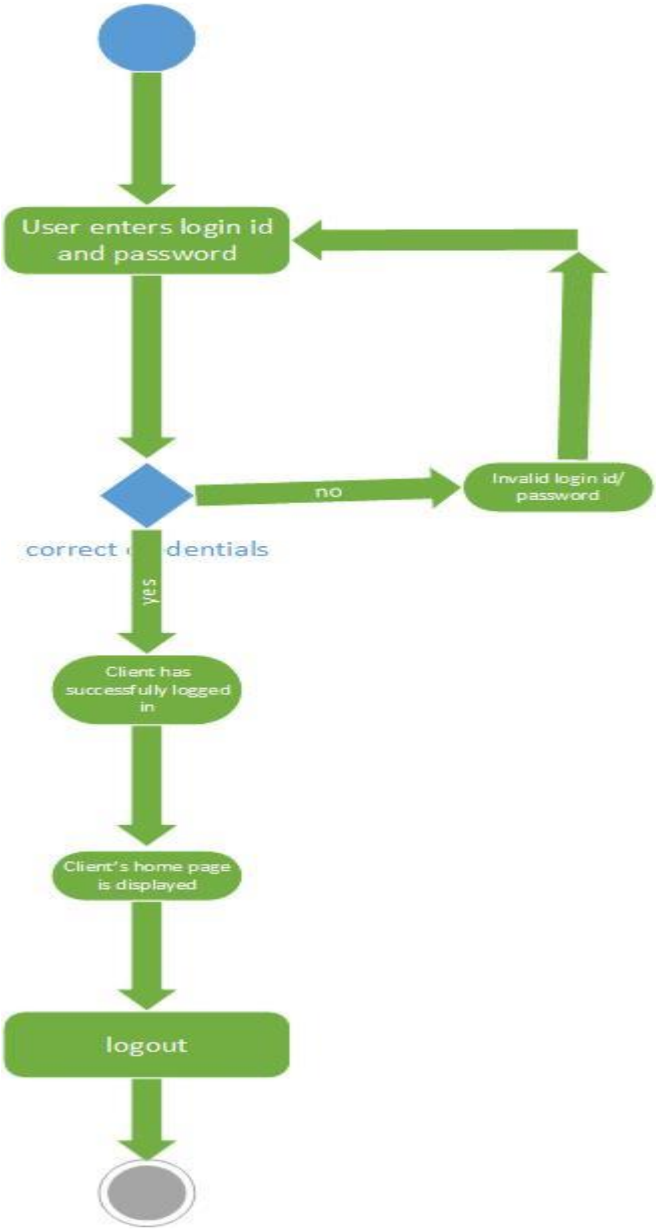
- The database should support a memory to store at least 50 friends' information.
- 5 to 10 search results should be able to come up.
- The time elapsed between the searches results should not be at most 3 sec.
- The time taken to send out an invitation or receive a response from friend should as minimum as possible (3-4 sec).
- Smooth transition from one screen to another for sleek mobile experience.
- Interesting 3-D animations for pop ups.

