

Florida International University
Knight Foundation School of Computing and Information Sciences

Software Engineering Focus

Final Deliverable

Project Title: Commute Connect

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Product Owner(s): Andres Diazvictores

Mentor(s): Andres Diazvictores

Instructor: Masoud Sadjadi

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Abstract

This document presents the information necessary to gain a good understanding of Commute Connect. Commute Connect is a community-based carpooling application that features the ability for users to register and log in to the application, request and offer rides, track rides using GPS, manage upcoming rides, view past rides, and view profile information.

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INTRODUCTION

Current System

Currently, there are very few cost-effective and environmentally friendly commuting options outside of public transportation. It is of utmost importance to create new solutions to further promote environmental awareness.

Purpose of New System

Commute Connect is an application developed to achieve environmentally friendly commuting options while at the same time foster a sense of community by presenting carpooling options in your area.

We created this application from scratch this semester and successfully included most of the core systems that we wanted to implement. These include: user authentication, trip creation, trip request and activity history.

We made a decision as a team to not implement any business logic into the application and focus purely on the core systems for the application to function.

USER STORIES

The following section provides the detailed user stories that were implemented in this iteration of the Commute Connect project. These user stories served as the basis for the implementation of the project's features. This section also shows the user stories that are to be considered for future development.

Implemented User Stories

- User Story: Research about technologies that would fit the project
- User story: Create a Github repository for the project.
- User Story: Start applying and researching for 3rd party APIs that might be useful.
- User story: Watch some tutorials on the selected technologies to become more familiar with them.
- User story: Start building some starter projects with the selected technologies and connect them.
- User Story: Create a fully functional login page with secure authentication.
- User Story: Create a profile page with the user's info
- User Story: Create a request/offer ride system
- User Story: Create a navigation bar
- User Story: Backend logic for request/offer ride system
- User Story: Backend logic for activity page
- User Story: Finishing Google maps platform.

Pending User Stories

- User Story: Work on feedback and rating system development
- User Story: Backend for user notifications.

PROJECT PLAN

This section describes the planning that went into the realization of this project. This project incorporated the agile development techniques and as such required the sprints to be planned. These sprint plannings are detailed in the section. This section also describes the components, both software and hardware, chosen for this project.

Hardware and Software Resources

Windows
Visual Studio Code
Android Studio
Flutter
Firebase
Google Maps API
Android Device (for testing only)
Github

Sprints Plan

Sprint 1

Sprint Planning Meeting Minutes:

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Andres Diazvictores (Product Owner), Denae Miller, Antonio Porven, Christian Gonzalez, Abraham Nunez

Start time: 6:00 PM

End time: 6:30 PM

After discussion, the velocity of the team was estimated to be 150 Hours.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

- User Story: Research about technologies that would fit the project
- User story: Create a Github repository for the project.
- User Story: Start applying and researching for 3rd party APIs that might be useful.
- User story: Watch some tutorials on the selected technologies to become more familiar with them.
- User story: Start building some starter project with the selected technologies and connect them.

The team members indicated their willingness to work on the following user stories.

- Fabio Hernandez Rubio
 - User Story: Research about technologies that would fit the project
 - User story: Create a Github repository for the project.
 - User Story: Start applying and researching for 3rd party APIs that might be useful.
 - User story: Watch some tutorials on the selected technologies to become more familiar with them.
 - User story: Start building some starter project with the selected technologies and connect them.

- Antonio Porven
 - User Story: Research about technologies that would fit the project
 - User Story: Start applying and researching for 3rd party APIs that might be useful.
 - User story: Watch some tutorials on the selected technologies to become more familiar with them.
 - User story: Start building some starter project with the selected technologies and connect them.
- Abraham Nunez
 - User Story: Research about technologies that would fit the project
 - User Story: Start applying and researching for 3rd party APIs that might be useful.
 - User story: Watch some tutorials on the selected technologies to become more familiar with them.
 - User story: Start building some starter project with the selected technologies and connect them.
- Christian Gonzalez
 - User Story: Research about technologies that would fit the project
 - User Story: Start applying and researching for 3rd party APIs that might be useful.
 - User story: Watch some tutorials on the selected technologies to become more familiar with them.
 - User story: Start building some starter project with the selected technologies and connect them.
- Denae Miller
 - User Story: Research about technologies that would fit the project
 - User story: Create a Github repository for the project.
 - User Story: Start applying and researching for 3rd party APIs that might be useful.
 - User story: Watch some tutorials on the selected technologies to become more familiar with them.

Sprint 2

Sprint Planning Meeting Minutes:

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Andres Diazvictores (Product Owner), Abraham Nunez, Denae Miller, Antonio Porven, Christian Gonzalez

Start time: 6:00

End time: 6:30

After discussion, the velocity of the team was estimated to be 30 hours.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

- User Story: Create a fully functional login page with secure authentication.
- User Story: Create a profile page with the user's info
- User Story: Create a request/offer ride system

The team members indicated their willingness to work on the following user stories.

- Fabio Hernandez Rubio
 - User Story: Create a fully functional login page with secure authentication.
 - User Story: Create a profile page with the user's info
 - User Story: Create a request/offer ride system
- Abraham Nunez
 - User Story: Create a fully functional login page with secure authentication.
 - User Story: Create a profile page with the user's info
 - User Story: Create a request/offer ride system
- Antonio Porven
 - User Story: Create a fully functional login page with secure authentication.
 - User Story: Create a profile page with the user's info
 - User Story: Create a request/offer ride system
- Denae Miller
 - User Story: Create a fully functional login page with secure authentication.
 - User Story: Create a profile page with the user's info

- User Story: Create a request/offer ride system
- Christian Gonzalez
 - User Story: Create a fully functional login page with secure authentication.
 - User Story: Create a profile page with the user's info
 - User Story: Create a request/offer ride system

Sprint 3

Sprint Planning Meeting Minutes:

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Abraham Nunez, Christian Gonzalez, Antonio Porven

Start time: 7:00

End time: 7:30

After discussion, the velocity of the team was estimated to be 30 hours.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

- User Story: Create a request/offer ride system
- User Story: Create a navigation bar

The team members indicated their willingness to work on the following user stories.

- Fabio Hernandez Rubio
 - User Story: Create a request/offer ride system
- Abraham Nunez
 - User Story: Work on feedback and rating system development
- Antonio Porven
 - User Story: Create a profile page with the user's info
- Denae Miller
 - User Story: Create an application capable of using the Google maps feature

- Christian Gonzalez
 - User Story: Create a navigation bar

Sprint 4

Sprint Planning Meeting Minutes:

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Christian Gonzalez, Antonio Porven, Denae Miller, Abraham Nunez

Start time: 7:00

End time: 7:30

After discussion, the velocity of the team was estimated to be 30 hours.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

User Story: Backend logic for request/offer ride system

User Story: Backend logic for activity page

User Story: Finishing Google maps platform.

