TEAM #2 Final Presentation
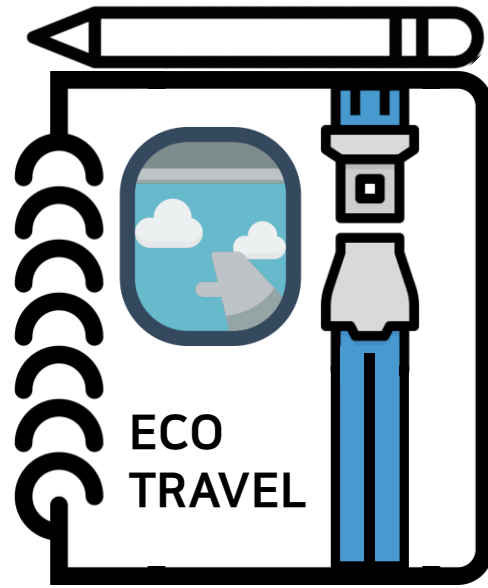

ECO-TRAVEL

선명우, 류민재, 나빌, 김태완, 김주한

01. Project Role

✓ **류민재** - Add Travel/Schedule
  - Edit Travel/Schedule

✓ **김주한** – Signup/Login System

✓ **선명우, 나빌** – UI/UX Design

FRONTEND

✓ **류민재** – Ex Rate System
  – Nation, City Data Crawling
  – Database Build
  – Connecting Google Map
✓ **류민재, 김주한** – Webserver Build
✓ **김주한, 김태완** – Image Recognition