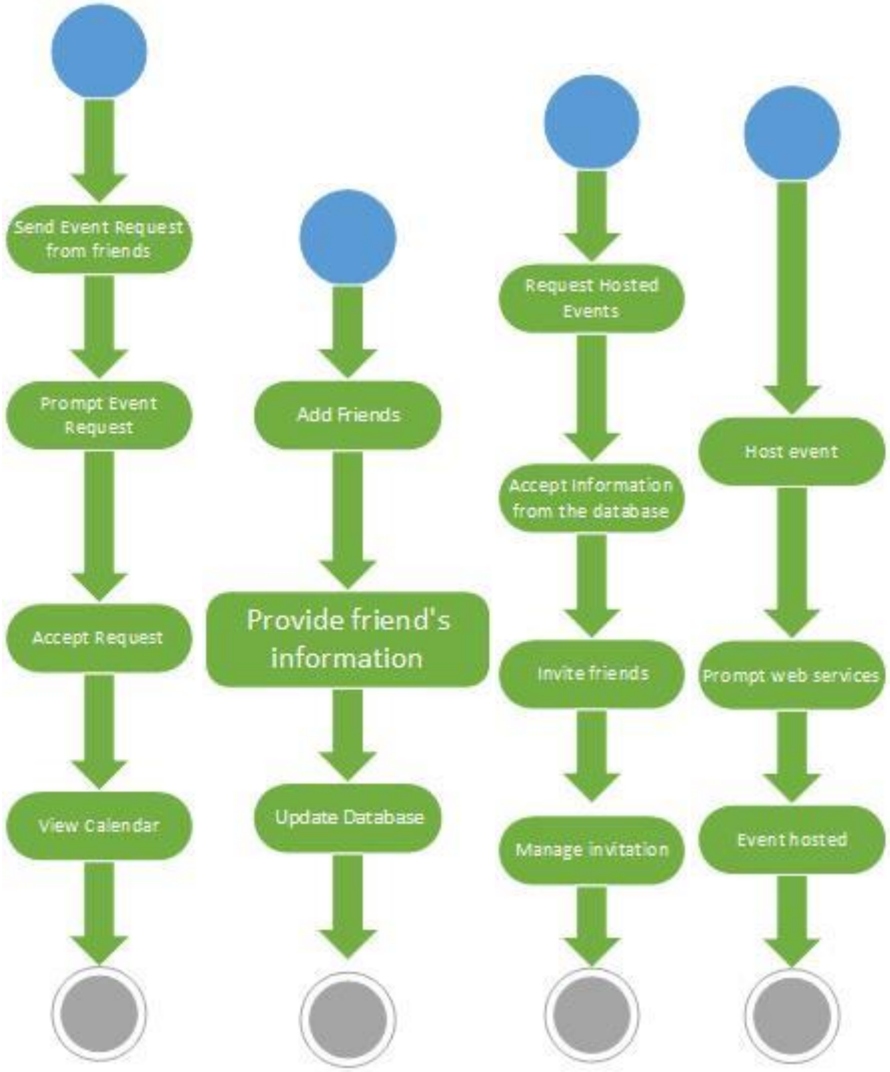
Workflow Analysis (UML Activity Diagram):

Technological & Architectural Requirements:

- Android specific platform.
- Should be able to connect to the available APIs.

UML Activity Diagram


User enters login id and password
no
Invalid login id/ password
correct credentials
yes
Client has successfully logged in
Client's home page is displayed
logout



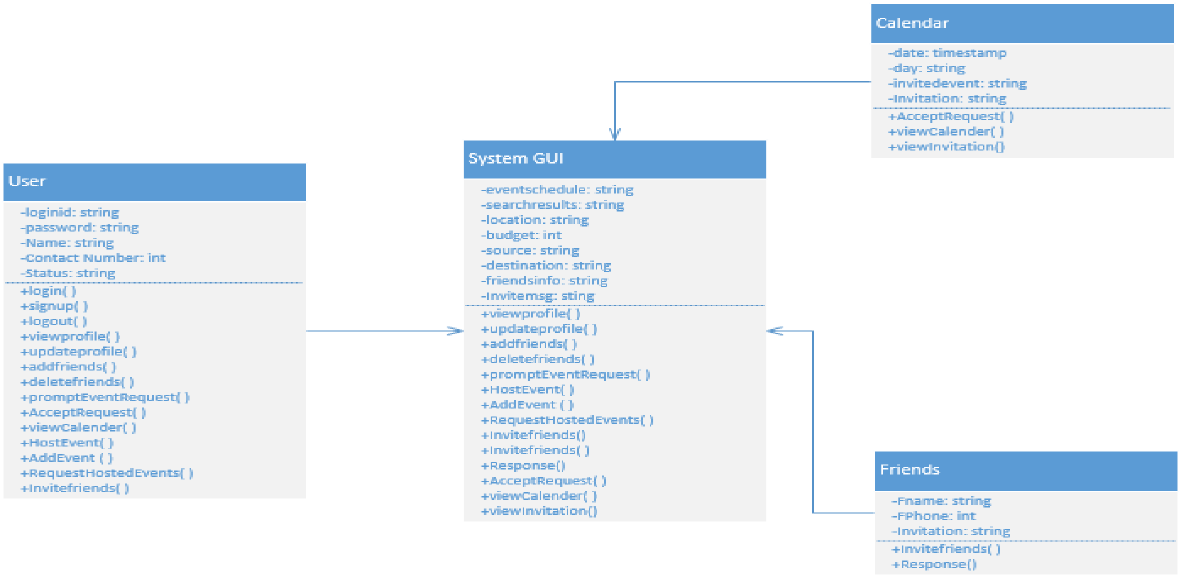
2. **Framework Specification:**

Assumptions:

- The API returns the appropriate event details upon calling.
- There is no friend outside the application database to whom the invitation has to be sent.
- The external invitations are received from friends who are in the contacts of the user.
- Response sent by the invitees upon denial does not reflect any change in the state of invitation in the local application view.