User Story: Backend logic for activity page

The team members indicated their willingness to work on the following user stories.

- Fabio Hernandez Rubio
 - User Story: Backend logic for request/offer ride system
- Abraham Nunez
 - User Story: Backend for feedback features.
- Antonio Porven
 - User Story: Backend logic for profile page
- Denae Miller
 - User Story: Finishing Google maps platform.
- Christian Gonzalez
 - User Story: Backend logic for activity page

Sprint 5

Sprint Planning Meeting Minutes:

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Abraham Nunez, Christian Gonzalez, Antonio Porven, Denae Miller

Start time: 7:00

End time: 7:30

After discussion, the velocity of the team was estimated to be 30 hours.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

User Story: Backend logic for request/offer ride system

User Story: Backend logic for activity page

User Story: Finishing Google maps platform.

User Story: Backend logic for activity page

The team members indicated their willingness to work on the following user stories.

- Fabio Hernandez Rubio
User Story: Backend logic for request/offer ride system
- Abraham Nunez
User Story: Backend for user notifications.
- Antonio Porven
User Story: Backend logic for profile page
- Denae Miller
User Story: Finishing Google maps platform.
- Christian Gonzalez
User Story: Backend logic for activity page

Sprint 6

Sprint Planning Meeting Minutes:

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Abraham Nunez, Christian Gonzalez, Antonio Porven, Denae Miller

Start time: 7:00

End time: 7:30

After discussion, the velocity of the team was estimated to be 30 hours.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

- User Story: Backend logic for request/offer ride system
- User Story: Backend logic for activity page
- User Story: Finishing Google maps platform.
- User Story: Backend logic for activity page

The team members indicated their willingness to work on the following user stories.

- Fabio Hernandez Rubio
User Story: Backend logic for request/offer ride system
- Abraham Nunez
User Story: Backend for user notifications.
- Antonio Porven
User Story: Backend logic for profile page
- Denae Miller
User Story: Adding more functionality for google maps feature and working on final documentation.
- Christian Gonzalez
 - User Story: Backend logic for activity page

Sprint 7

Sprint Planning Meeting Minutes:

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Denae Miller, Antonio Porven, Abraham Nunez, Christian Gonzalez

Start time: 6:30 PM

End time: 7:00 PM

After discussion, the velocity of the team was estimated to be 150 Hours.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

- User Story: Create Poster
- User Story: Create videos
- User Story: Start working on final deliverable
- User Story: Attend event

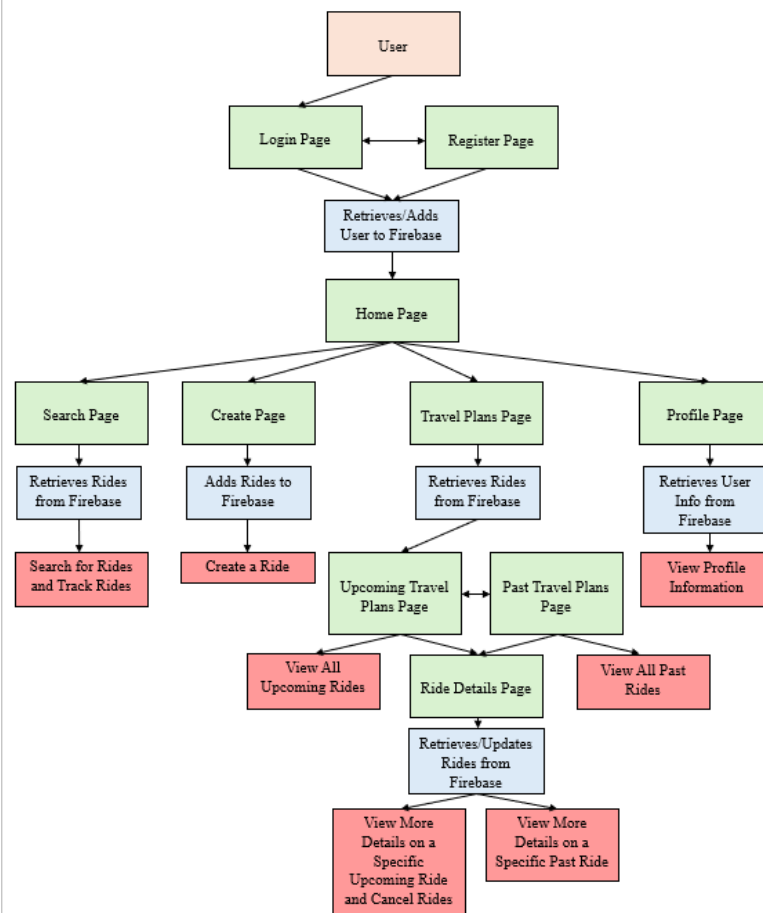
The team members indicated their willingness to work on the following user stories.

- Fabio Hernandez Rubio
 - User Story: Create Poster
 - User Story: Create videos
 - User Story: Start working on final deliverable
 - User Story: Attend event
- Antonio Porven
 - User Story: Create Poster
 - User Story: Create videos
 - User Story: Start working on final deliverable
 - User Story: Attend event
- Abraham Nunez
 - User Story: Create Poster
 - User Story: Create Videos
 - User story: Start working on final deliverable
 - User story: Attend the Showcase
- Christian Gonzalez
 - User Story: Create Poster
 - User Story: Create videos
 - User Story: Start working on final deliverable
 - User Story: Attend event
- Denae Miller
 - User Story: Create Poster

- User Story: Create videos
- User Story: Start working on final deliverable
- User Story: Attend event

SYSTEM DESIGN

In this section, we delve into the design decisions underlying this project. We provide insights into the chosen architecture patterns, elucidating their significance. A comprehensive package diagram illustrates the entire system, accompanied by explanations of its subsystems. Lastly, we explore the design patterns employed throughout the project, offering insights into their implementation and impact.



Architectural Patterns

The Commute Connect app has been meticulously crafted from the ground up, ensuring that no recycled code is utilized in its development. Its architecture seamlessly integrates Android Studio and Firebase, catering to both the creation of rides and the provision of navigational directions. This application's standout feature lies in its ability to streamline ride creation and navigation, enhancing the commuting experience. One of the prominent advantages of Commute Connect is its user-centric approach, where it leverages Firebase for data storage and management. For instance, when a user inputs their ride details, such as starting point, destination, and preferred route, this information is securely stored in the Firebase database. Consequently, users can easily access their ride history and preferences whenever needed. Moreover, Commute Connect is a full-stack application, with Android Studio and Firebase handling backend processes. Commute Connect has the potential for further improvements through progress of students in future semesters. This could enable the app to provide personalized route suggestions based on real-time traffic conditions and user preferences, thereby optimizing the commuting experience for each individual user.

