Functional Specifications

• Goal: Help users find companies at career fairs that have open positions in their field

• Method:
  ▪ Phone applications for iOS and Android
  ▪ Use logo recognition to identify companies
  ▪ Augmented Reality displays information onscreen
  ▪ Capable of manual searches by text queries
  ▪ Additional information can be accessed via “more details”
Design Specifications

• Home page will have a choice between camera mode or listing of companies
• If the user chooses to use the camera an augmented reality environment will be useable to find logos and information.
• If The user chooses to use the listing, then they will choose a company to view more info
• Both will lead to more info about the companies and what opportunities are available
Screen Mockup: Home Page
Screen Mockup: Camera And Listing
Screen Mockup: More Info


Looking for Computer Science Students

Both Full Time and Internship opportunities available
Technical Specifications

- Software Technologies and Development tools
- System Architecture
- Image Recognition System
- Database
System Architecture

- Social Media API
  - Share information
- iOS/Android User Interface
  - Manage profile
- User profile manager

- Online engine API
- Image Recognition system
- Primary search
- Local database

Flow:
- Camera capture logo
- Present company info
- Search if not in the local database
System Components

• Software Platforms / Technologies
  ▪ iOS: swift 3, Xcode
  ▪ Android: Java, Android Studio
  ▪ Software design: UML diagram
  ▪ Database: SQL
Testing

• Connect Android and iOS devices to Android Studio and Xcode to directly test application functionality in real time:
  ▪ Camera Opening
  ▪ Various logos detection
  ▪ Rendering of information around logos
  ▪ Ability to change from augmented reality to non-augmented reality and viceversa
Risks

• Logo Recognition
  ▪ Identifying logos that appear onscreen must happen in real time and must be reliable.
  ▪ Research done into APIs available that have image recognition functionality and are compatible with iOS and Android.

• Mobile Development
  ▪ No team members are experienced with development for iOS mobile devices or Android mobile devices.
  ▪ Divide into iOS development team and Android development team. Write small, testable apps for each platform to familiarize each member with development environment.
Questions?