

Team Name: Team 14

Team Members and email addresses:

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Project Description (150-250 words)

For our project, we will be creating an app that allows users to get up to date information about events and opinions of places around them. This will be handled through web scraping and a built in social media system allowing for users to directly share events, media, opinions and additionally be able to give feedback that will affect the visibility of other content. We will be using an Android frontend powered by a python based backend interfaced with a MySQL database.

Users will be able to post pictures and events, and rate locations around them. This will be seamlessly tied into the backend which will scrape the web and social media to determine information about a certain area (given information is found regarding it). Events and pictures will be displayed as bubbles with extra information available if the user searches a location.

We intend to initially limit the scope of the application to Lawrence to prevent the need of large-scale processing and data storage assets as well as to facilitate speed of processing.

Project Milestones

- Fall Milestones
 - Initial Documentation - 10/23/17
 - Initial Display containers for events on empty map related to location - 12/01/17
 - Initial Database Implementation: Create database tables and initial database structure - 12/01/17
 - RESTful API using NodeJS/PHP for data communication with database - 12/01/17
- Spring Milestones
 - Completed Data Analysis Per Location - 03/18/18
 - Completed Database System - 03/18/18
 - Completed Front End - 03/18/18
 - Full Integration of Database, Front/Backend - 04/18/18
 - Final Documentation of Functionality - 05/01/18

Project Budget

- Asset License: Online Maps from Infinity Code for Unity
 - \$60.00 (Needed as soon as possible)

Work Plan

- John Freeman - backend
- Andy Kunz - frontend
- Dilesh Fernando - database
- Diego Soliz - frontend
- Stephen Wiss - backend

Github link

- <https://github.com/j4freeman/Team14Capstone>