

Project Title	LinkMe			
Group #7 Team Speaker: Meena Farag		Name of Students	Field of study	Email (York)
	1.	Meena Farag	Space Engineering	meena29@yorku.ca
	2.	Jagannath Kshtriya	Space Engineering	sonu4us@yorku.ca
	3.	Marvin Murphy	Computer Engineering	junior@m@yorku.ca
	4.	James Agyemang	Computer Engineering	james83@yorku.ca
	5.	Mariam Sawires	Computer Engineering	mariams7@yorku.ca

Abstract (Max. 300 words): Describe your project.

The main objective of our project is to develop and implement a social application that promotes real life human interaction as opposed to online interaction. Our motivation comes from observing the available social networks such as Facebook and LinkedIn, as well as simple observations of social conduct. Although these are extremely successful social applications, they fail to provide “ice-breaking” events. The value of our application is rooted in its ability to remove social barriers by providing users with just enough information about each other to allow for a less formal meeting. The app also links users together based on certain attributes which may be of interest.

Using Bluetooth and an algorithm that matches user attributes, individuals will be “linked” together temporarily while also being granted access to profiles of other users - within the vicinity - who may have less or no similar attributes. This app will not allow you to connect to anyone who is outside the permitted radius of detection. This becomes motivation to pursue opportunities on a social or professional level before the connection is lost.

Tasks: Describe the role of each students (each 50 words Max)

Name of Student	Role (Responsibility)
Meena Farag	Bluetooth enabling and user privacy
Jagannath Kshtriya	GPS and Bluetooth for large ranges
Marvin Murphy	Graphics and Data Management
James Agyemang	Instant Messaging and User Contact

Provide the information of your project adviser:

Adviser Name	Affiliation (e.g. Professor at EECS, York University)	Email
Wolfgang Stürzlinger	Professor at EECS, York University	wolfgang@cse.yorku.ca

Essential Steps: Describe the main activities of your project by addressing the role of students that you mentioned above. (for example: # 1: is search for information (1weeks) , #2 is the design of hardware for ... (2weeks), # 3...)

	Activity	Names of students involves	Time Duration
# 1	Bluetooth vs GPS research;	Meena & Jagannath	1 week
#2	Bluetooth Coding	Meena	4-5 weeks
#3	GPS coding	Jagannath	4-5 week
#4	Native vs Web based Coding research	Marvin Murphy	1 week
#5	Graphics coding	Marvin Murphy	3 weeks
#6	Acquiring Data for user attributes	Mariam Sawires	1 week
#7	User attribute options coding	Mariam Sawires	4-5 weeks
#8	Instant Chat research	James Agyemang	1 week
#9	Instant Chat coding	James Agyemang	4-5 weeks
#10	Testing + Debugging	All students	Remainder of project

Do you need financial support?

If yes, How much ?

If yes describe the need for the financial support (50words).

As of today we have spent nearly \$100 for the purchase of our webpage. We may require some software licenses which has not yet been determined.

Do you need specific facilities?

If yes, What ?

If yes describe the need for the specific facilities(50words).

We do not require any facilities for our project since there is no hardware involved. All group members have access to computers and meet once a week in the ENG lab.

Background: Mention the name of main courses you have been taught at York University and help you to complete this project.

Name of course	If you have already taken (Y/N)	Related to Activity # (refer to above table of activities)
1. Programming in Java (cse1020 and cse1030 and cse 2011)	Y	13
2. Programming in C (cse 2031 and cse 3221)	Y	13
3. Software Design (cse 3311)	Y	1, 2, 13, 14 and 15
4. Platform Computing (cse 3403)	Y	4, 5 and 8
5. Software Requirements Engineering (cse 4312)	Currently Enrolled	1, 2, 13, 14 and 15
6. Introduction to Engineering Design (Eng 1000)	Y	1, 2 and 10
7. Technical Writing for Engineers (Eng 1001)	Y	7, 10, 11 and 12
8. Engineering Projects: Management, Economics and Safety (Eng 2001)	Y	Project Management (Throughout Project)

Overview Image: Add a figure that can describe your project. If you use an image from Internet, you need to mention the Internet address. You may draw the figure using computer tools.

