



GeoPost

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Vision

What is GeoPost?

GeoPost is a location-based message discovery app.

GeoPost stores location-based messages by mapping geographical locations to text-based messages. When users first download the app, they can view all of the geographical locations on a map screen; however, all of the associated messages are locked. In order to unlock the messages, users must travel to the associated geographical locations.

Where do we get the location and message data?

The developers will submit a few of the location-based messages. However, GeoPost users will submit most of the data.

A user can submit a location-based message by traveling to a desired location and then submitting a message in the “Submission Activity” (see the diagram on the next page). The submitted message will be associated with the user’s position at the time of message submission.

Point System

Users earn two kinds of points: Discovery Points and Submission Points.

Users earn one Discovery Point each time they unlock a new message. Users earn one Submission Point each time they submit a new message in the “Submission Activity” (see the diagram on the next page).

Authentication

Users will sign in to GeoPost via Facebook. This is a good choice for authentication because Facebook is secure, and because Facebook usernames are unique. This would also allow the software developers to enable Facebook sharing.

Target Customers

Anyone who is interested in exploring new places or enjoys using cool apps

Software Architecture

This app would run on Android devices with GPS capabilities.

Because GeoPost is an Android application, software developers would have to learn Android SDK.

The developers would also have to use Facebook SDK for Android for integration with Facebook.

User data and location/message data would be stored and managed using Amazon Web Services or a similar web service.





Challenges and Risks

- Software developers would have to learn Android SDK, Google Maps Android API, and Facebook SDK for Android. They would also have to learn how to use Amazon Web Services.
- Software developers that do not have an Android device will have to use an Android emulator (which can be slow).
- At least one software developer on the team must have an Android device with GPS capabilities for testing.

User Interface

