Dynamic Buddy Group Management on Mobile Phones

Project code: W41a-8

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Introduction

In recent decades, the mobile phone has become one of the greatest inventions that satisfies the needs of convenient communication for people. The emergence of mobile phones has enabled people to communicate with each other via voice, text, or even image. However, the communication mode is still limited to individual or one-to-one communication. On the other hand, network communication resources are not well-used in the scenario of “Buddy Buddy” or a social networking model. “Buddy Buddy” is a wonderful invention of the networking model. It supports multi-users and multi-confirmation functions making group management becoming easier, and making group management function become more vivid. In this scenario, mobile phones are used to manage the latter's group event, custom query, notification, checking, and reminding with developed software service.

Our objectives include the following:

1. To break through the constraint of the one-to-one communication.
2. To enable group management on currently the most portable communication device.
3. A novel interface which providing group chatting, message sending, receiving, and event reminding, joining, 
4. A new application software which is simple and easy to use.

Why Android?

The Android operating system provides an open development environment for developers to develop applications and network services. It supports rich multimedia applications and provides a development environment for developers to develop services and supports。”

Design and Specifications

Software Development Specifications

- Operating system: Microsoft Windows 2000 or later version
- Server software development & testing environment: Eclipse 3.1 (Java JRE)
- Client software development & testing environment: Eclipse 3.1 (Java JRE)
- Development tools: Eclipse 3.1, Eclipse 3.1, Android SDK (Android Development Tools or ADT) plug-in is installed
- Android Emulator Debugger within Android SDK

Hardware Development Specifications

- Two PCs with Eclipse and Android SDK, installed were used for the development of the client and server program.
- One was used for the client program development and the other was used for the server program development.
- Two PCs with Eclipse and Android SDK installed were used for testing and debugging of each line function, the other is identical one to this server.

System Block Diagram

The system block diagram includes the server program, SQLite database, and client terminal. The server program is responsible for managing the group events, handling client terminal requests, and storing group event information. The SQLite database is used to store the group event information. The client terminal is responsible for displaying the group event information and handling user input.

Conclusion

Project aim and objectives were met.
The system was overall complete and robust.
Several special features were achieved and developed.
Mapview Realization was beyond our expectations.
Several improvements can be made.

Evaluation

- Multi-Chat
- Dynamic Groups
- Group Event Visualized

What’s BuddyUddy Special?

With one application, you can easily chat with friends from different groups at the same time.

Create social environment, enjoy meet new people!

Group events help people meet like, don’t worry get lost!

Only share the right information!

Different groups have different durations & sizes.
Create as you want!