Project Plan and First Increment Report
Fall 2016

TEAM - 6

- Kona, Lakshmi Nikitha – 22
- Ramesh, Sibi Chakravarthy – 45
- Natesan Arumugam, Bharath Kumar – 37
- Natarajan, Balaji - 36

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I. Introduction

Share up is a smart phone application which saves the money you spend in buying groceries by finding the cheaper and apt deals, for the people who are buying together, as well as by managing money, people owe to each other in shared rooms. In today's world, most people, especially students end up sharing apartment/house with friends. Most of the groceries they tend to buy are more or less similar. So, if they buy those things in bulk they are likely to save a lot of money. They are also likely to face problems in managing household expenses due to lack of communication. In order to overcome these problems, we planned to create this application which significantly overcomes the above mentioned problems in an efficient way. Each person who signs up has the credentials to create a group and add members to it. Each group will have a shopping list which any member can access and modify. So, for all the common things you can find cheaper deals, as our idea is to find one in bulk. The unnecessary portion which is yet to be bought can be shared with other members of any group by posting in a common forum visible to all other users who can contact the user to buy. The application also contains features to keep track of the money people owe each other, their monthly expenses and prediction of monthly as well as yearly expenses.

II. Project Goal and Objectives

Overall goal

The goal of this project is to create an android application which is useful for people living together in shared rooms/apartments for spending money smartly and share wisely.

Objectives

- To reduce cost of buying items by smart spending feature.
- To track and manage shared expenses.
- To provide common shopping list for all the members in a group.
- To test the application before deploying in order to uncover bugs.

Specific Features

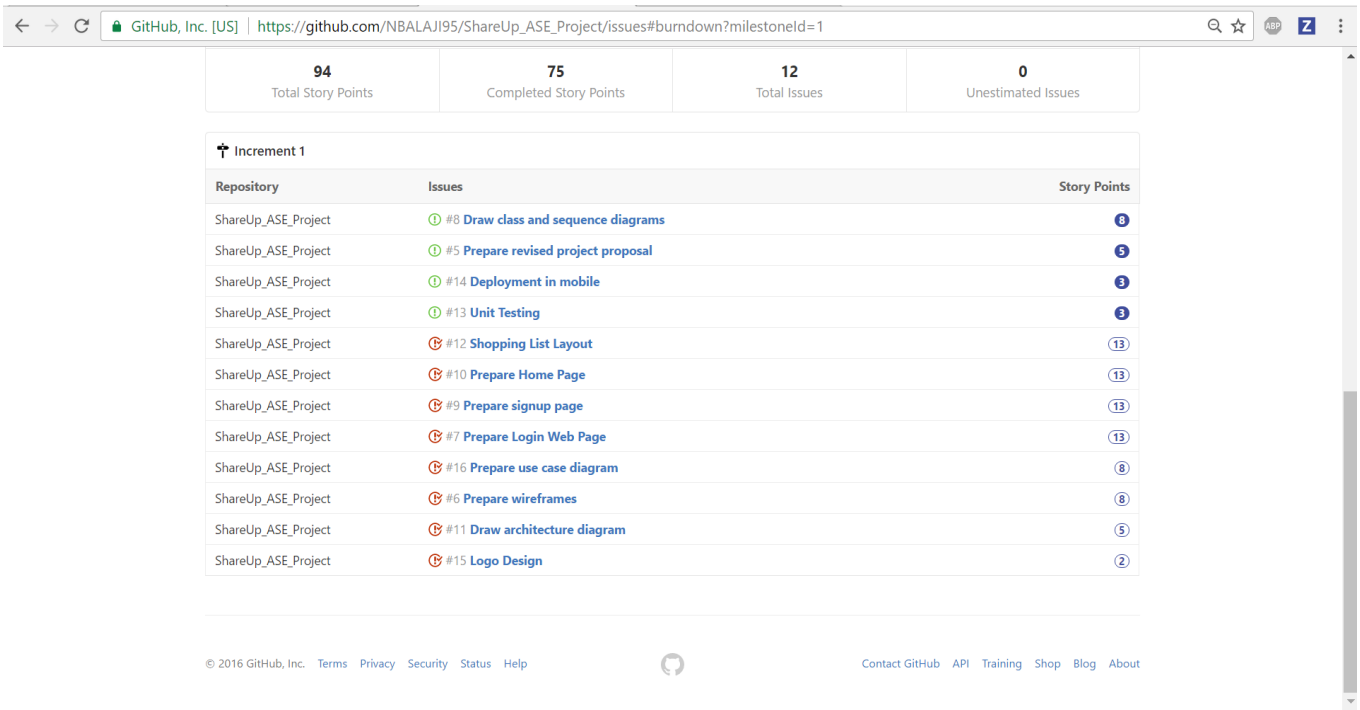
- Smart spending feature - which finds match for the required product with required quantity.
- Shopping list - which contains things that need to be purchased in the near future.
- Expense Manager - to manage bills and shared expenses among roommates.
- Common forum for sharing the product to be bought (quantities specified by the hosting group).

Significance

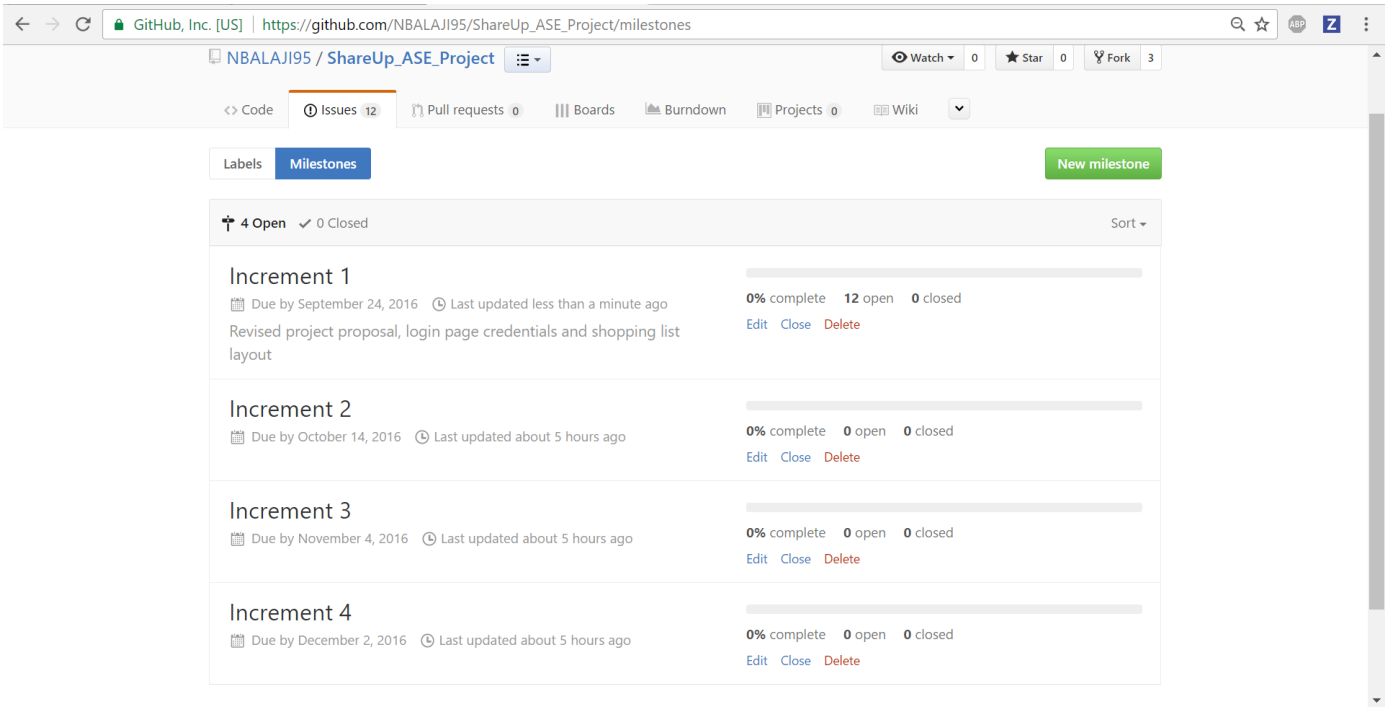
Smart spending and sharing will definitely change the way people spend for buying grocery items and manage their expenses. There may exist many applications which offer a subset of similar features, but this application provides a simplified way of performing these tasks in a single user interactive application by making things easier.