System Specifications:

Class Diagram:



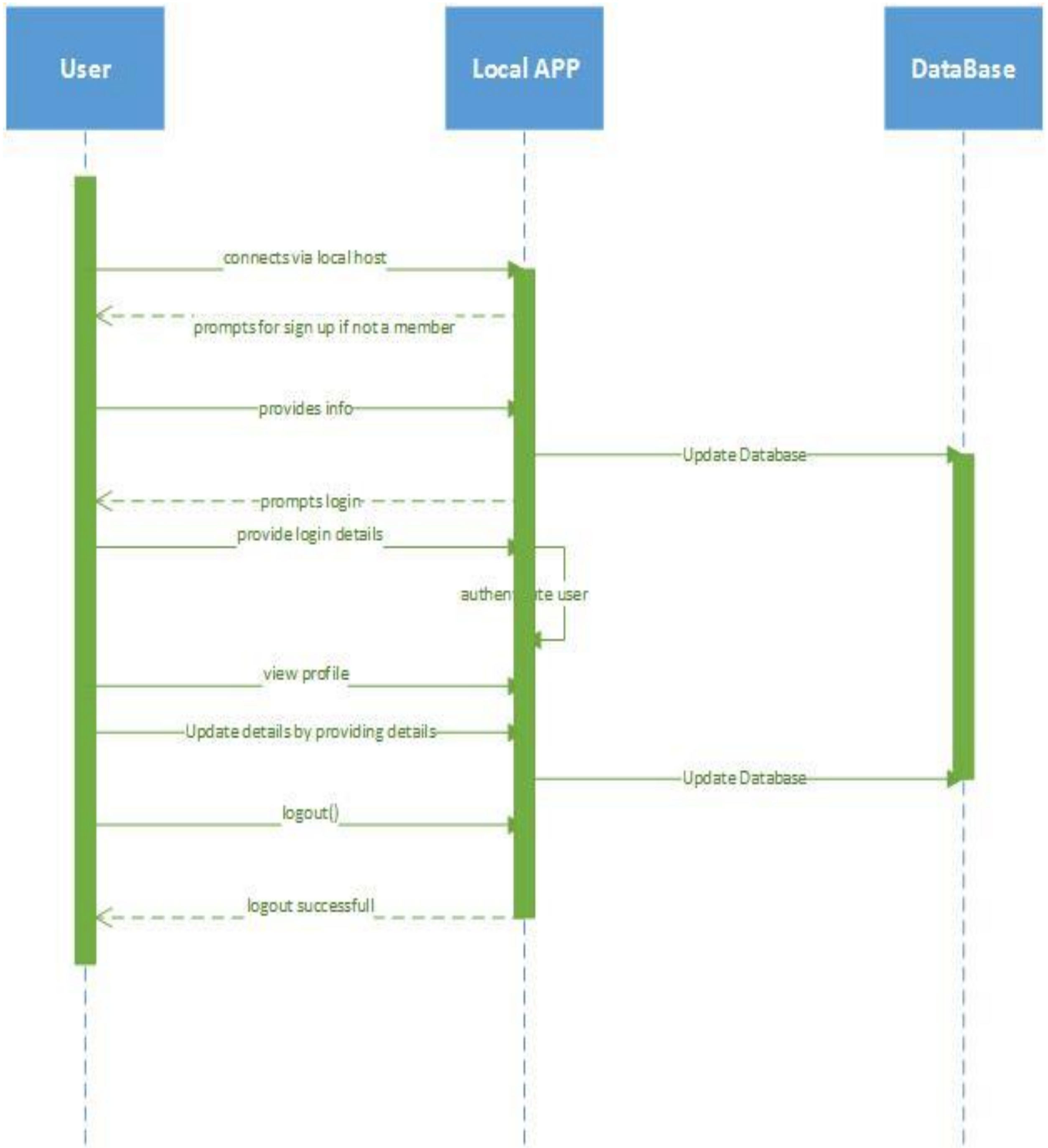
Existing Services:

- Google APIs that return the results for event details
- Google Maps API that returns the map that routes the source to the destination

New Services that have to be built:

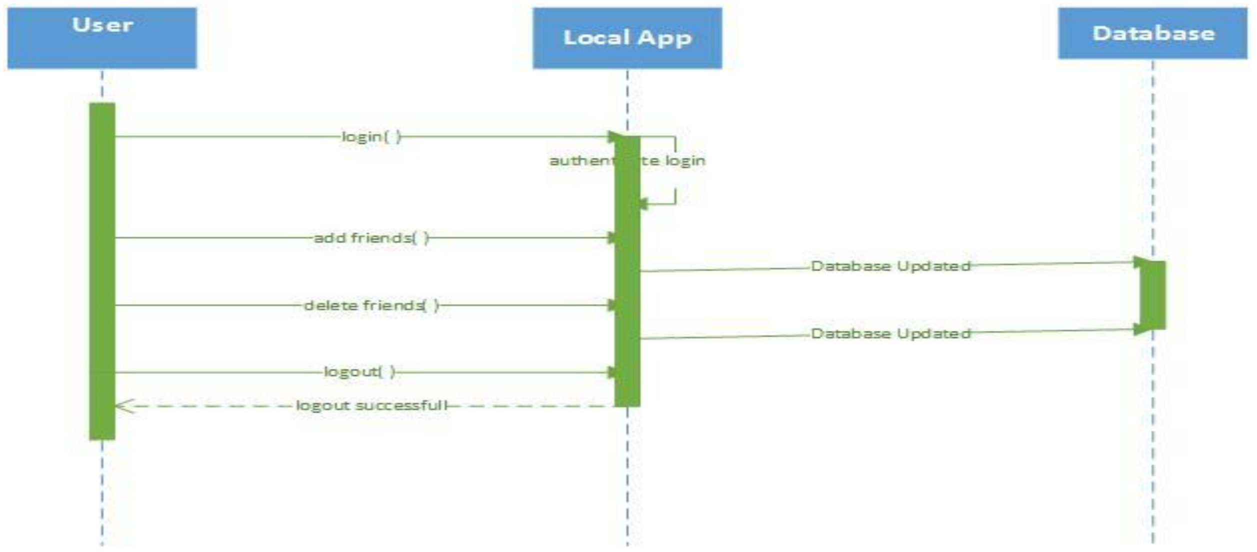
Service 1: login/signup/profile updating.

In our project, the first service we would be using is signup/login/profile updating, if the user is already a registered member, he logs in to the mobile web application with his credentials else signs up to use the mobile web application.