System and Subsystem Decomposition

In the case of Commute Connect, the integration between frontend and backend operations is fundamental to its functionality. Prior to accessing the app's features, users are required to register and set up their profiles. This pivotal information exchange is facilitated by Firebase, operating on the backend to securely store user data. The core functionality of Commute Connect revolves around capturing user input and efficiently storing it within the app's database. This seamless process is orchestrated through a series of functions, enabling users to interact with the app's user interface with ease. Notably, the frontend components are developed using Flutter, ensuring a sleek and responsive UI experience; which incorporates many methods for UI customization and location tracking. Additionally, Commute Connect implements a range of global style files, simplifying future updates such as tweaks to color schemes, button designs, and font selections. This adaptable design strategy promotes effortless customization, fostering a consistent visual identity throughout the app's interface.

Deployment Diagram

Presently, our team is dedicated to refining the functionality of the Commute Connect application and completing any imminent adjustments. Our current priority lies solely in enhancing Commute Connect, and as such, we have not yet made plans for its distribution.

Design Patterns

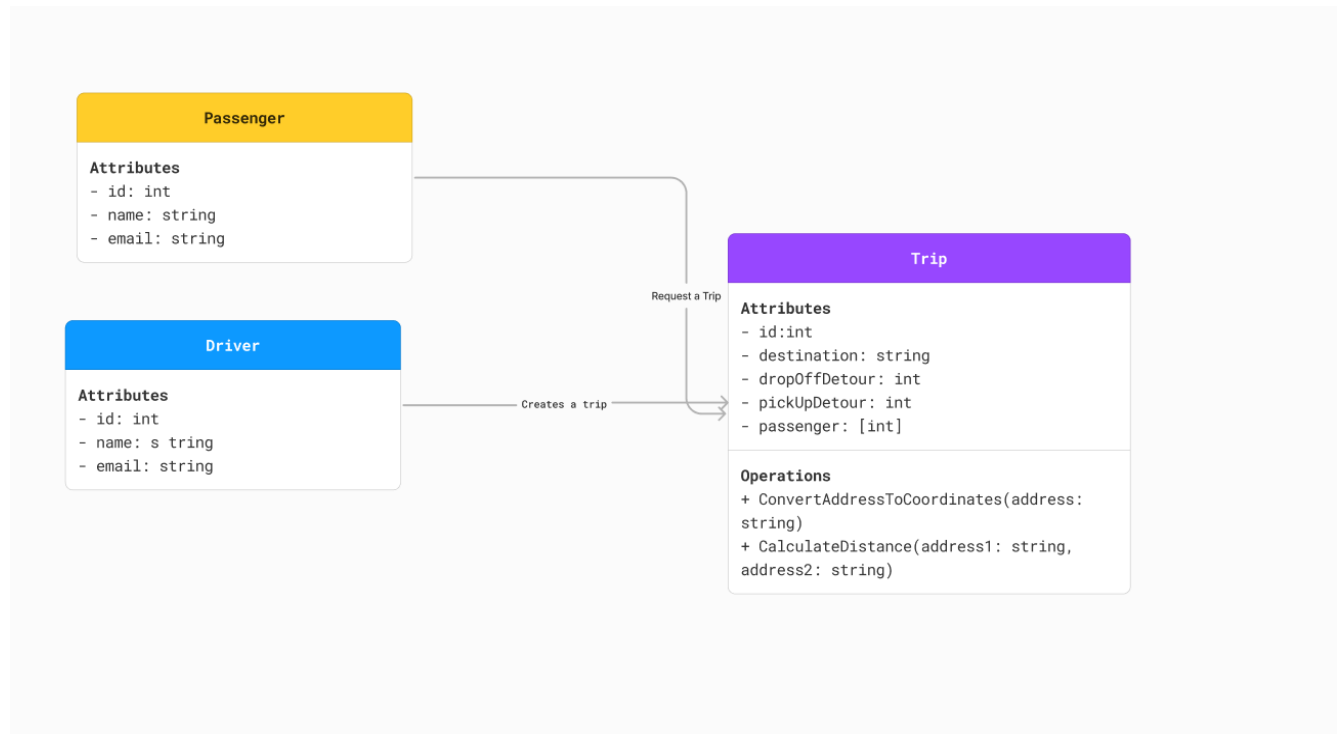
The design patterns that we used for our application primarily consist of the observer design pattern, a composite design pattern, and a state design pattern. The observer design pattern utilizes the communication between screens and the observer pattern enables sharing of information among different components. Through the observer pattern, screens share information amongst each other, enhancing overall coordination and responsiveness. The composite design pattern organizes the app's screens and components into a hierarchical structure, facilitating navigation between them. Each screen is composed of objects and components, creating a cohesive user experience. Within individual screens and components, the state design pattern is implemented to manage different states and their behavior. By declaring and initializing states, screens and components can dynamically update based on changes, enabling complex interactions and behaviors within the application's interface.

SYSTEM VALIDATION

Commute Connect underwent rigorous testing procedures, primarily conducted locally through emulators and mobile devices. Error checking was facilitated by monitoring console log outputs to identify and debug any issues. Testing efforts were concentrated on primarily three main aspects, this includes the application's functionality, layout, and communication with the desired database. Functionality testing involved thorough examination of buttons and components to ensure seamless operation. Additionally, the layout was scrutinized across various screen sizes to guarantee optimal user experience. Furthermore, backend testing was executed to validate the accurate creation of user profiles and verify the authentication process during login. This comprehensive testing approach ensured the reliability and effectiveness of Commute Connect across all its functionalities.