III. Project Plan

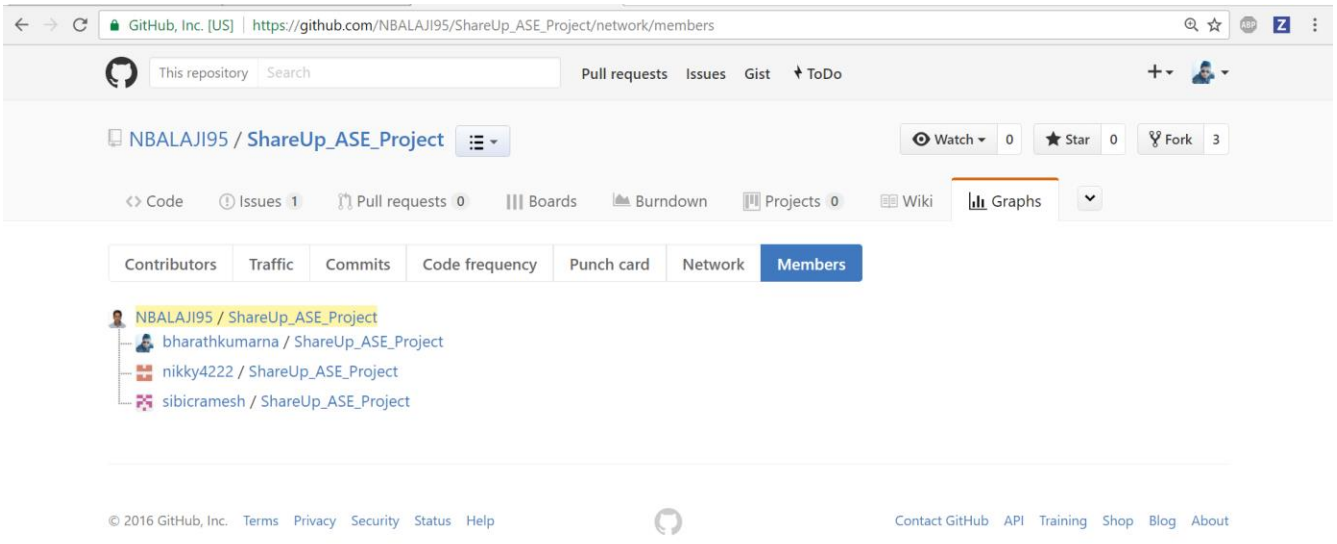
Stories(Issues)



