

# Project Release Plan

# UCSC Tutoring App

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# UCSC Tutoring App

- A mobile app that allows UCSC students and tutors to meet up in person
- Tutors will be reviewed, and will show up based on proximity to the user
- The main features of this app will be the following:
  - Profiles for the tutors with resumes/credentials and optional contact info
  - Secure payment feature using Venmo

# UCSC Tutoring App

- Sprint 1: As a tutor, I want to be able to create a tutoring profile that will display my knowledge and availability to potential clients so that I can make money for my services.
- Sprint 2: As a student at UCSC, I want to be able to schedule affordable tutoring sessions in my area so that I can gain knowledge in various subjects.
- Sprint 3: As a user, I want to be able to securely send/receive money through the app so that both parties fulfill their obligations.

# UCSC Tutoring App

- Tutor
  - Profile (contact info, availability, credentials, reviews)
  - Must have UCSC email account to sign up
- Student
  - Ability to search for, and interact with various tutors at UCSC
  - Must have UCSC email account to sign up
- Scheduling Sessions
  - In-app messaging feature that allows private communication
- Payment Method
  - Venmo's open-source library that allows transfer of funds

# UCSC Tutoring App

- Challenge 1: Not all of us are familiar with programming Android applications.
- Challenge 2: Implementing a secure payment system that protects both the client and tutor.
- Challenge 3: Creating an efficient and simple backend.
- Challenge 4: Making an aesthetically appealing user interface that is easy to use for both the client and tutor (because Android Studio is mean).



# UCSC Tutoring App

- Programming Languages: Java, XML
- Development Environment: Android Studio
- Web Framework: Backend via web2py
- Payment System: Venmo's app-switch-android Library
- Database: Java.sql library