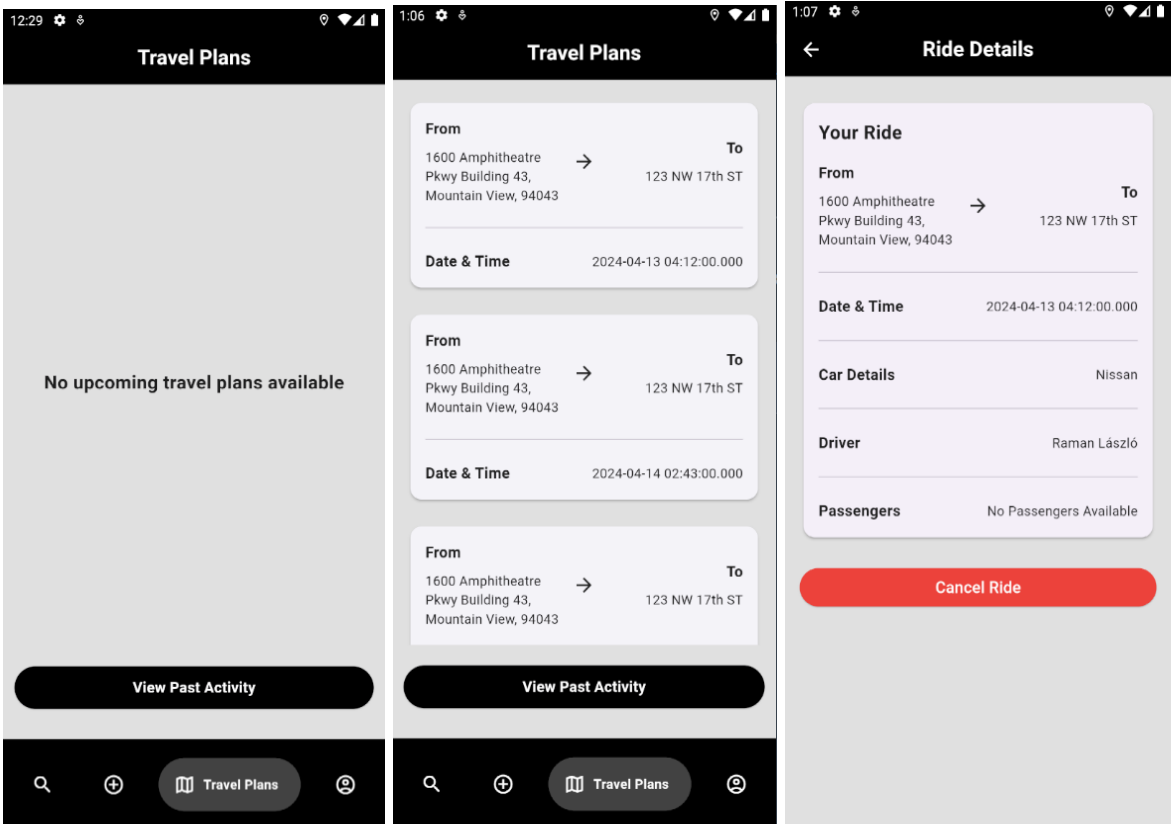
APPENDIX

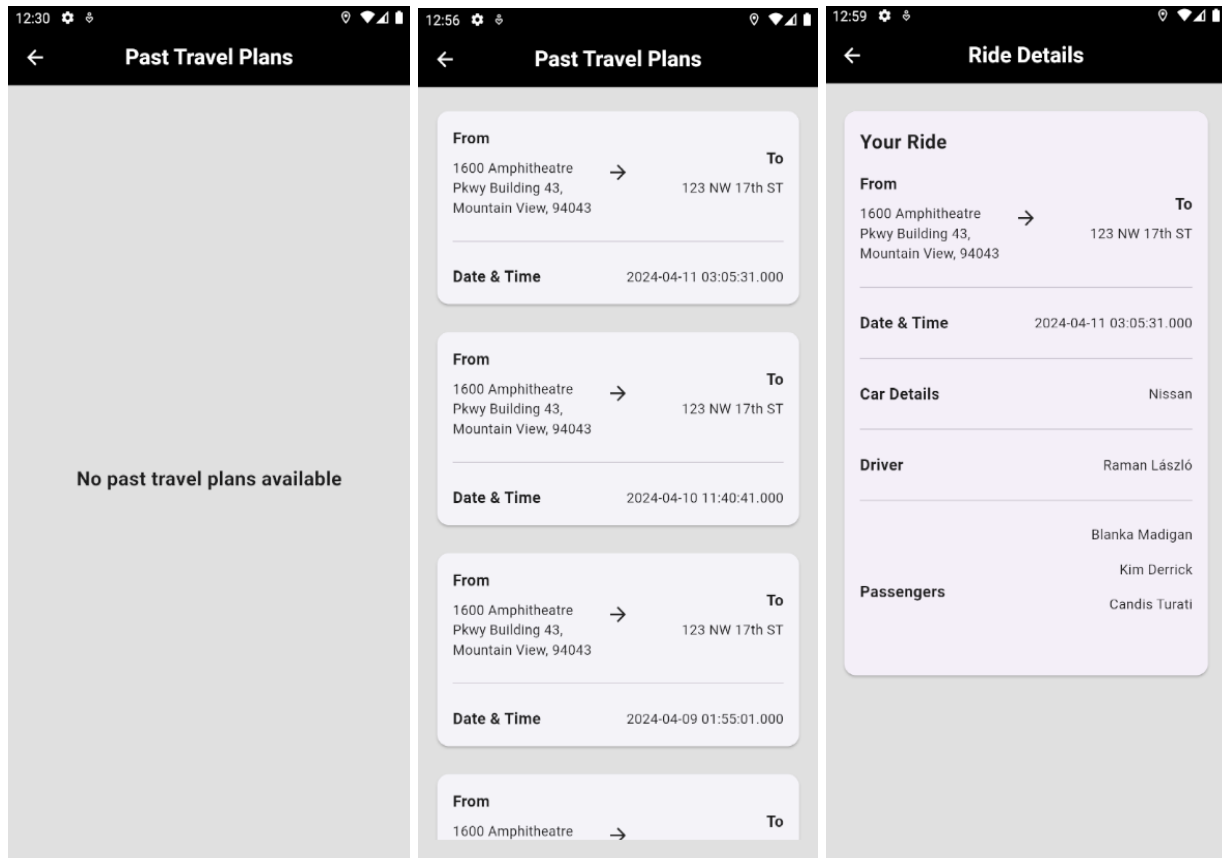
Appendix A - UML Diagrams

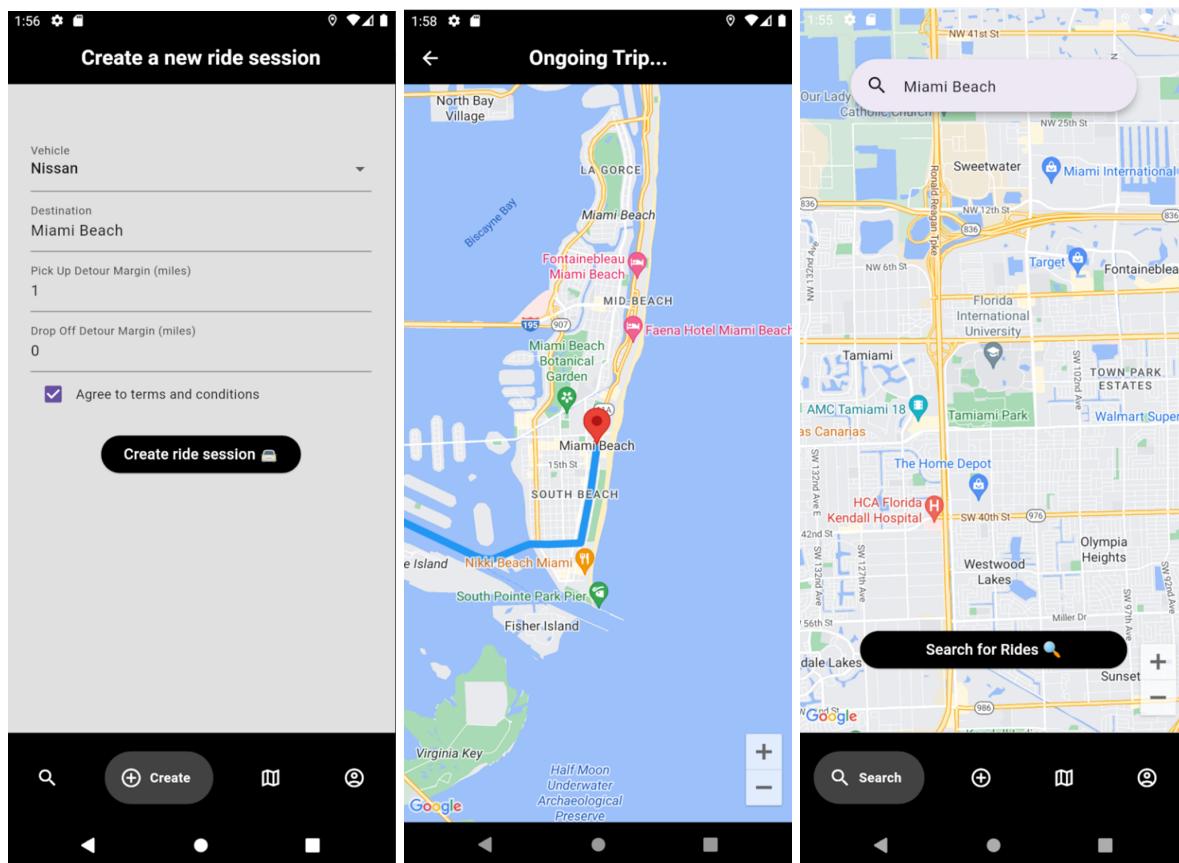


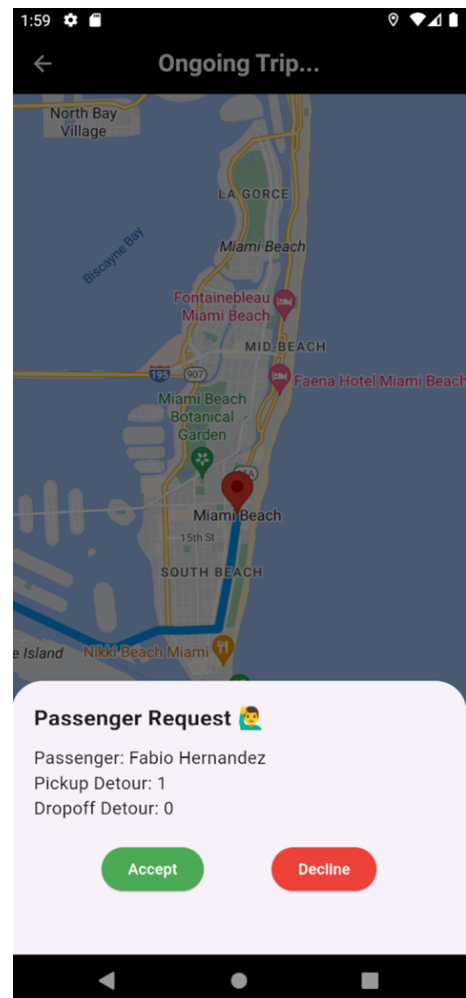
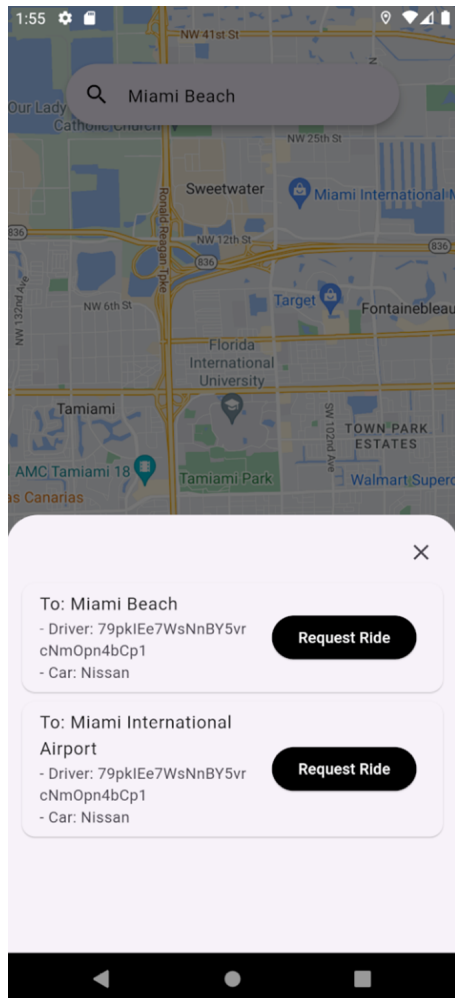