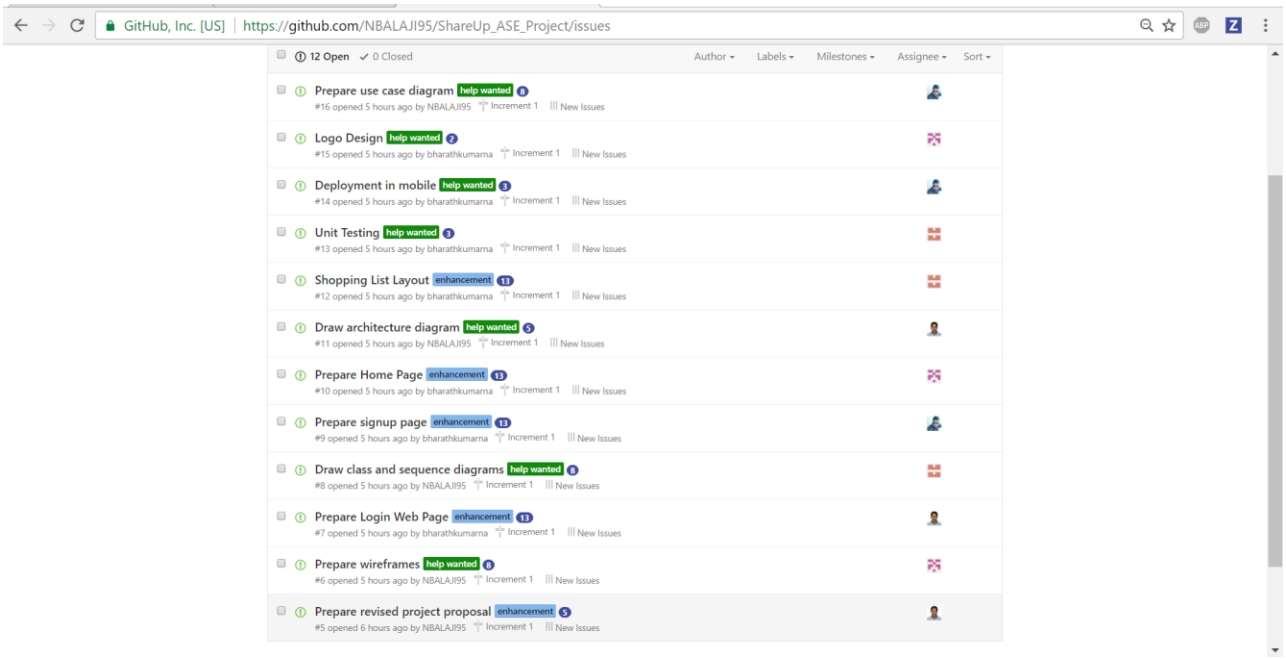
Project Timelines



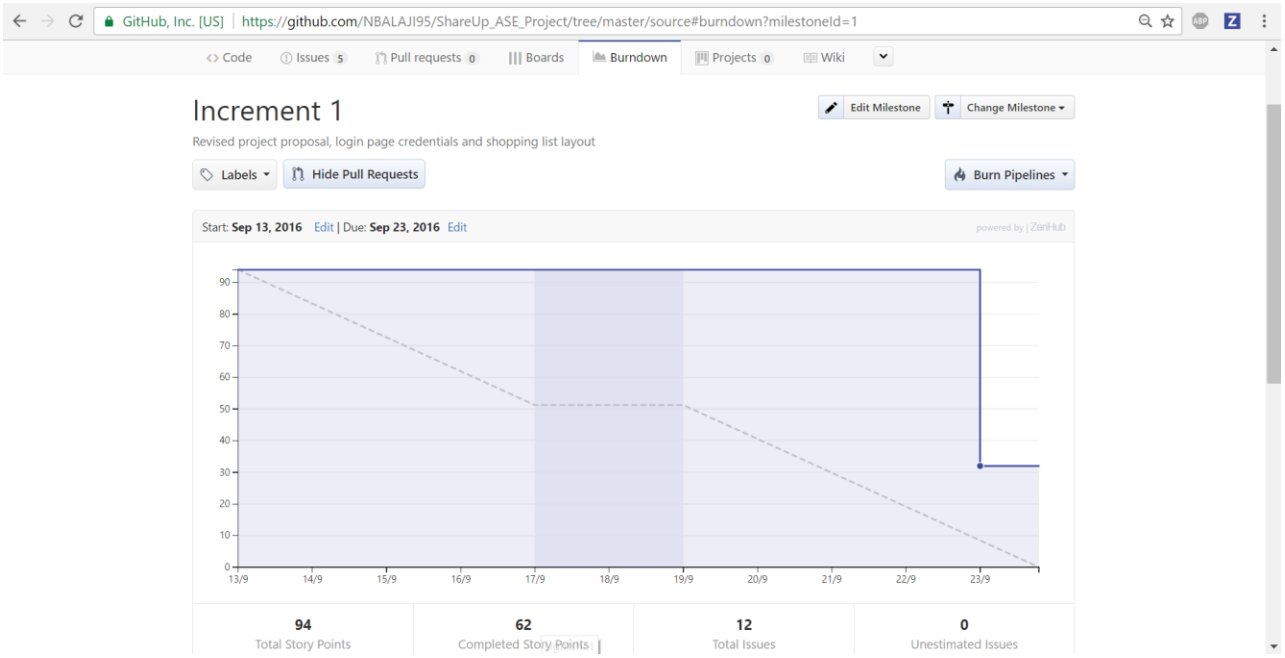
Members



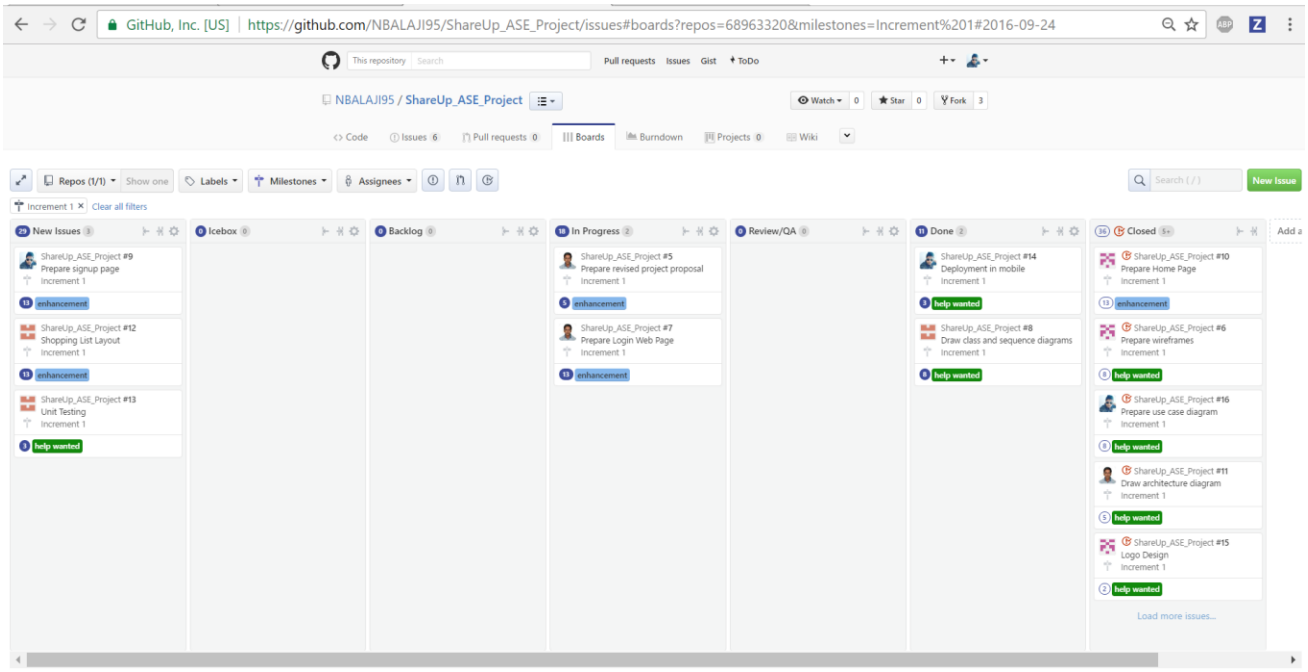
Task Responsibility



Burndown Chart



Board


GitHub, Inc. [US] | https://github.com/NBALAJI95/ShareUp_ASE_Project/issues#boards?repos=68963320&milestones=Increment%201#2016-09-24
NBALAJI95 / ShareUp_ASE_Project
Code
Issues 6
Pull requests 0
Boards
Burndown
Projects 0
Wiki
Repos (1/1)
Show one
Labels
Milestones
Assignees
New Issue
Increment 1
Clear all filters
New Issues
Icebox
Backlog
In Progress
Review/QA
Done
Closed
ShareUp_ASE_Project #9
Prepare signup page
ShareUp_ASE_Project #12
Shopping List Layout
ShareUp_ASE_Project #13
Unit Testing
ShareUp_ASE_Project #5
Prepare revised project proposal
ShareUp_ASE_Project #7
Prepare Login Web Page
ShareUp_ASE_Project #14
Deployment in mobile
ShareUp_ASE_Project #8
Draw class and sequence diagrams
ShareUp_ASE_Project #10
Prepare Home Page
ShareUp_ASE_Project #6
Prepare wireframes
ShareUp_ASE_Project #16
Prepare use case diagram
ShareUp_ASE_Project #11
Draw architecture diagram
ShareUp_ASE_Project #15
Logo Design
enhancement
help wanted
Load more issues...

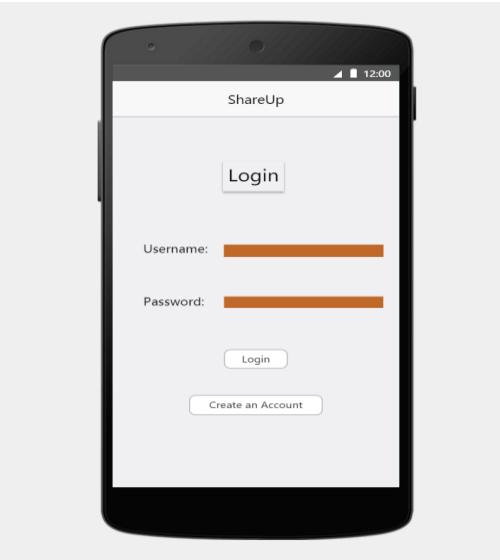
IV. First Increment Report

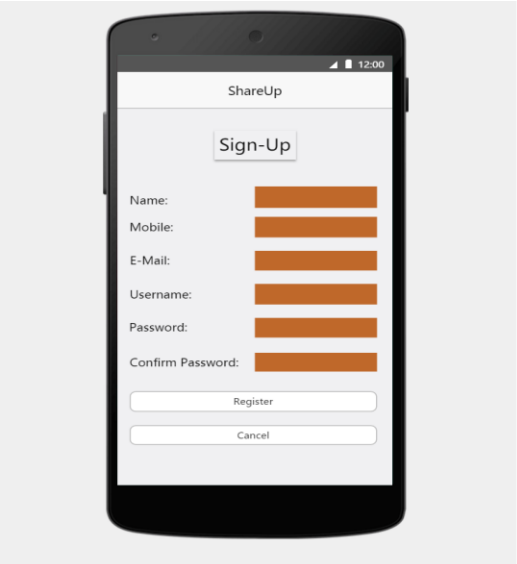
Existing Services/REST API

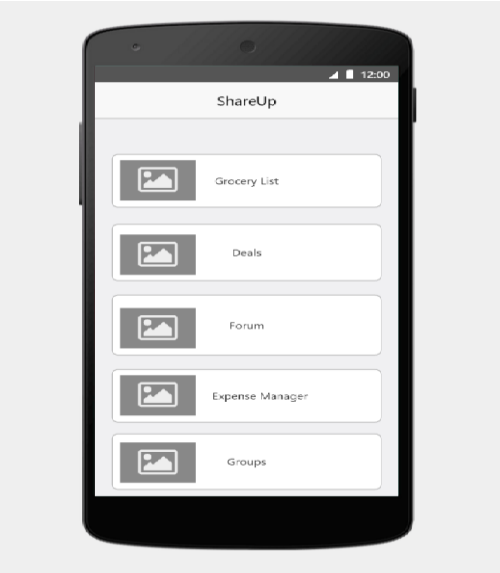
Walmart API, Supermarket API.

