Ubiquitous and Mobile Computing CS 528: *Let it Goat*

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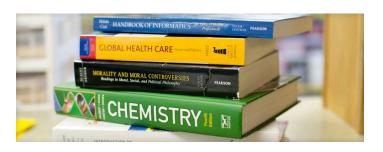
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What problem this tackles

- Students buy expensive class materials
 - But it is only used for a single term
 - Even things like apartment furniture
 - Lifespan is longer than a year
- Now students can resell
 - Make some money back
 - Whilst helping other students buy at discounted prices
 - Safer on campus





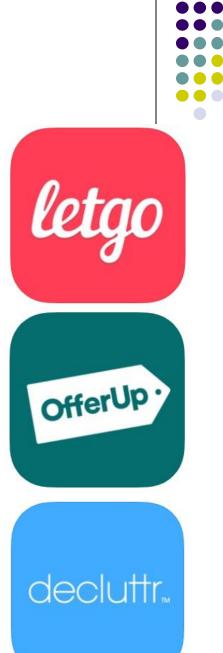


Related Work

 Letgo allows you to buy and sell locally. From vintage clothes, antique furniture to used books and retro games.

 Offer up let you know who you're dealing with and message buyers and sellers securely from within the app.

 Decluttr is mostly for selling your CDs, DVDs, games, books and tech.



Importance

- Students need to sell their used things and buy another what they need, such as books, electronics, or utensils.
- Current solutions, like Craigslist, can be unsafe and with total strangers.
- Our app spend students less time to sell & buy in campus. It will suggest 'safe' locations only for WPI students

Solution



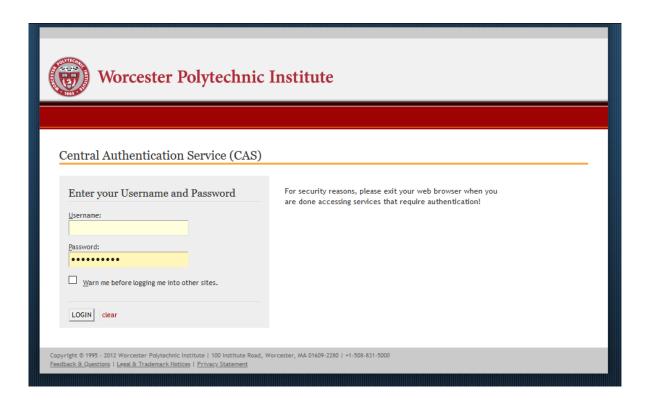
 Let it Goat will provide a unified place to buy and sell items for both departing and soon-to-arrive students







 This app will allow students to buy and sell items using their existing WPI account



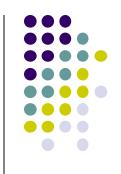




 Let it Goat will suggest safe locations on campus to perform the transaction



Implementation Plan (Big Picture)



Programming Languages:

- Front-end: Java & Kotlin
- Back-end: Java | | Python | | Node.JS

Database: MongoDB

Platform: Android Studio

Web service: Amazon Website Service

Authentication:

- Microsoft Azure Single Sign On (SSO)
- or Central Authentication Service (CAS)
- or crawler from bannerweb.wpi.edu







Android Modules may use:

- Activity & Fragment
- Recyclerview
- MediaPlayer
- mongodb:stitch-android-sdk
- com.google.android.gms:play-services-location
- ...

Database

- MongoDB Atlas
 - MongoDB Stitch Application





Timeline



Nov. 7

- Mock-ups finished
- Basic home screen for buying items started
- Database for items being sold on the market started

Nov. 14

- User database created
 - A few admin logins added to table
- Populate home/buying items screen
 - Put dummy items in DB table

Nov. 21

- User login works
 - Makes sure they have a @wpi.edu email



Timeline





Nov. 28

- Selling item view created
 - Adds items to DB

Dec. 5

- Pickup location feature added
 - Use geofences to make sure both people are in a WPI building

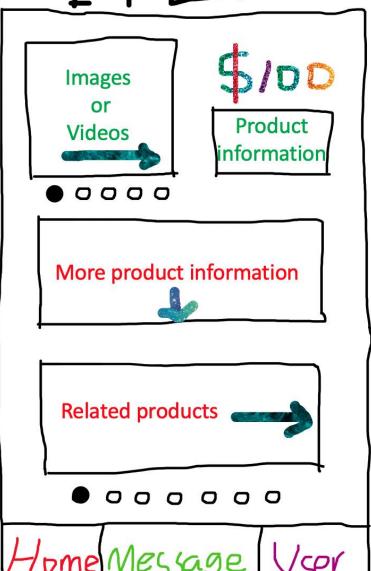
Dec 12

- User interviews conducted
 - Get a rating on different features
- All desired features have been implemented
- Paper written

HOME



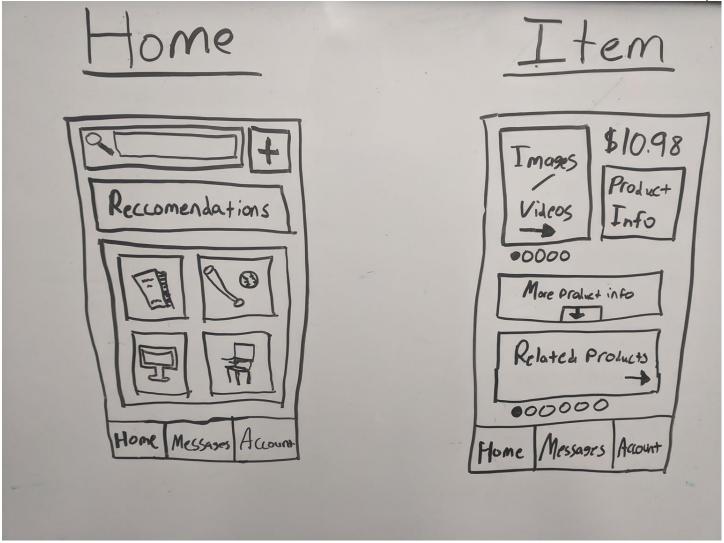
ITEM





Mockup





Evaluation

- Focus groups for user testing
- Simulate scenarios for users



- Surveys to ensure important features are included
- Ensure Google's UI Guidelines are followed





Points Tally



4 points: 5 android screens

4 points: Playback audio/video

4 points: Location sensing

4 points: Taking pictures with camera

6 points: Geofencing

10 points: Machine Learning

32 points total

Questions?



References

- https://code.tutsplus.com/tutorials/how-to-use-mongodb-stitch-in-android-apps--cms-31877
- https://developers.google.com/maps/documentation/android-sdk/start
- https://docs.microsoft.com/en-us/azure/active-directory/manage-apps/what-is-single-sign-on
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- https://www.decluttr.com/