BACKEND

✓ **김주한, 류민재, 김태완, 나빌, 선명우**

DOCUEMENTATION

02. Overview of Target System
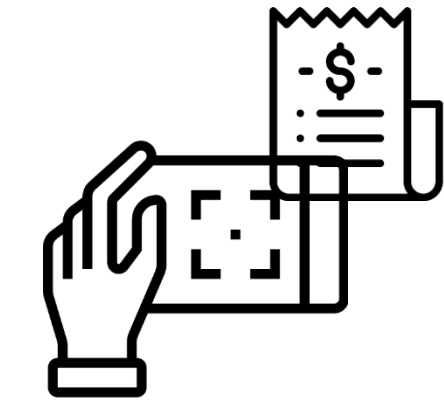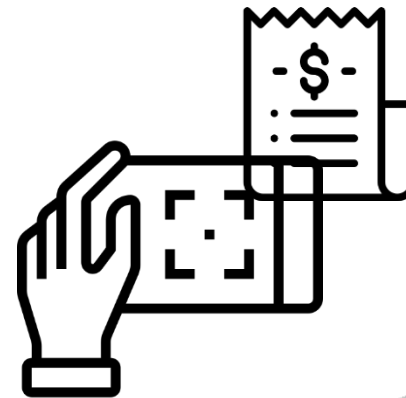
03. Overall System Architecture
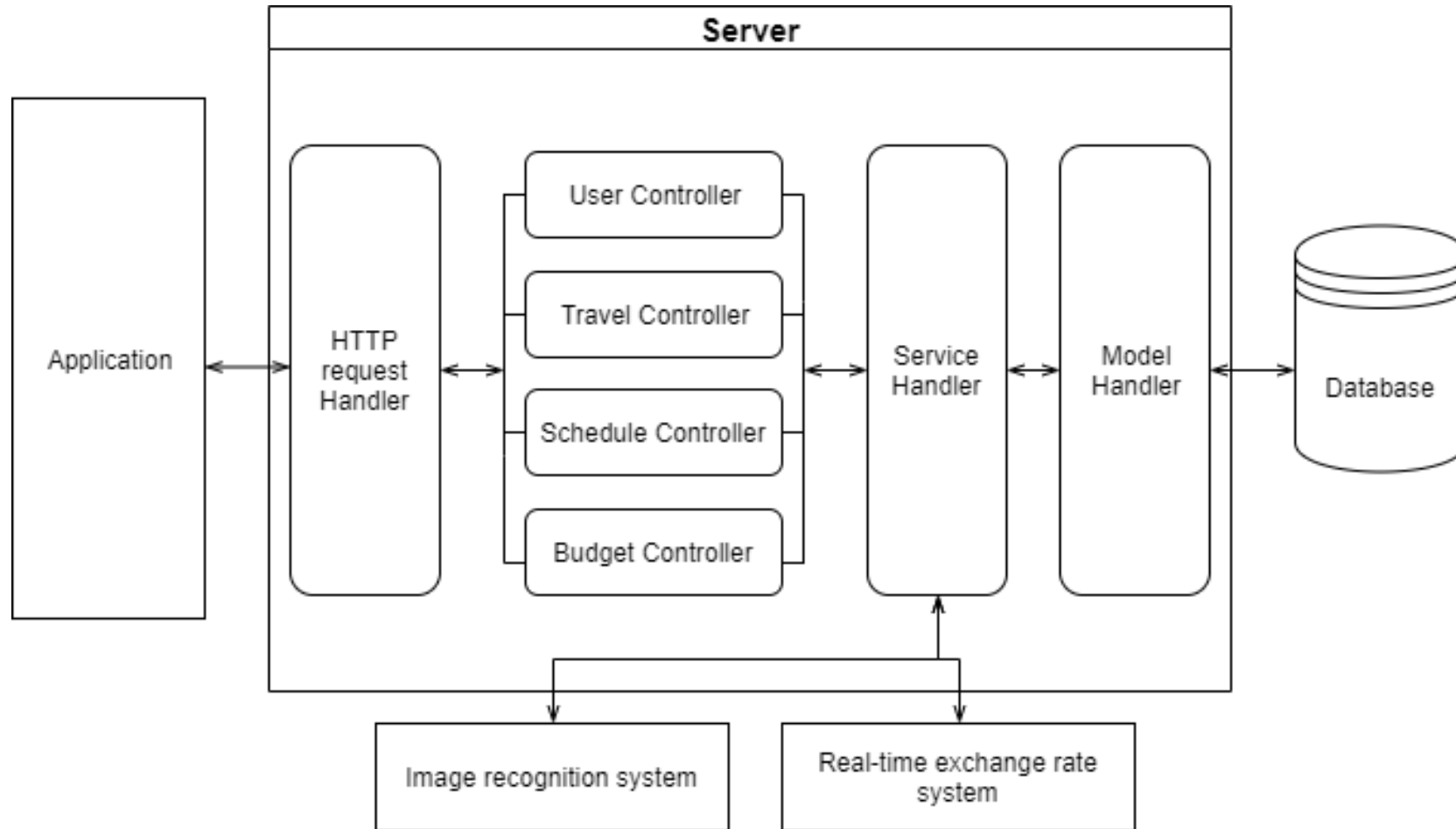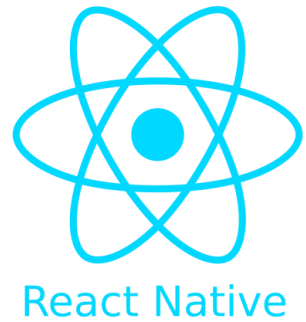
03. Overall System Architecture