Detail Design of Features (using tools)

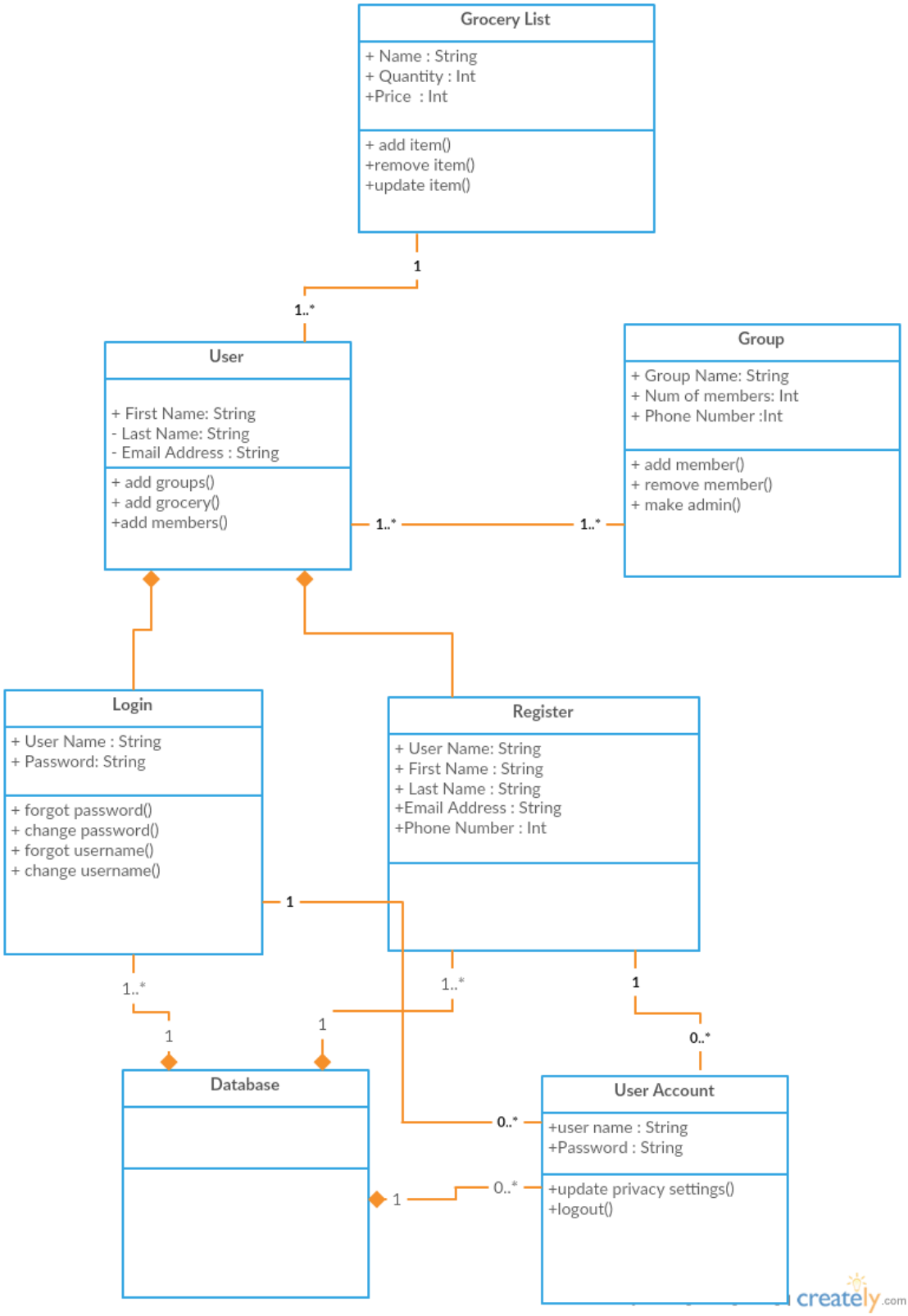
Wireframes



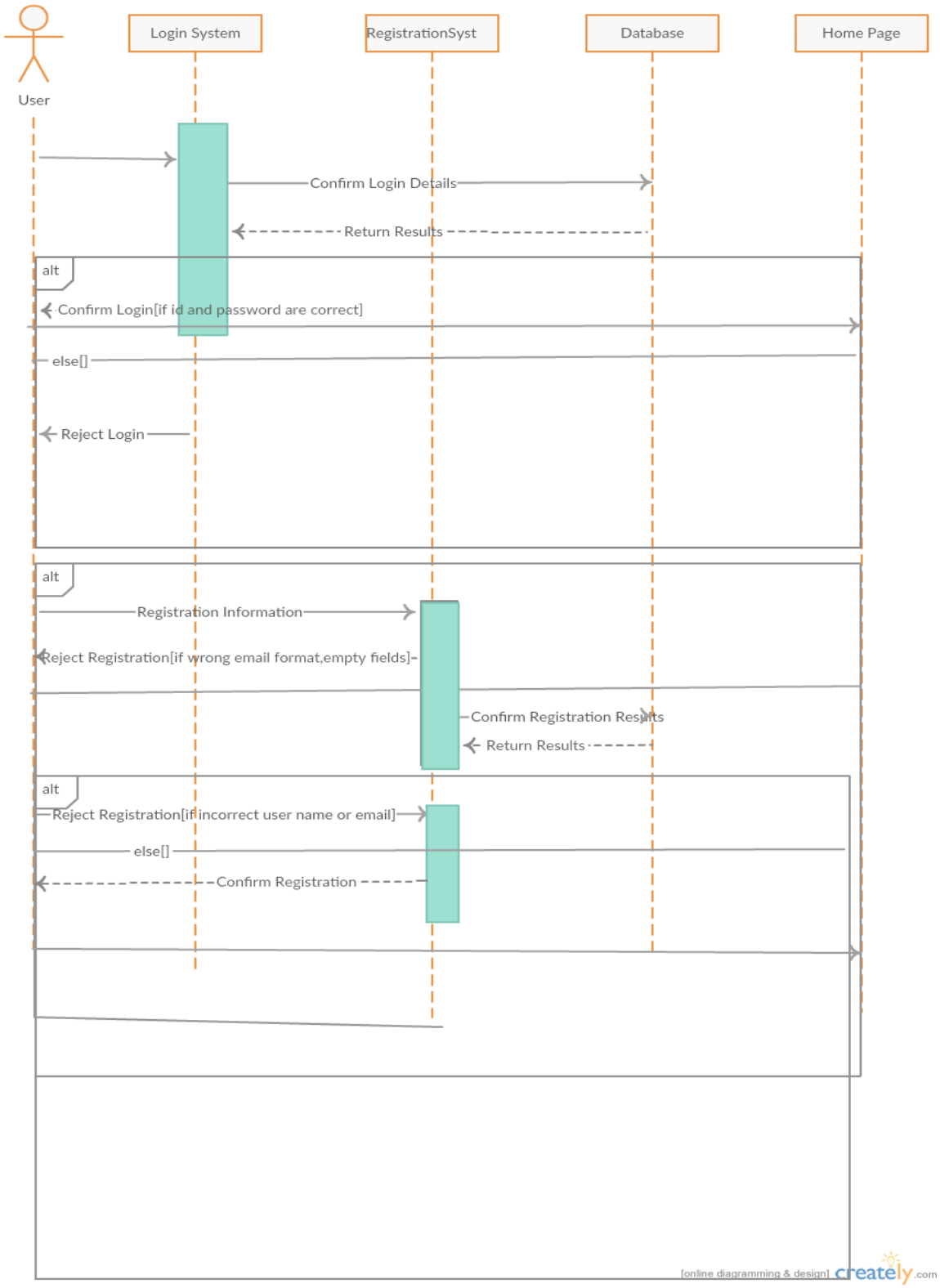




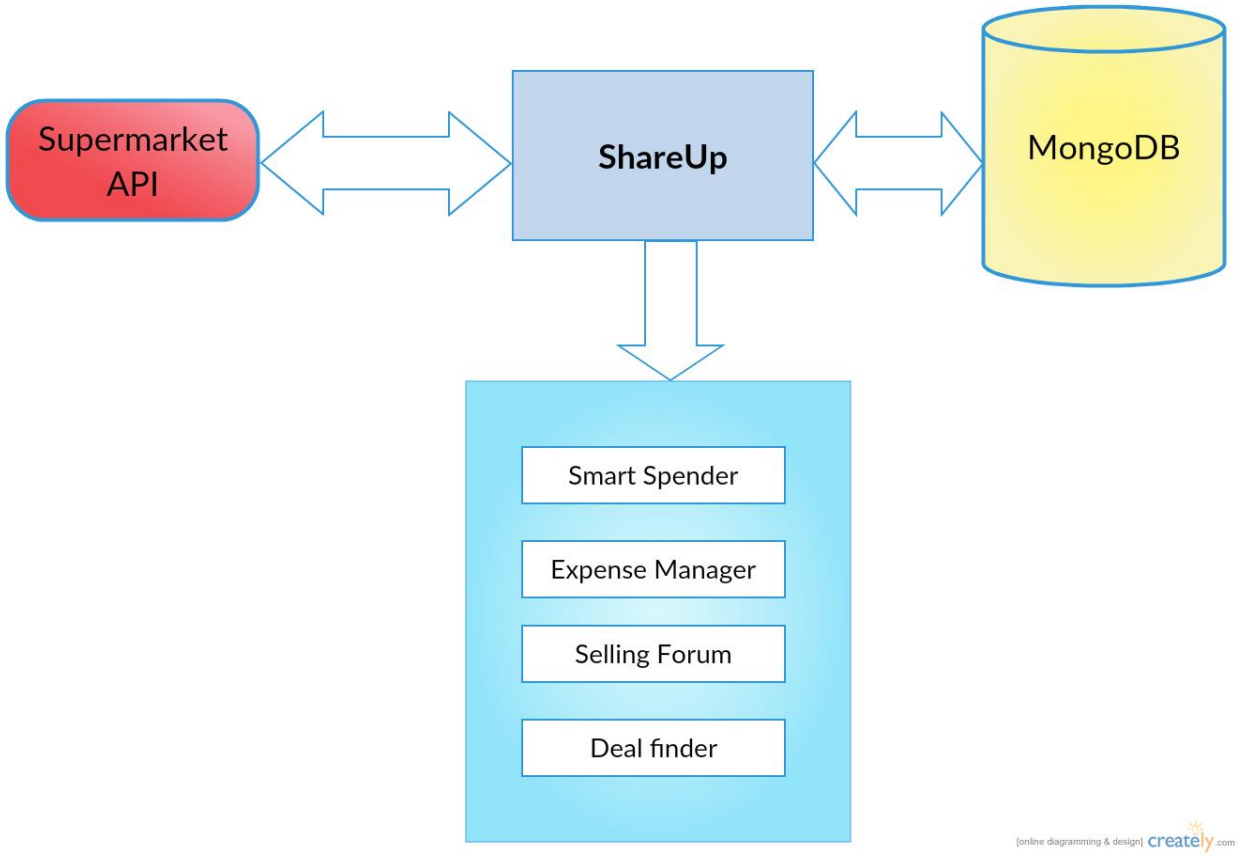
UML Class diagram



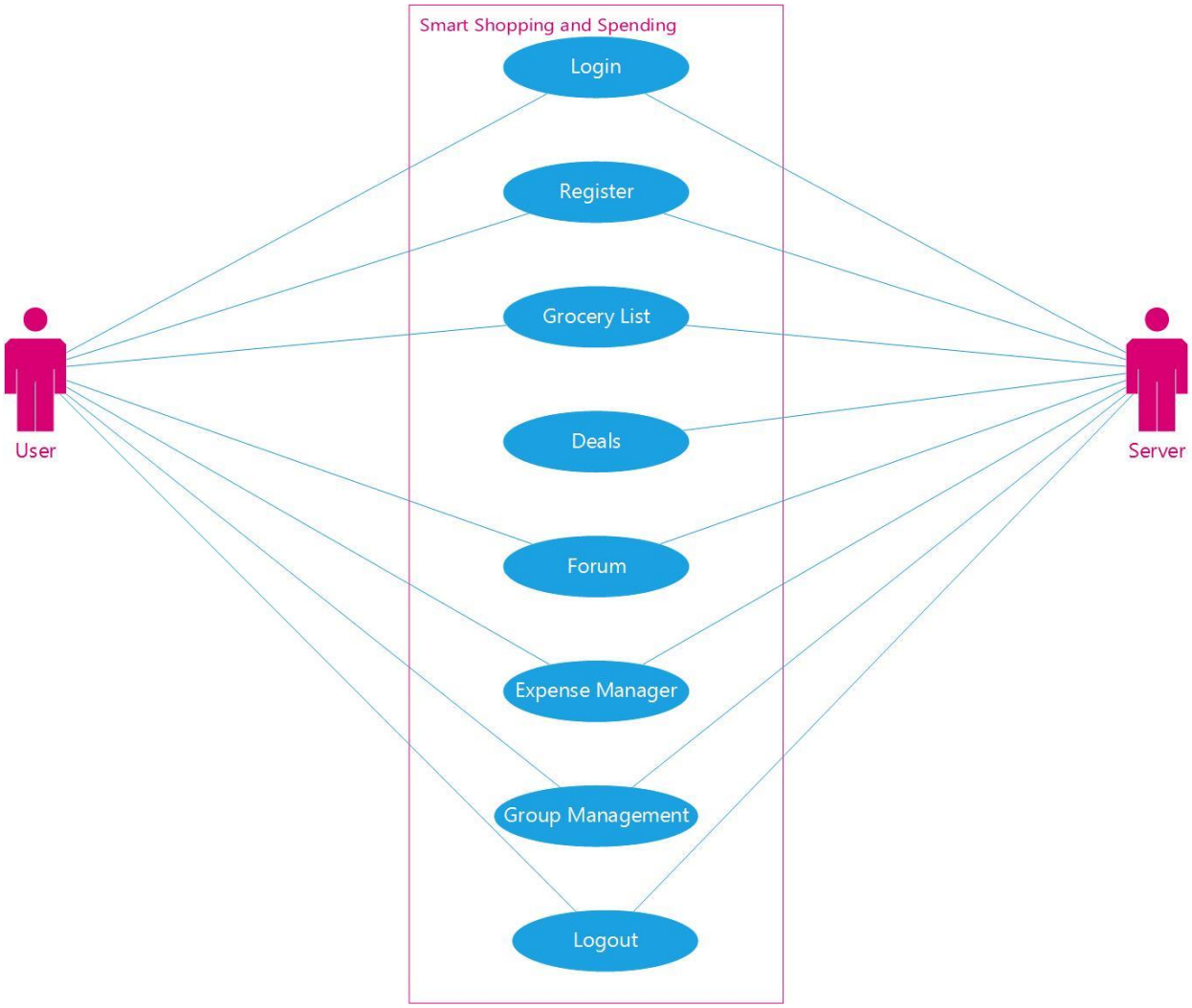
Sequence Diagram



Architecture Diagram



Use Case Diagram



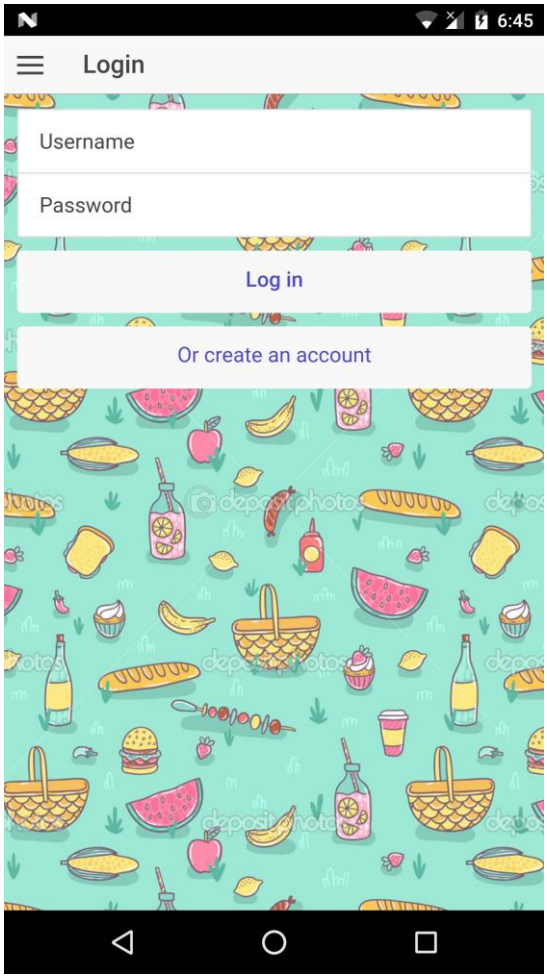
Unit Testing

S.No	Title	Description	Outcome Expected	Result