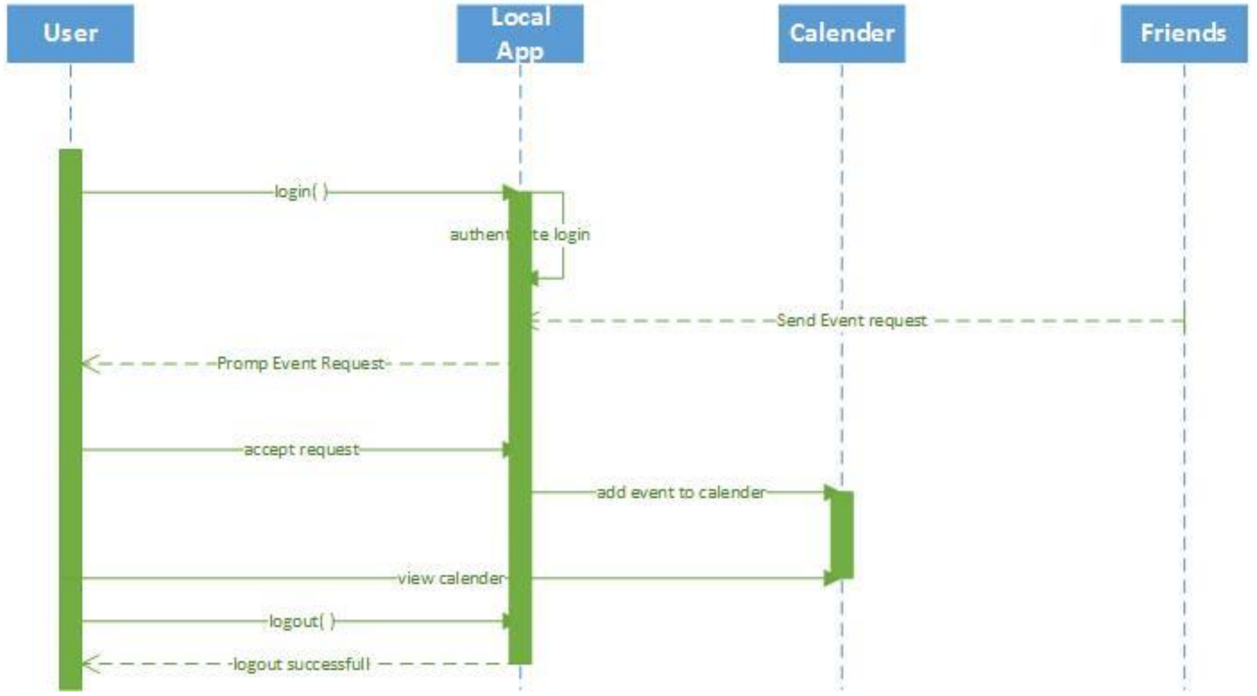
Service 2: Managing Friends

After the user logs in to the system, he can manage his friends by adding new friends or deleting the existing friends, adding or deleting would update the database automatically. Once he is done with the job, he can logout of the system.



Service 3: Calendar

Once the user logs in to the mobile web application, he can accept event requests which are sent by friends on his contact, once the event request is accepted, the event is added to the calendar and the user has privilege to view calendar, hovering the mouse over the calendar displays the corresponding event which is scheduled.