<Implemented Database Structure>

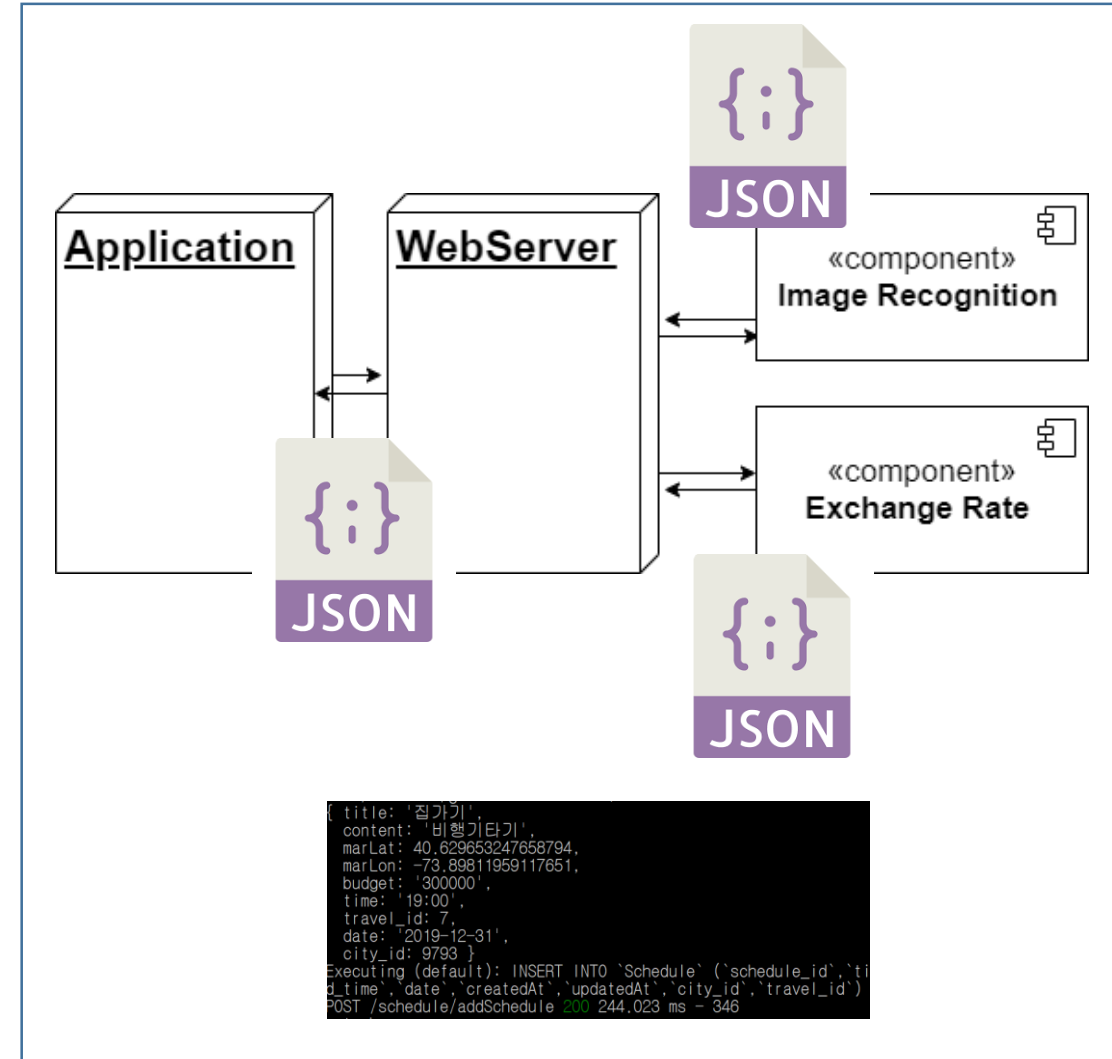<Implemented