1	User Verification Successful	The user should login with his/her password and username	Login should be successful	Pass
2	User Verification Failed	Login to the system with wrong password/username	Login should fail with an error “Invalid Username/Password”	Pass
3	User Login Successful	The user logins into the system with password/username	Login should be successful and the user should enter into the Home page	Pass
4	New User Registration	The user should enter the details into the page and should be accepted by the admin	User should go to Home page	Pass

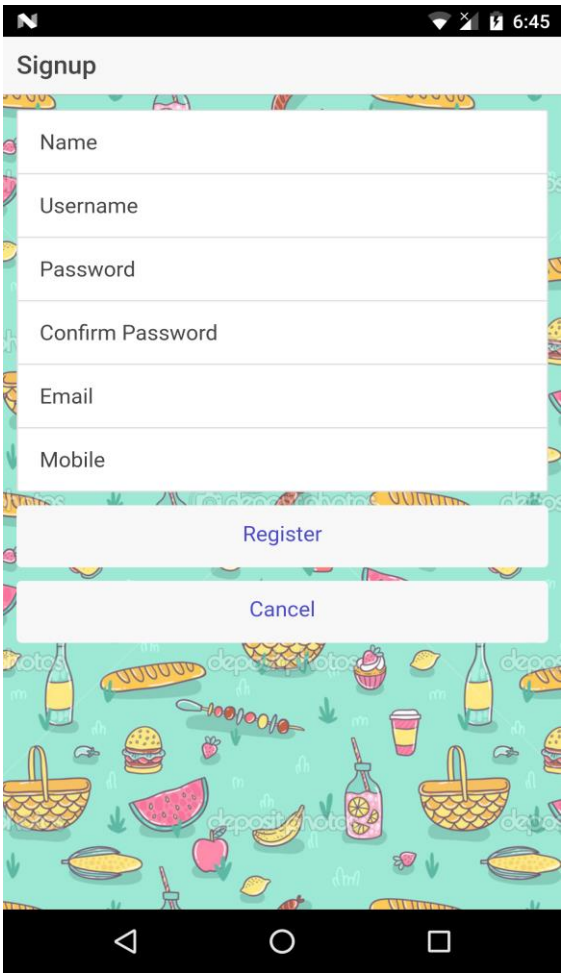
Implementation screenshot

Android:

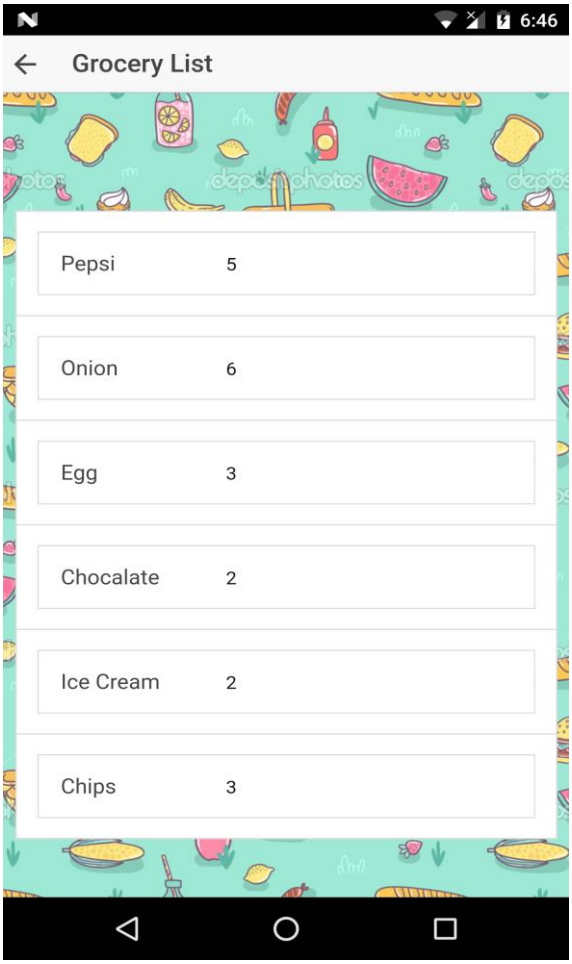
Login Page:



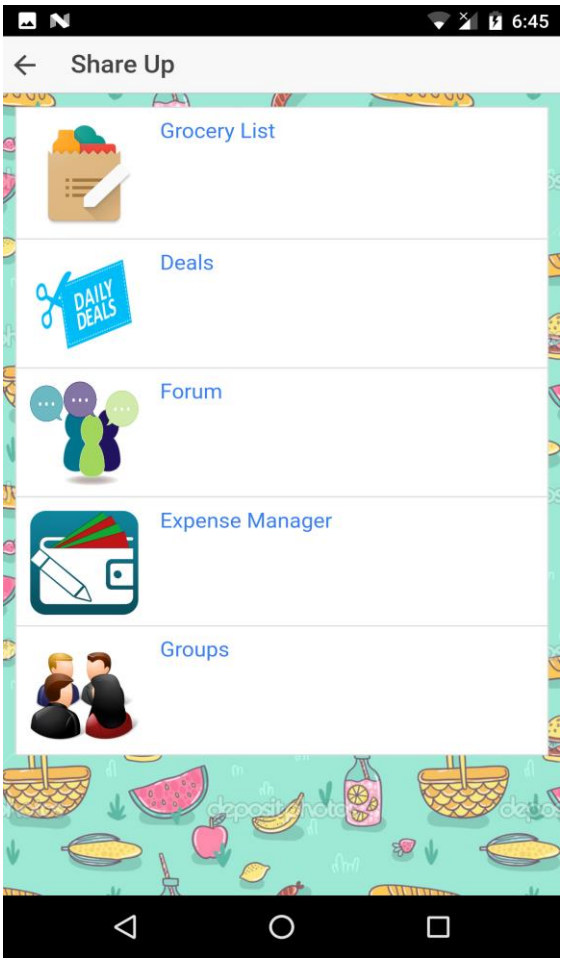
Register Page:



