

EECS 581- Team 05: Initial Project Description

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Team Name- JAARC JAARC I'M A SHARK

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Project Sponsor-

None

Project Description-

- We plan on making an Android application that will allow users to create errands and events. The app will then use those users' locations to send them reminders when they are in the vicinity of a place where the errand can be completed. A person using the app will be able to select specific locations and assign a list of reminders for them. For example, the app can pull up a shopping list when the user is travelling in the vicinity of a certain grocery store, and if the user is near a school building, the app can pull up a class schedule for that day. The app will likely be able to keep track of the user's distance from a certain location, and the user will be able to "check things off" the errands list as the tasks are completed. Opening the app will allow users to store other reminders and notes as they pertain to specific errands.
- A completed version of this application will allow the user to keep track of all of their responsibilities. This project is intended to surpass the limitations of basic Calendar and Notes applications by providing a visual and interactive environment in which smartphone users can play their daily tasks.

Project Milestones-

- First Semester
 - Research (September - October)
 - Java and Android Studio
 - Google Maps API
 - Complete Basic Application Design (i.e. visualization of app) (November)
 - Application Workflow
 - Basic UI Design
 - Base App Functionality (November - December)
 - Google API Integration
 - Ability to Assign Desired Locations via Google Maps
 - Ability to Assign List of Errands / Tasks to Locations

- Initial Test on an Android Device
- Second Semester
 - Location Tracking and Notifications (January - March)
 - Location Tracking on an Android Device
 - Detecting Proximity to Set Locations
 - Notifications of Errands for Set Locations
 - Debugging and Testing App (April - May)
 - Testing for Set Locations in Lawrence
 - Polishing (May)
 - Continuation of Bug Fixes
 - Refining UI and App Navigation
 - Tuning User Input and App Functionality

Project Budget-

Resources	Time Needed
Android Studio development tool used to create app	Once we start coding and start research (October)
Google Maps API for getting user location data while using the app	Once we start adding locations to tasks (January)
Android phone used for testing app	Once we start testing the app for functionality and bugs (April)
Database for Events and User Accounts	Research and choosing options (December)

- Overall, the necessary resources will have no cost, considering they are free to use or we have one already at our disposal. In addition, no vendors, nor special training, is required.

Work Plan-

- Research Android Studio and Google Maps API, Brush Up on Java Programming (All Members)
- UML and Other Documentation → (All Members)
- Front-End
 - Event Creation → (All members)
 - Location Selection (Google Maps) → (All members)
- Back-End
 - Database → (All members)
 - Location Tracking → (All members)

Tentative GitHub Link- (https://github.com/EECS-581-Capstone-Team-5/Capstone_Project)