Protocol Design>
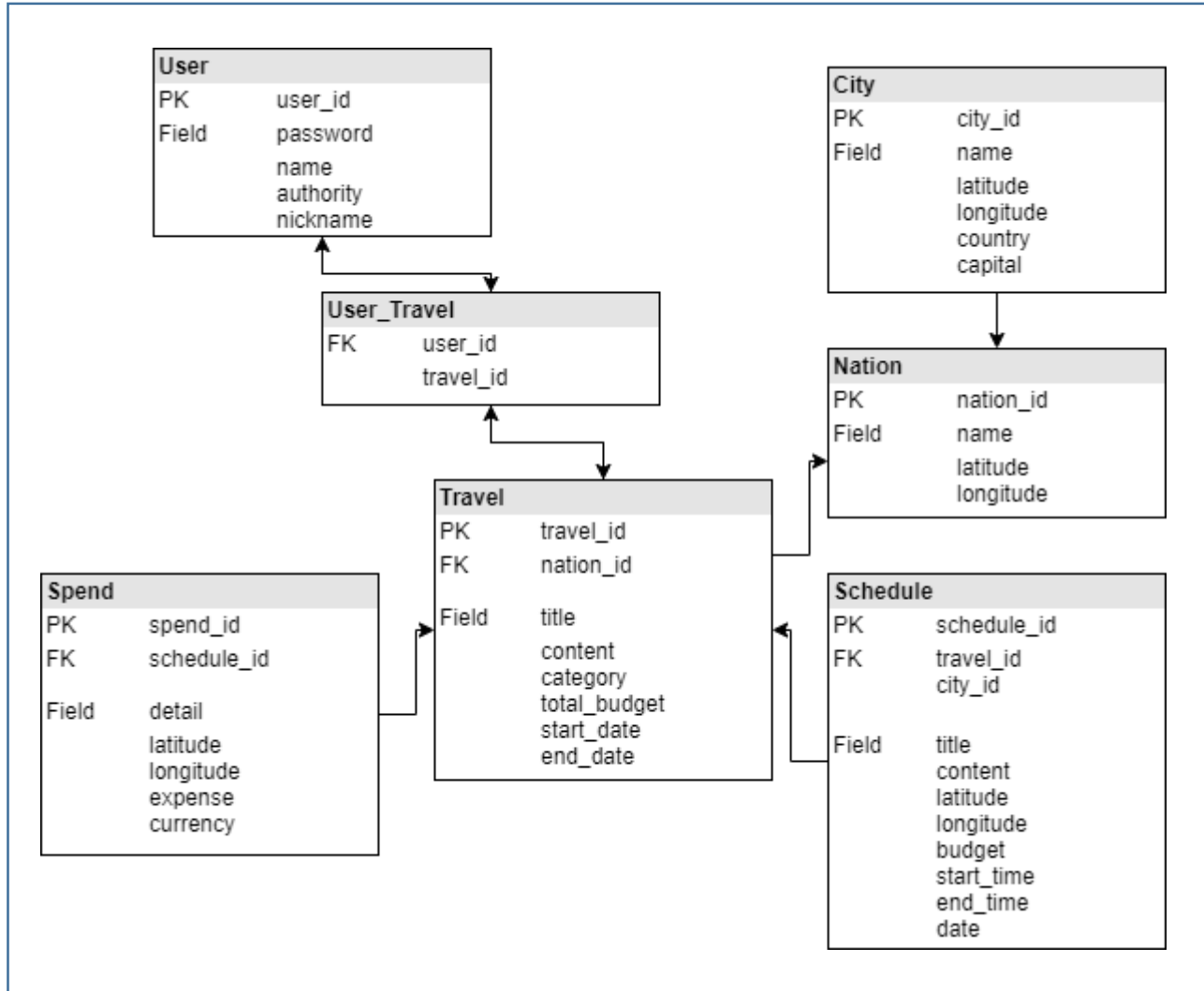
04. Main Features