Appendix B - User Interface Design

Travel Plans Page:

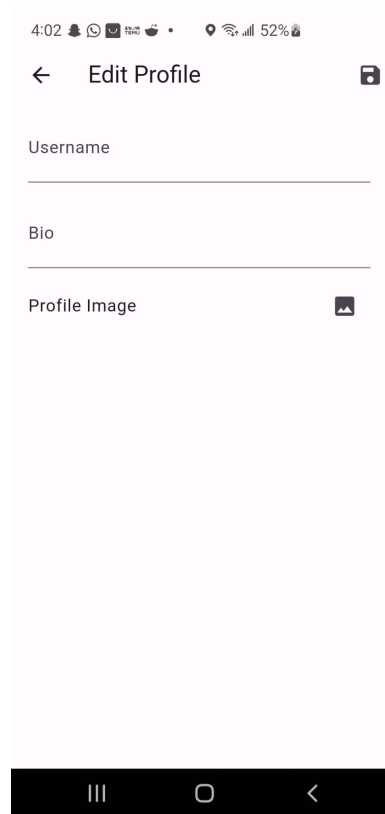
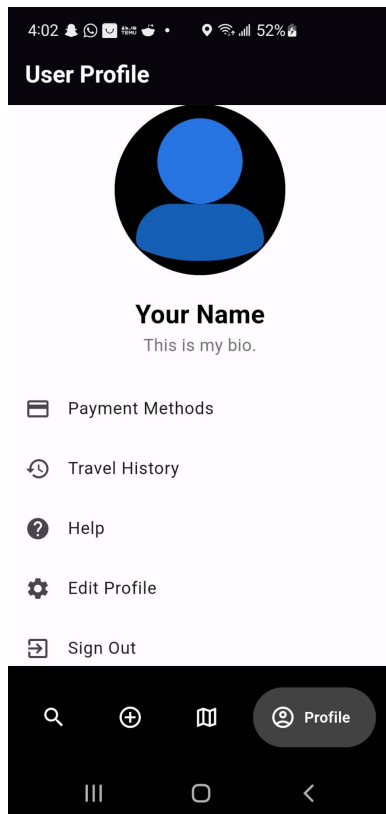




Request and Offer Trips Page



Profile and Edit Profile Page



Google Sign up and Sign in

10:59

Welcome back, you've been missed!