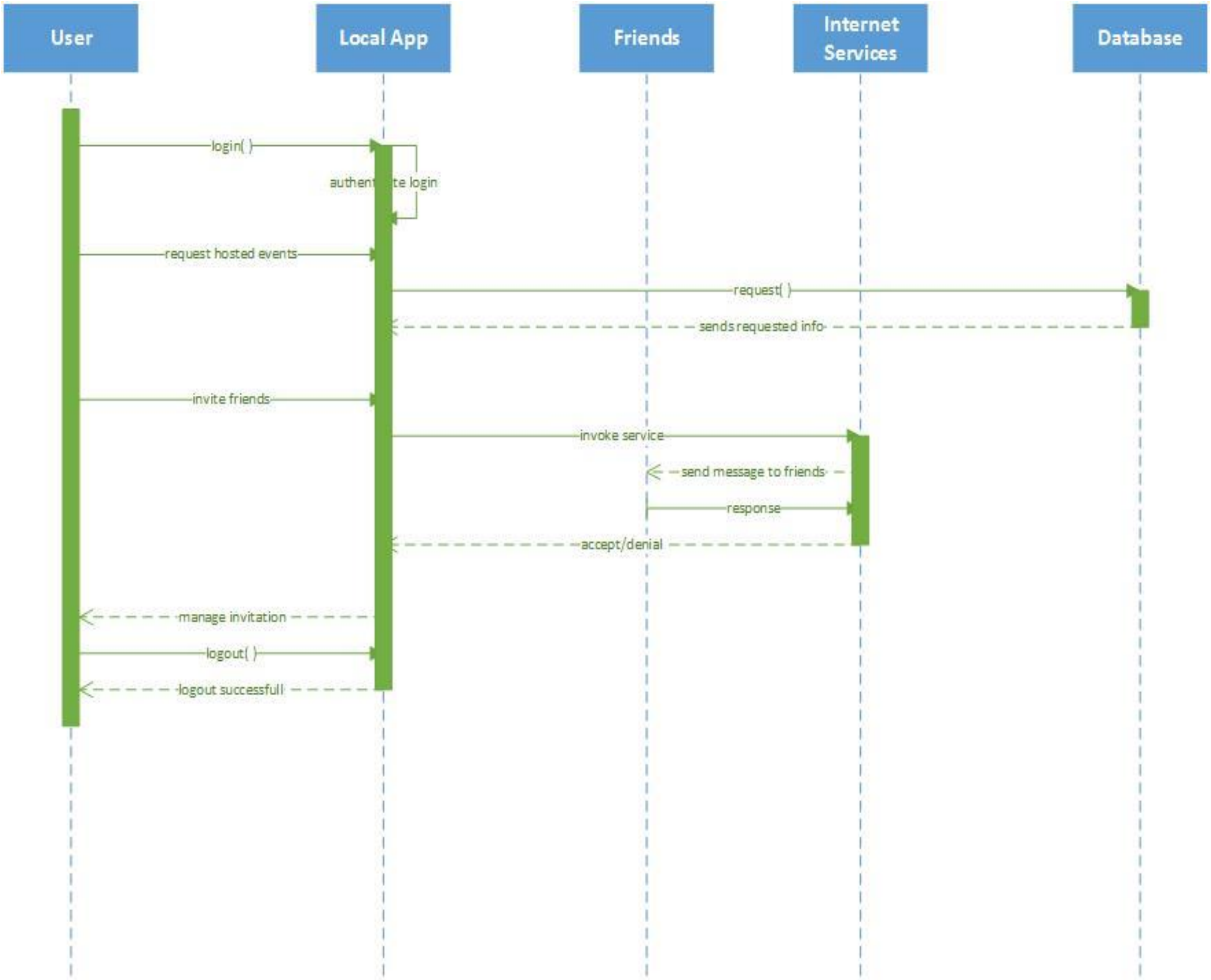


Service 4: Hosting Event: Choosing Event

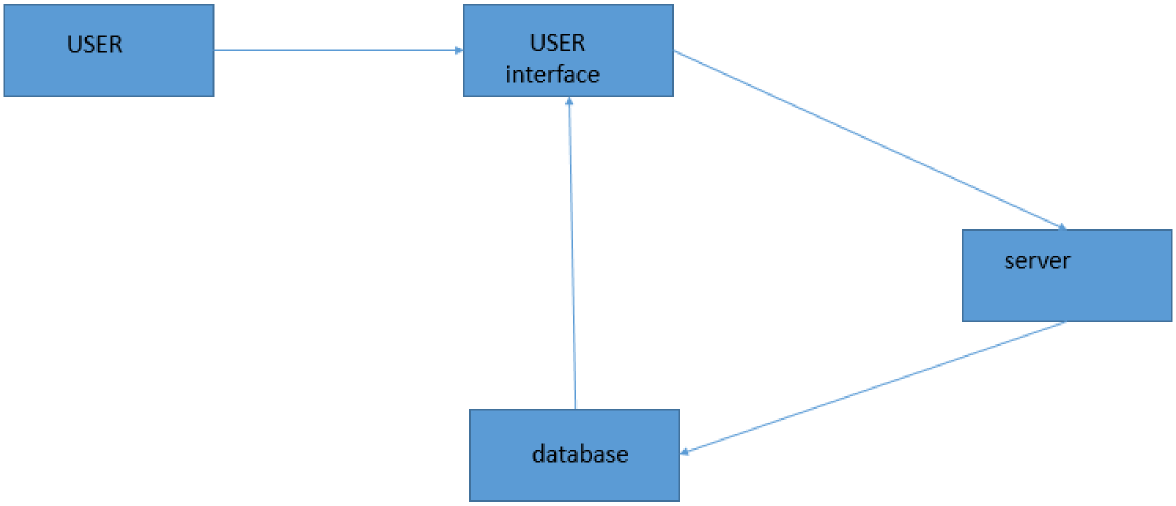
The user can host an event and in the process of hosting events, the mobile web application prompts several web services and the created events are automatically updated to the database. User can add other events as well.

Service 5: Hosting Event: Sending out Invitations.

Once the user has created events, he can send out invitations to friends on his contact, sending invitations would invoke web services and friends have privileges to either accept or decline the invitations. He is granted privilege to manage invitations.