Google Map

Real-time Exchange Rate

04. Main Features

Receipt Recognition

Eco-Travel3.0

계획적인 여행으로 알차게 즐기자!

Downloading JavaScript bundle   62.44%

05. System Completeness

Quantitative Goals

Functional Requirements <u>Implementation Rate</u> => 80%
1. SignUp/Login (O)
2. Add Travel (O)
3. Invite Friends (O)
4. Add Schedule (O)
5. Edit Schedule (O)
6. Add Expenditure to Schedule (O)
7. Apply Exchange Rate (O)
8. Receipt Recognition (O)
9. Real-time Sharing with Friends (X)
10. Show Pay-Map(X)

📄 AddTravel.js
📄 AuthLoading.js
📄 Browse.js
📄 Budget.js
📄 DetailSchedule.js
📄 EditSchedule.js
📄 Explore.js
📄 Forgot.js
📄 Loader.js
📄 Login.js
📄 Product.js
📄 Receipt.js
📄 Schedule.js
📄 Settings.js
📄 SignUp.js
📄 Welcome.js

📄 City.js
📄 Nation.js
📄 Schedule.js
📄 Spend.js
📄 Travel.js
📄 User.js
📄 User_Travel.js
📄 index.js

📄 authentication.js
📄 index.js
📄 schedule.js
📄 spend.js
📄 travel.js

05. System Completeness

Quantitative Goals

Subsystem Testing	Original Goal	Implemented Ver.
1. Performance(Speed)		
- Camera Recognition :	3~5sec	10~20sec
- Google Map Picker :	1sec	1sec
- Exchange Rate Applied :	1sec	ms
2. Reliability		
- Camera Recognition Success Rate :	99%	90%(2/20 fail)
- Recognition Rate :	+95%	98%(tip(X)) / 74%(tip(0))
- Converting Exchange Rate :	100%	100%
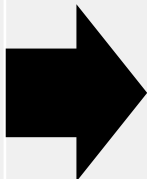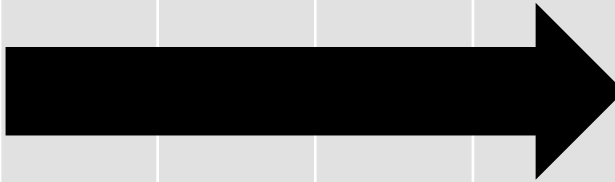
Qualitative Goals

Travel App => more care about UI/UX

06. Actual Development Schedule

Week	5	6	7	8	9	10	11	12	13	14	15
Requirements											
Design											
Develop											
Integration											
Testing											

07. Open Sources SW Used

Google Cloud Vision

Earthquake.kr
Exchange Rate API

React Native

Expo

node JS

Express

MySQL
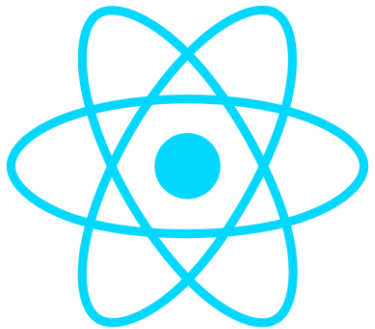
08. The Risks We Faced During Team Project

- Underestimation & Overestimation

- Starter of New Technology
- React Native Api Version Collision
- Hardship Adapting Adequate Api for Receipt Recognition
- Difference of SW Skill with Team Members

09. Lesson Learned or Epilogue of Each Team Member

류민재

I have worked on several projects, but this is the first time to make documents for several requirements. At first, I counldn't feel it, but after starting development, I could spend less time on specifying requirements, so I could focus more on development. Starting with documentation, I studied React Native and spent a lot of time and effort on creating pages using various open sources. We had a hard time due to lack of time and lack of experience of the team members, but it was a good experience to complete the development using what I learned during the lecture.

나빌

I was able to practice all of the things that I have learned in the class into the project. Since it was my first time learning react native, I was having a pretty hard time at first. Thanks to the assistance of my group members, I was able to obtain a lot of new skills throughout the semester. All these experiences will be useful and valuableafter I graduated from university .

09. Lesson Learned or Epilogue of Each Team Member

선명우

Through this lesson of software engineering, I learned a lot about the concept and knowledge of software development, but also learned the importance of the team in software development. Although my own knowledge and ability is greatly inadequate, but because of the excellent leadership of the team leader and other team members actively help me to complete the development task, I cherish this valuable experience.

김주한

During one semester, I felt a sense of responsibility while working as a team leader. I had a difficult time developing, and I wanted to give up, but I couldn't give up because if I gave up, the whole team would fall apart. Thanks to the efforts made by the whole team without giving up, I am proud to be able to complete the development. It was a meaningful experience to learn the beginning and end of the service system through this class.

09. Lesson Learned or Epilogue of Each Team Member

김태완

It was the first time for me to apply software engineering to proceed the project. By using the concepts learned from the class, I could understand why software engineering is important for the team project. In this project, For android development, I studied about react native and various other open source library. Because I've never developed an android, it was difficult but valuable experience.

Thank you
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