Email

Password

[Forgot Password?](#)

Sign In

Or continue with



Don't have an account? [Register now](#)

10:59

Let's create an account for you!

Email

Password

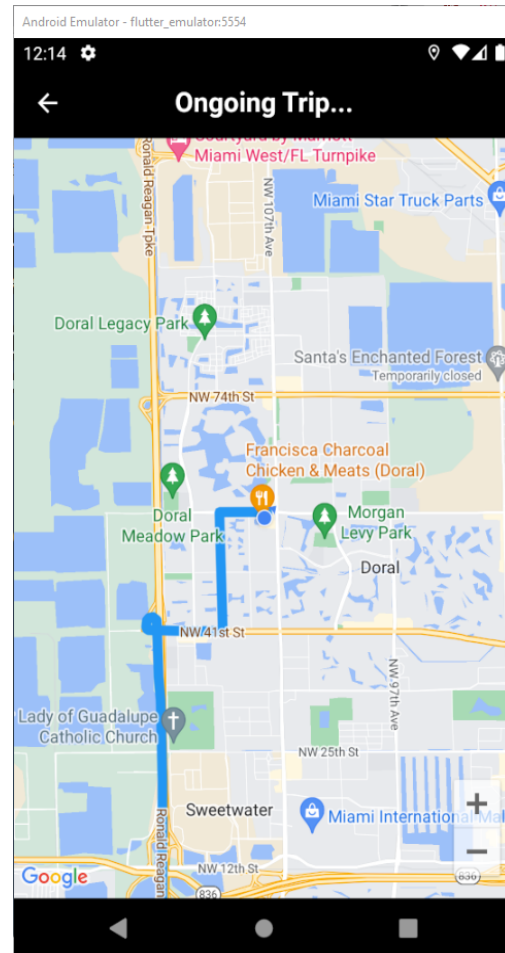
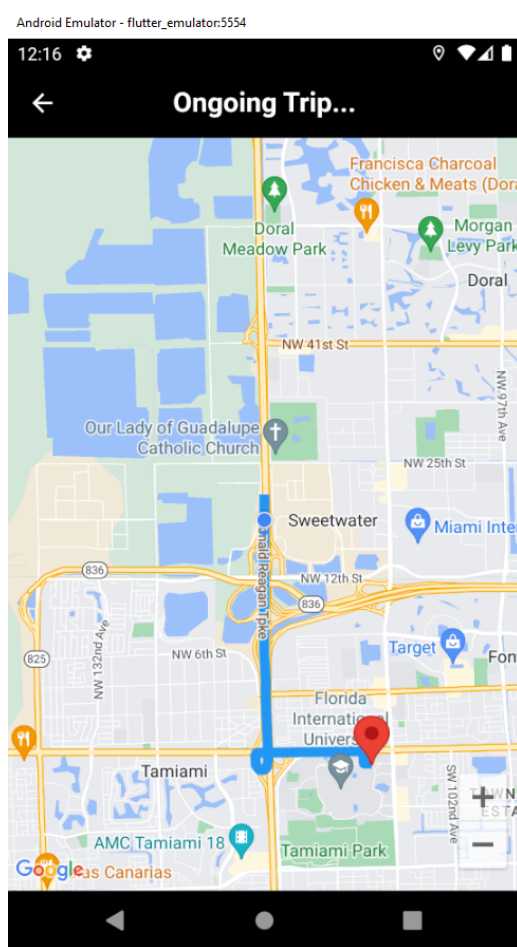
Confirm Password

Sign Up

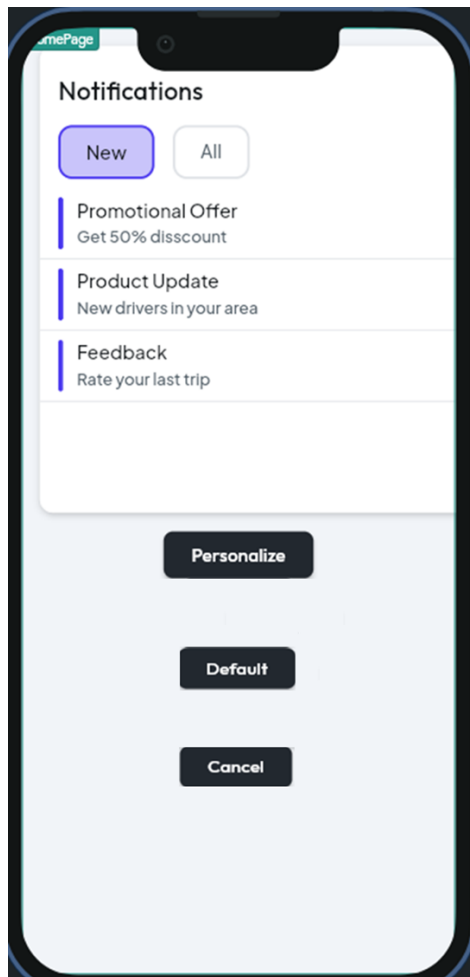
Or continue with



Map Navigation



Customizable Notification System



Appendix C - Sprint Review Reports

Sprint 1

Review Meeting Minutes

Project: CommuteConnect

4/17/2024

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Attendees: Fabio Hernandez Rubio, Andres Diazvictores (Product Owner), Antonio Porven, Christian Gonzalez, Abraham Nuñez

Start time: 6:00

End time: 6:30

After a show and tell presentation, the implementation of the following user stories was accepted by the product owners: All.

- User Story: Research about technologies that would fit the project
- User story: Create a Github repository for the project.
- User Story: Start applying and researching for 3rd party APIs that might be useful.
- User story: Watch some tutorials on the selected technologies to become more familiar with them.
- User story: Start building some starter project with the selected technologies and connect them.

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

Nothing was rejected

Sprint 2

Review Meeting Minutes

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Andres Diazvictores (Product Owner), Denae Miller, Abraham Nunez, Christian Gonzalez, Antonio Porven

Start time: 4:30

End time: 5:00

After a show and tell presentation, the implementation of the following user stories was accepted by the product owners: All.

User Story: Create a fully functional login page with secure authentication.

User Story: Create a profile page with the user's info

User Story: Create a request/offer ride system

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.
No stories were rejected

Sprint 3

Review Meeting Minutes

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Andres Diazvictores (Product Owner), Antonio Porven, Abraham Nunez, Denae Miller

Start time: 11:00

End time: 11:30

After a show and tell presentation, the implementation of the following user stories was accepted by the product owners: All.

- User Story: Create a navigation bar
- User Story: Create a profile page

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

- User Story: Create a request/offer ride system

Sprint 4

Review Meeting Minutes

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Denae Miller, Christian Gonzalez, Antonio Porven, Abraham Nuñez

Start time: 11:00

End time: 11:30

After a show and tell presentation, the implementation of the following user stories was accepted by the product owners: All.