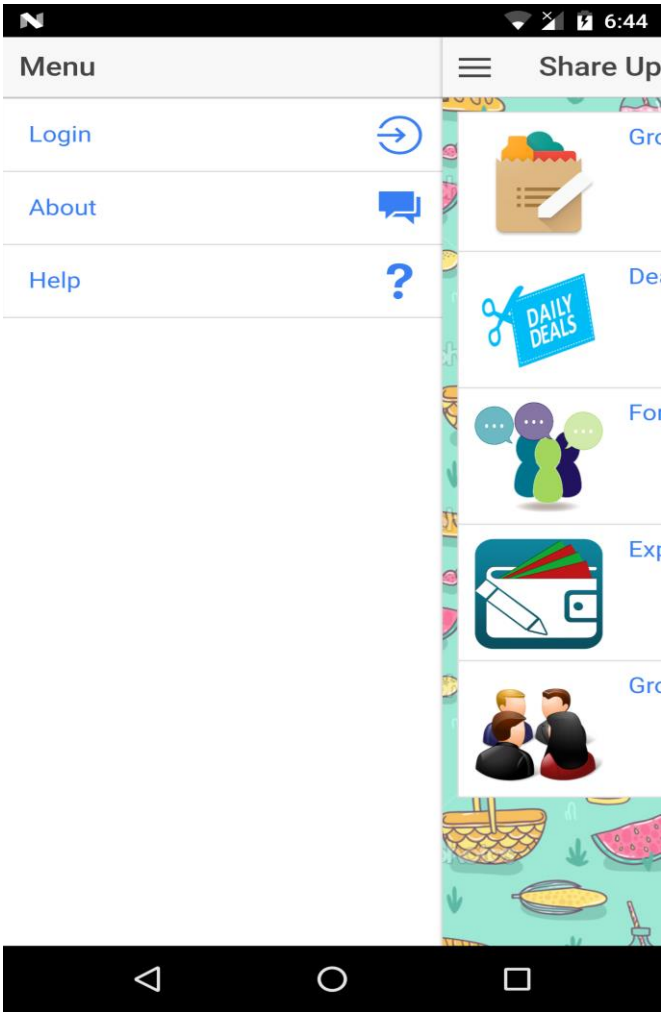
Grocery List:



Home Page:

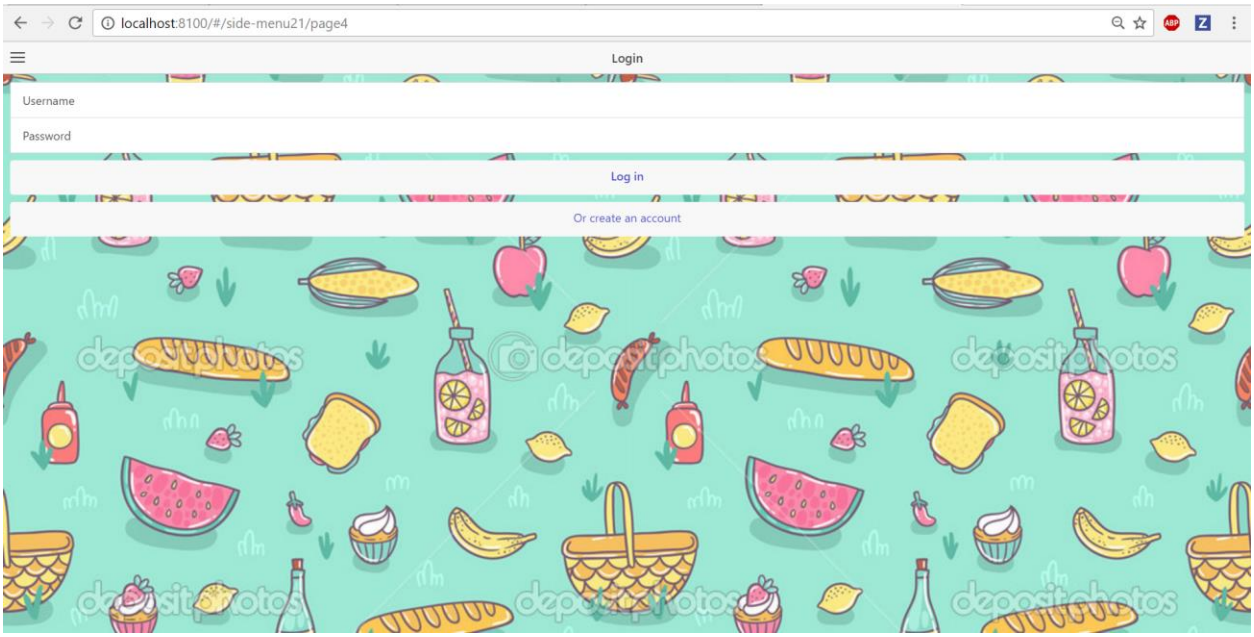


Menu Page:



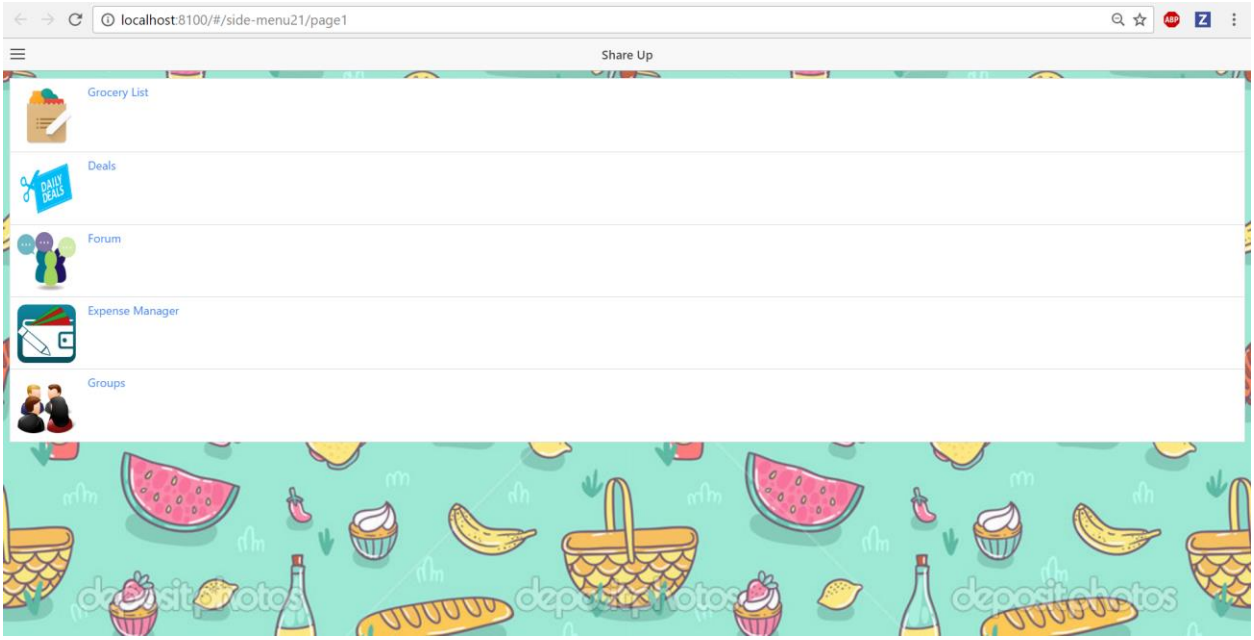
Windows:

Login Page:

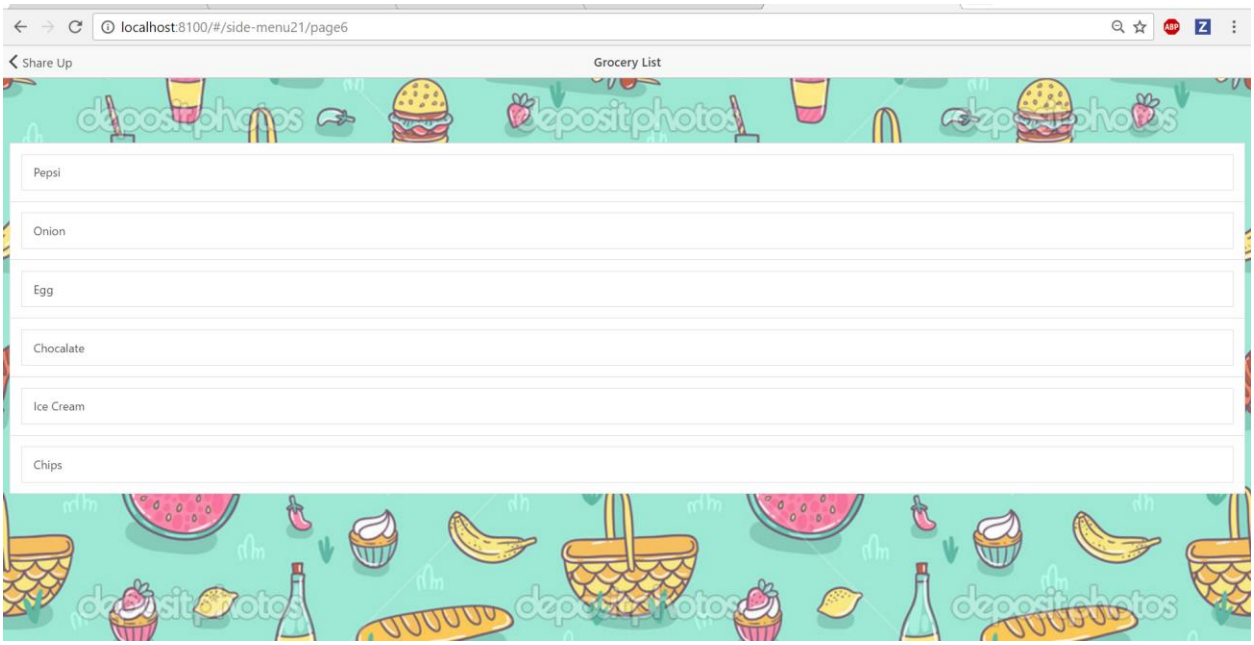


Register Page:

Home Page:



Grocery List



Project Management

Implementation status report

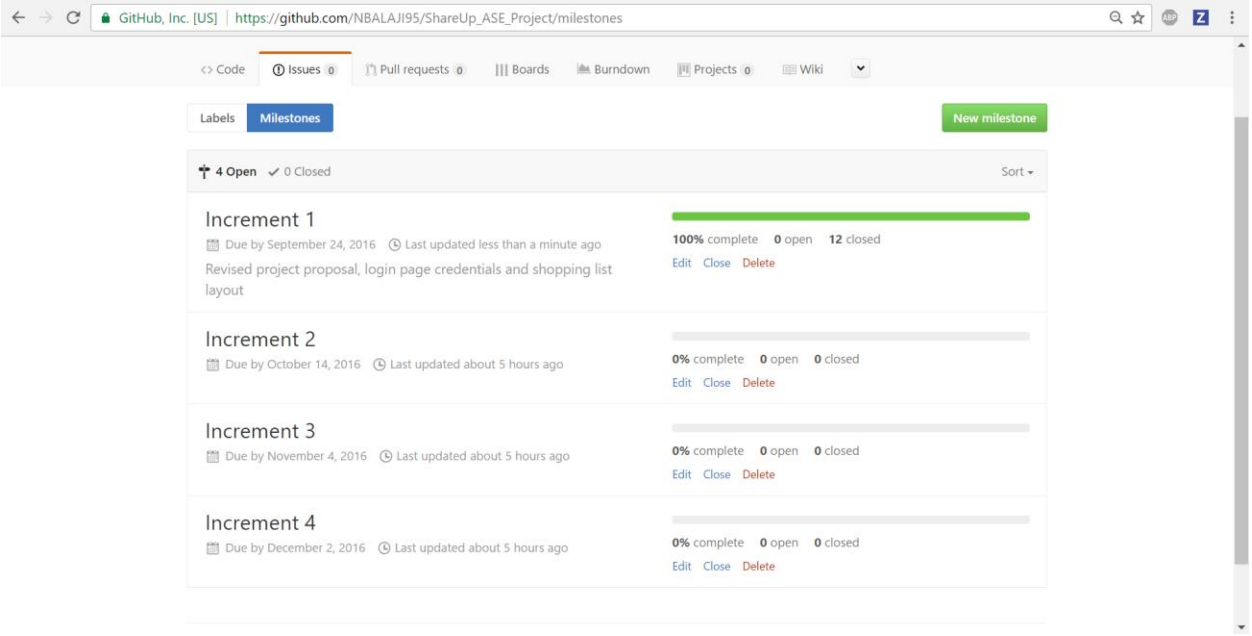
Technology Used: Ionic, HTML, CSS, JS and Angular JS.

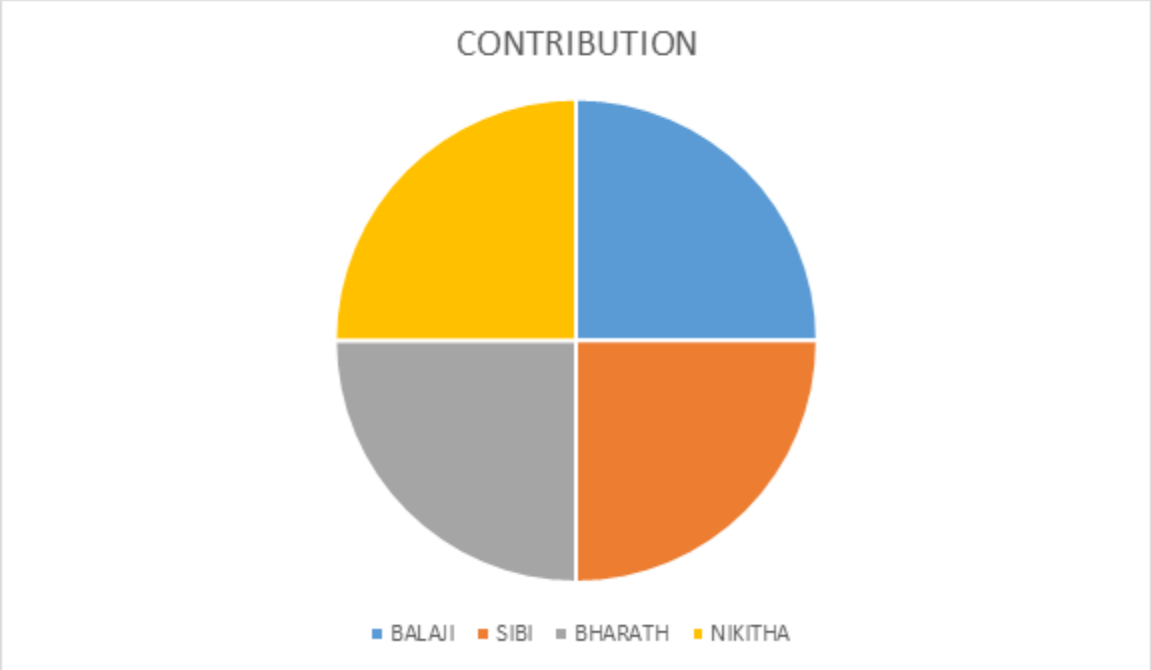
Work Completed

- Design and Architecture of the Application
- Login, Registration and home page using ionic framework
- Shopping list

Contribution:

- Balaji Natarajan – 25%
- Bharath Kumar A – 25%
- Sibi Chakravarthy Ramesh – 25%
- Nikitha Kona – 25%





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