System Architecture:



Design of Mobile Client:

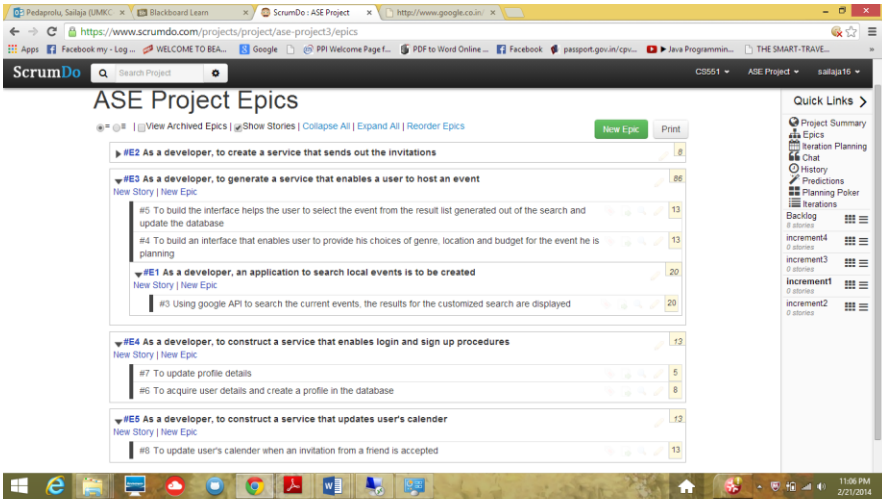
Features: Sign up, login, logout, update ,view, home, submit, host, etc.

Styles: CSS3

Technologies: HTML5, JQuery Mobile, JavaScript, MySQL

Plan by Services:

Using ScrumDo, two of the screenshots are below:



ASE Project Epics

#E2 As a developer, to create a service that sends out the invitations 8

#E3 As a developer, to generate a service that enables a user to host an event 86

New Story | New Epic

#5 To build the interface helps the user to select the event from the result list generated out of the search and update the database 13

#4 To build an interface that enables user to provide his choices of genre, location and budget for the event he is planning 13

#E1 As a developer, an application to search local events is to be created 20

New Story | New Epic

#3 Using google API to search the current events, the results for the customized search are displayed 20

#E4 As a developer, to construct a service that enables login and sign up procedures 13

New Story | New Epic

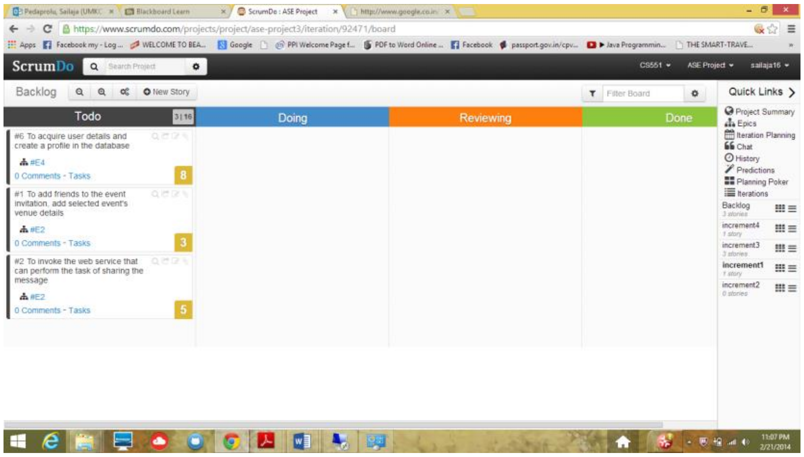
#7 To update profile details 5

#6 To acquire user details and create a profile in the database 8

#E5 As a developer, to construct a service that updates user's calender 13

New Story | New Epic

#8 To update user's calender when an invitation from a friend is accepted 13



#6 To acquire user details and create a profile in the database

#E4

0 Comments - Tasks 8

#1 To add friends to the event invitation, add selected event's venue details

#E2

0 Comments - Tasks 3

#2 To invoke the web service that can perform the task of sharing the message

#E2

0 Comments - Tasks 5

Risk Management:

- Login issues to be managed by password recovery methods
- Network connectivity issue should result in database roll back conditions

Bibliography:

1. http://www.youtube.com/watch?v=F-_f8YBEK8s
2. http://www.youtube.com/watch?v=7T-1NcdyC14
3. http://www.geeksugar.com/Event-Planning-Apps-24239175#photo-24239209