

Switch Room Application

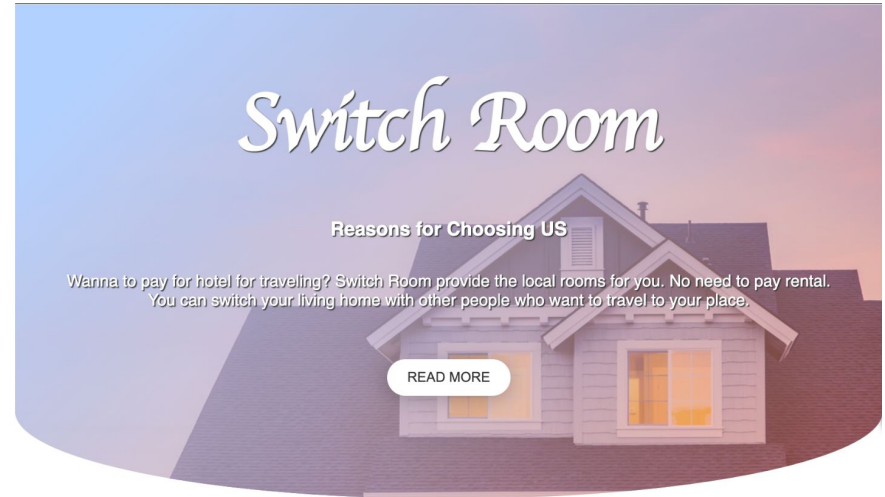
Final Presentation

Team Ace

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Project Description

Switchroom is a web-based travel management application designed to be the solution for low-cost living for students during their traveling, and it is not only limited to this. This application also contains a completed ecological system, that allows students to plan their trips and share their experiences with the host or traveler.



Problem Background

Create web based a platform that allowed student to make agreements of switch their room for their travel. It could be the solutions of low-cost living for students during their traveling.



Problem Background

When you travel out of town you have to pay the hotel for travel stay. You may not only need to pay the travel stay, you also have to pay for your apartment monthly rent even you are not staying in it.

Is there a way to not pay for the extra?

Project Goals

- User-friendly web based interface
- Account system
- Offer and wishlist matching system
- Ticket system
- Review and rating system

Building Environment

- IDEs and tools adopted
1. Building tools or associate tools:



2. Development Environment



- Technical details/Design Choices

There are two applications similar to this application: AirBnB and Craigslist

- Difficulties you encountered during the project and how you overcame them

Lessons learned and reflection

- Technology
 - Vue, Spring boot
 - Docker
 - MySQL
- Team Work
 - Writing code comments
 - Trust teammates
 - More communication
- Design & Analysis
 - Agile and Scrum
- Reflection
 - Add more code comments
 - Communication is as important as learning
 - Plan ahead

Demonstration

Thank you