# KAPP Application

Tanner Helton, Chris Stillman, Adam Jolles, Thomas Gansner, Troy D'Amico

#### **Vision Statement**

For KU students who need a better way to navigate their way through campus and want to know more about campus events, the KAPP is a mobile phone application that allows students to view interactive maps of buildings on campus, view events around campus in real-time, and access personal information such as schedules, grades, and student IDs. Unlike Canvas and Blackboard, KAPP aims to excel in functionality and user-friendly interfaces so that students can easily access KU-related information. Our product enables students to view a wide range of data easily from their mobile devices and will foster a significant increase in student involvement around campus.

## **Project Overview**

#### **Purpose**

This application was created to provide students with one location where they can access their grades, schedules, personal information, and view KU-related information including events and a map. Instead of needing to access different applications like Canvas, Blackboard, and Enroll & Pay, users will be able to view all of this information from the KAPP Application.

#### Domain

Education Application

#### **Expected Users**

Expected users include KU students, faculty, and staff.

#### **Motivation**

Our motivation comes from our dissatisfaction with current KU-related systems and platforms. There are too many applications located in different places.

# Features & Functionality

## Key Features

#### **KU Single Sign On**

This use case allows the user to sign into their KAPP account using the KU Single Sign On system.

#### Map

This use case allows the user to view an interactive map of the Lawrence campus.

#### **Events**

This use case allows the user to view a real-time list of KU events imported from the KU website.

#### **GPA** Calculator

This use case allows the user to input their courses and grades to calculate their overall GPA.

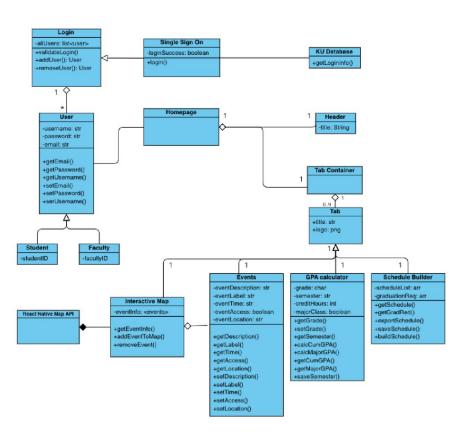
#### Canvas & Blackboard

This use case directs students to other KU-related platforms including Canvas & Blackboard.

### **Essential Requirements**

- The app must be executable on mobile devices.
- KAPP must communicate with KU servers in order to facilitate login and get a list of classes. It also must have permissions to download schedule information onto the user's personal calendar.
- KAPP must be intuitive and easy to use for all users.
- KAPP must be secure to prevent loss or theft of user's data.

# Design, Implementation, & Deployment



# Interface

## Proposed UI/UX



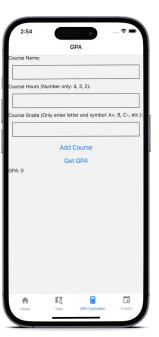


## Implemented UI/UX









# Technologies Used

- React
- React Native
- JavaScript
- Node.JS
- Fetch
- NPM
- RSS
- **JSON**
- JSX
- HTML
- CSS
- Adobe XD
- GitHub
- React Navigation
- Material UI
- Xcode
- Android Studio
- VS Code
- GitHub Copilot
- GitHub Codespaces

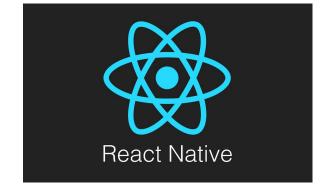












# Project Management

#### **Project Management Tools**

- Trello
- Google Calendar
- iMessage
- Email
- Google Drive
- GitHub
- Zoom









### Team Roles

Team Administrator: Tanner Helton

UI/UX Coordinator: Chris Stillman

Project Manager: Adam Jolles

Scrum Master: Troy D'Amico

Backend Coordinator: Thomas Gansner

## Team Meeting Standards

- Primarily over Zoom
  - o For meetings in person, we met at the Library and the Engineering Building
- Meetings were primarily held on Sunday afternoons

# Thank you for your time.