-

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

- User Story: Create a request/offer ride system
- User Story: Backend logic for profile page
- User Story: Develop the help and feedback features.
- User Story: Create a function route for ride selection feature

Sprint 5

Review Meeting Minutes

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Abraham Nunez, Christian Gonzalez, Antonio Porven, Denae Miller

Start time: 6:30

End time: 7:00

After a show and tell presentation, the implementation of the following user stories was accepted by the product owners: All.

-

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

- User Story: Create a request/offer ride system
- User Story: Backend logic for profile page
- User Story: Develop the help and feedback features.
- User Story: Create a function route for ride selection feature
- User Story: Create a cancellation feature.

Sprint 6

Review Meeting Minutes

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Abraham Nunez, Christian Gonzalez, Antonio Porven, Denae Miller

Start time: 6:30

End time: 7:00

After a show and tell presentation, the implementation of the following user stories was accepted by the product owners:

- All.

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

- User Story: Create a request/offer ride system
- User Story: Backend logic for profile page
- User Story: Develop the help and feedback features.
- User Story: Create a function route for ride selection feature
- User Story: Create a cancellation feature.

Sprint 7

Review Meeting Minutes

Project: CommuteConnect

Attendees: Fabio Hernandez Rubio, Abraham Nunez, Christian Gonzalez, Antonio Porven, Denae Miller

Start time: 6:00

End time: 6:30

After a show and tell presentation, the implementation of the following user stories was accepted by the product owners: All.

User Story: Create and finish poster.

User story: Create and finish powerpoint slides.

User Story: Create and finish any video recordings.

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Sprint Planning meeting.

Nothing was rejected

Appendix D - User Manuals, Installation/Maintenance Document, Shortcomings/Wishlist Document and other documents

User Manual Installation

To install the app you will need to download the github file from the github link <https://github.com/FabioHdez/CommuteConnect> . Once the file is downloaded you will need an IDE that is able to run flutter. One IDE that can be used is Visual Studio Code. After you have installed the IDE you will have to make sure you are in the commute_connect folder.

```
PS C:\Users\anton\Downloads\CommuteConnect-main\commute_connect>
```

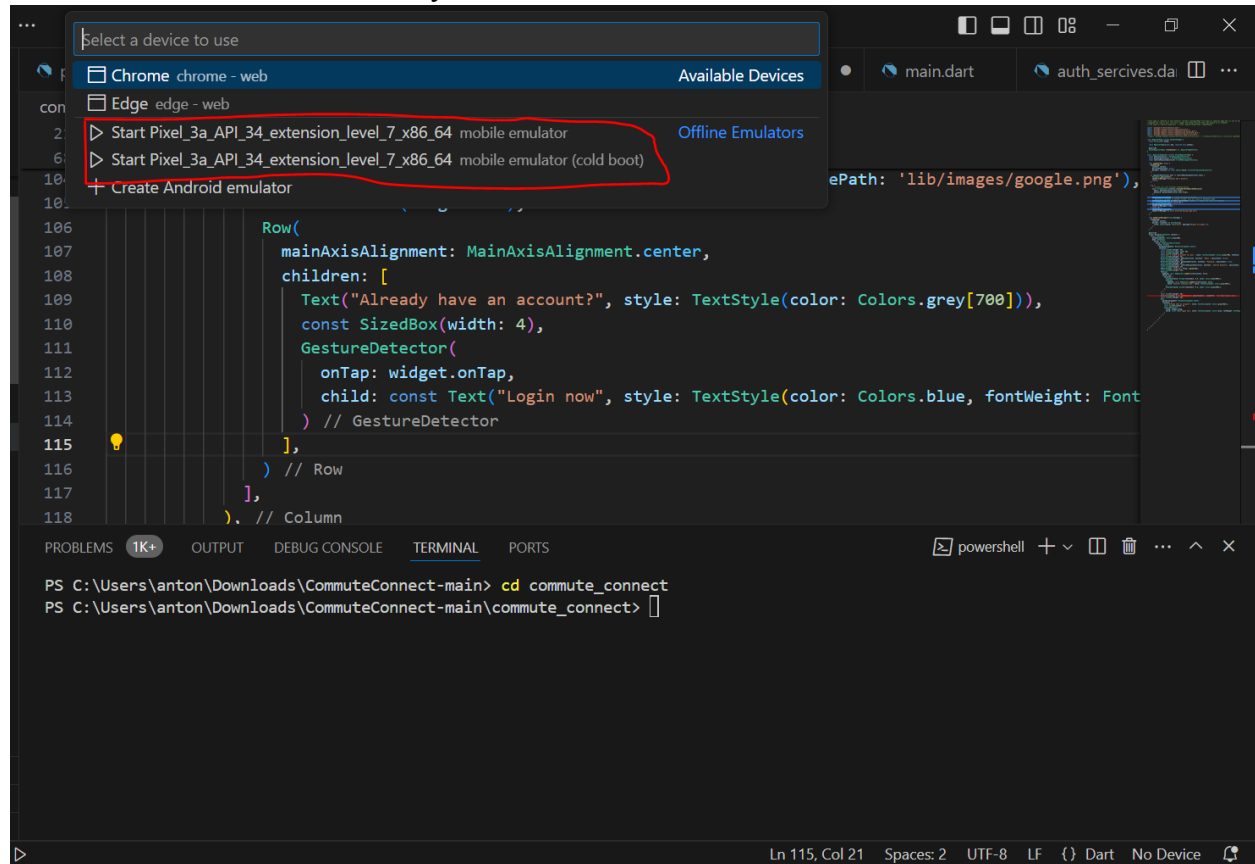
If you are not in the folder you will need to use the cd command to go into the folder containing the project.

Once you have gone to the right folder you are presented with two choices for launching the app: an Android emulator or an Android device if you have one.

Android Emulator

For using an android emulator you will need to install the android SDK <https://developer.android.com/studio> . Once the SDK is installed you will need to restart the IDE of your choice if it does not show the android emulator. If you are using Visual Studio Code you

