Dawg Carpool

A mobile ride-sharing platform

Driver:

- Convenience of driving on HOV lanes
- Cheaper parking on campus
- Fare splitting

Rider:

- Faster than public transportation
- Cheaper than Uber/Lyft-taxi
- Convenient commuting, meeting colleagues

Target customers are students in the same university:

- similar schedules and destinations
- safety guarantee
Application Interface (cont.)

Dawg Carpool

- Time: 3 P.M.
- Destination: HUB
- Comments:

Dawg Carpool

- Time: 10 A.M.
- Destination: ODE

Software Architecture

- User Authen.
- Rides info. & history
- User Info.
- Database Server
  - MySQL
  - User and system info./queries
  - Rides (Location, comment, user, status...)
  - User messages
  - Notifications

- User Device
- Google Map API
  - Displays Ride/pickup Locations

User Device
Challenges

- Integration with database and Google Map API:
  - User authentication
  - Geocoding (Client-side?), sending location data to server
  - Storing and manipulating ride/user data
- Possible unfamiliarity with Android development:
  - Limit development scope, start with the difficult/core components, extend progressively.
  - Spiral model, Fit-to-schedule.

Risks

- User loyalty and activeness:
  - Possible reward mechanisms
  - Promote user-to-user interactions
- Safety:
  - Ensuring users’ identity as students
  - Reporting/credit (Friendliness meter)