

Point to Point App

Operating System: Developed using windows but app is designed for Androids.

Tool: Use Android Studio for development,

Programming Language: Java

Problem Space: The app will take as input the map of bush house and King's building and it will calculate and shortest path between user's current location and user's destination. It will return the path along with estimation of time it will take for user.

Motivation: The Project comprises of 3 steps:

- 1: Get the current location of user
- 2: Calculate the distance between user and destination
- 3: Return the information to User

Design Processes: Use Agile approach, consider design patterns.

Testing: Research into test framework and consider using test driven development

Questions

- Algorithm to use for finding shortest path?
- How do we get location of user?
- Prototype necessary? Maybe use wireframe for simple sketch of the form/layout of the app?
- Database for user's information, direction and location?

Literatures

- Books about Graph Algorithm
- Books about App development

Deliverable

- Source Code
- Final Report
- Background and Specification Report (BSPR)

Gantt Chart