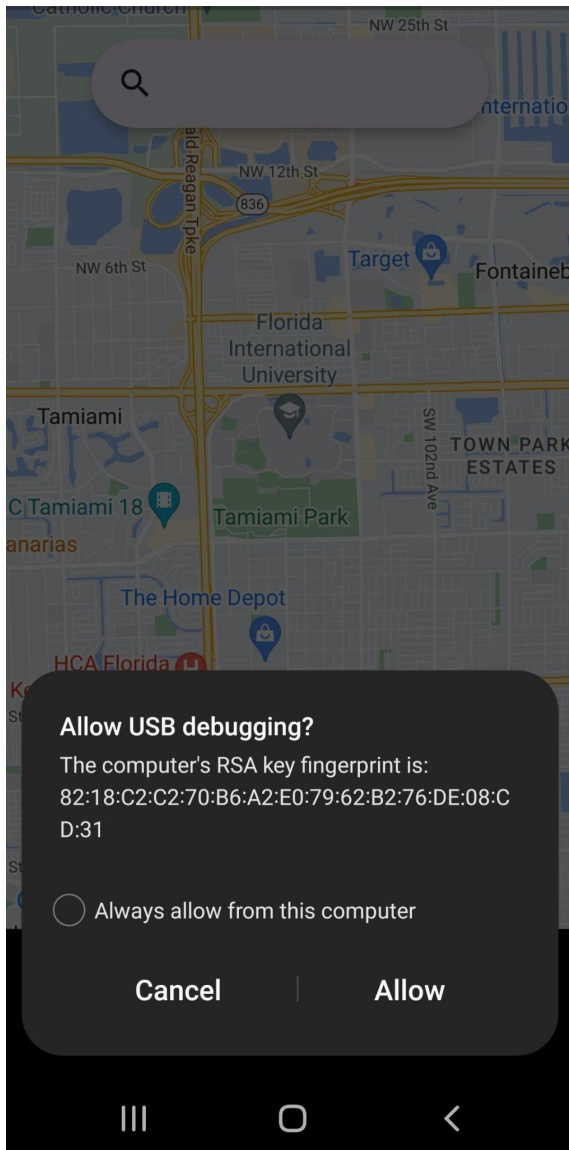
should click the “no device” and you should see this



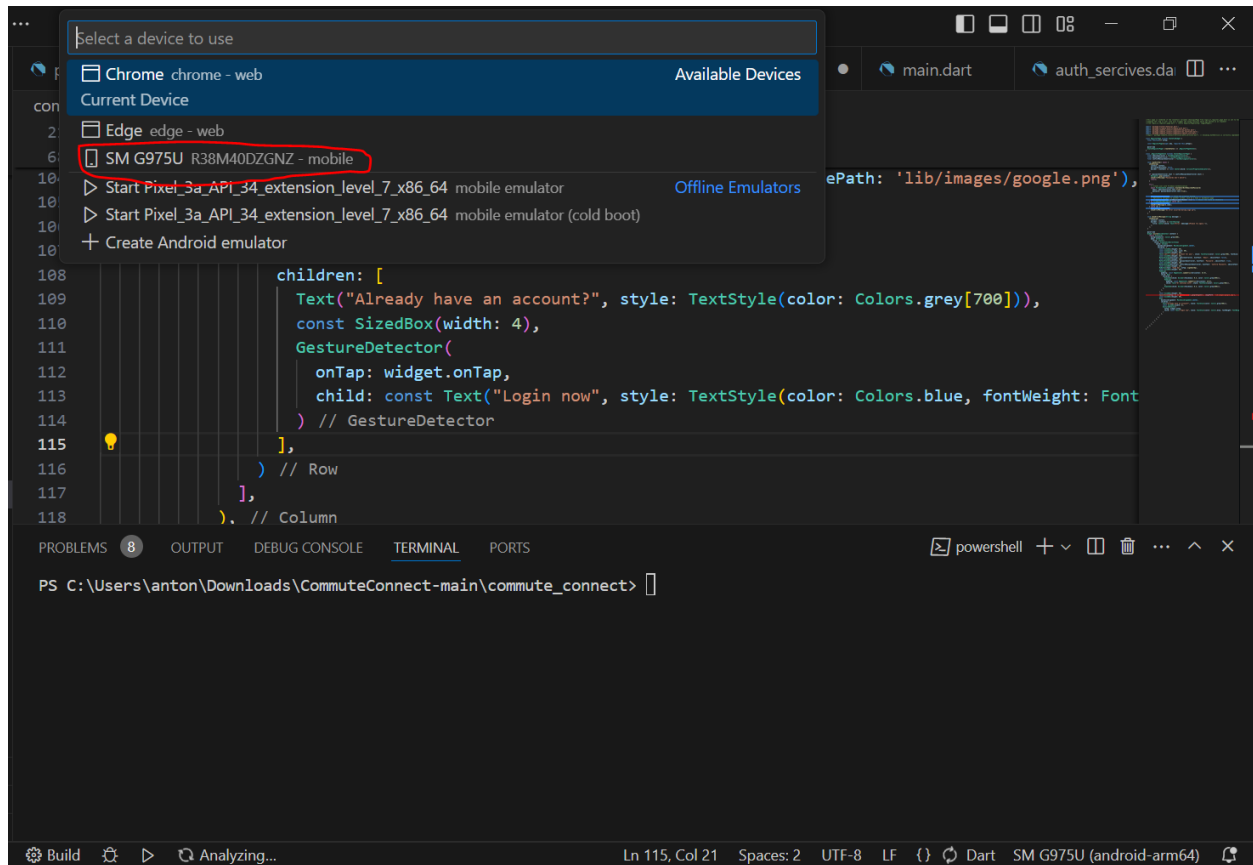
Once you select your android emulator you will type “flutter run” into the terminal to launch the app and it should appear in the android emulator.

Android Phone

To launch it on your android phone you will have to enable developer options by going to Settings->About phone, scroll all the way down and tap the Build number 7 times. This will enable developer options once you do you have to go into developer options and enable android debugging. Once you have enabled android debugging you will have to connect your phone via the USB or Type C cable and click allow on your android device.



In the IDE you will click the “no devices” option on the bottom right corner and select your android device



Then you will use the “flutter run” command in the terminal and the app will be installed on your android device. And you will be able to use the app when needed.

Maintenance

If there are ever any problems with the make sure to clear the cache and the data of the app.

Shortcomings

Some of the shortcomings of the app is the lack of a payment system embedded into the app as of now. Our biggest shortcoming for the Commute Connect app is the inability to see who is offering a ride share in your area. Yes there is the ability to create routes of where you are going, but this is not displayed to other users in your area that would like to ride share with you. Another feature that was not able to be created is a rating system for rating other users for ride sharing. Having this feature would allow users to see who they are ride sharing with and their past ratings given to them by other users before finally choosing them.

Wishlist

Numerous things are on the wish list for the app and they are as follows:

- Allows users to see other users in their area so they can ride share with them.
- Add more details to the profile page for the user like Customization and a full settings page that will include a dark mode for the app.
- Rating system for the user and other users. The rating system allows for both parties to be given a rating as either a passenger or the driver of the vehicle.
- More in depth vehicle system will allow the user to select their car of all makes and models within a certain time frame (e.g 10 years into the past from the present date). If the users vehicle becomes out of date then they will have to submit a report of their vehicle to be reviewed.
- Enhance the UI of the app to make it more user friendly.
- Create a notification system where the user is notified when their rideshare partner is nearby.
- Allow the user to see where their rideshare partner is on their way to the user. Also allow the driver to see where the user is to be able to pick them up
- Create an in app messaging system to protect user privacy by not sharing their phone number and any new messages the user receives the user will be notified via a notification.