



Agineek Fall 2021

CIS 4951 - Capstone II

Knight Foundation School of Computing and Information
Sciences



Project

- Agineek Pad Plugin
 - Dart Phone Application (Android/iOS)
 - Kotlin / Swift Native Plugins
- Agineek Website (Old)
 - PHP + MySQL
- Agineek Website (New)
 - AngularJS
 - NestJS
 - Mysql



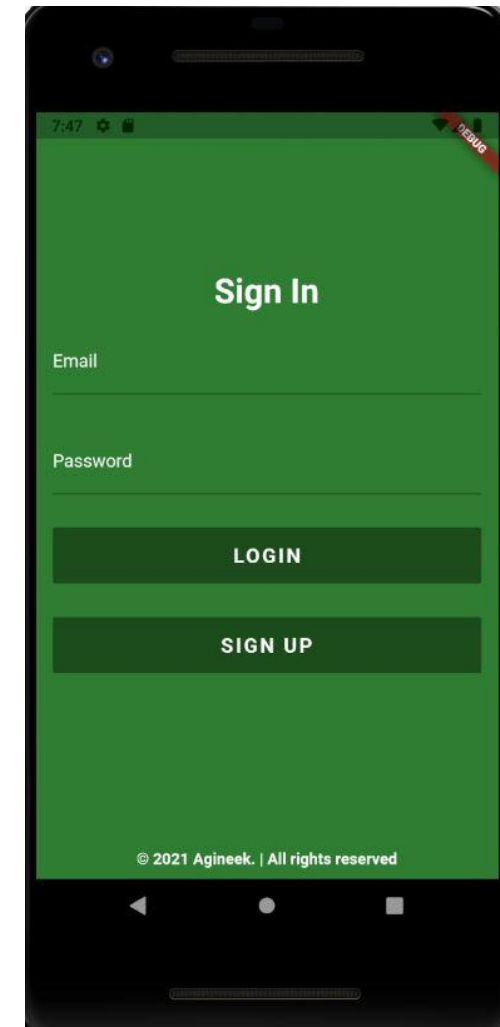
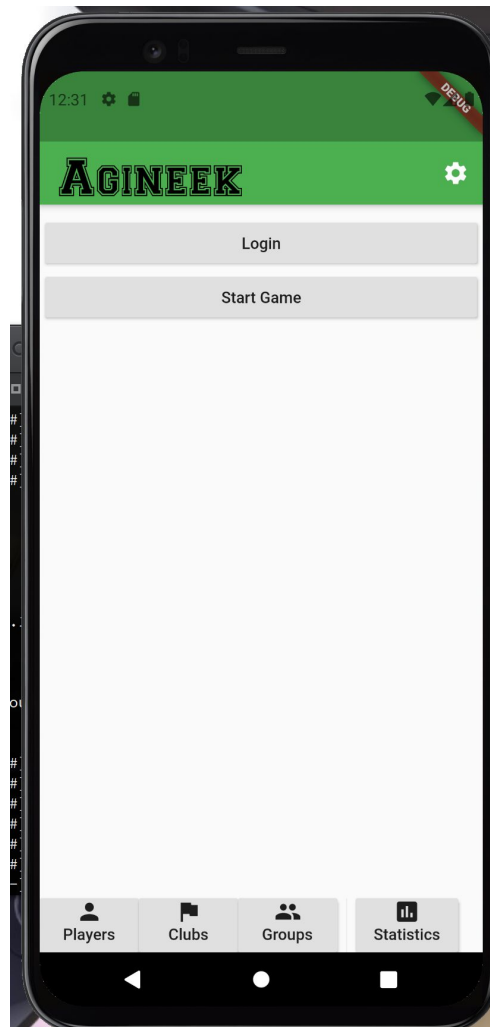


Agineek Phone App v2

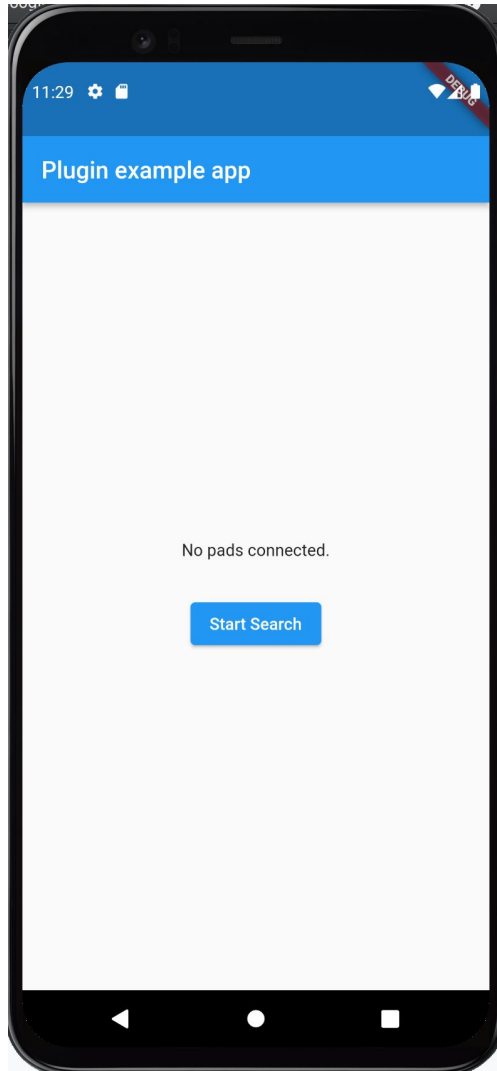
- Number of Commits: 132
- Work:
 - Dart Application
 - Kotlin native plugin (Android)
 - Swift native plugin (iOS)



Agineek Phone App v2



Aagineek Phone App v2 - Pad Plugin



```
/**
 * AagineekPadPlugin
 *
 * @author Joseph R. Quinn
 * @since v1.0.0
 */
@kotlin.ExperimentalStdlibApi
class AagineekPadPlugin : FlutterPlugin,
    MethodCallHandler, StreamHandler {
    ... companion object {
        ... @JvmStatic private val Tag = "AagineekPadPlugin"
        ... @JvmStatic private val serviceStarted:
            AtomicBoolean = AtomicBoolean(false)
        ... }
    ... // The MethodChannel that will the communication
        between Flutter and native Android
    ... //
    ... // This local reference serves to register the plugin
        with the Flutter Engine and unregister it
    ... // when the Flutter Engine is detached from the
        Activity
    ... private lateinit var channel: MethodChannel
    ... private lateinit var eventChannel: EventChannel
    ... private lateinit var context: Context
```

Agineek Website (Old)

- Work
 - Update API
 - Check website security





Aagineek Website (Old)



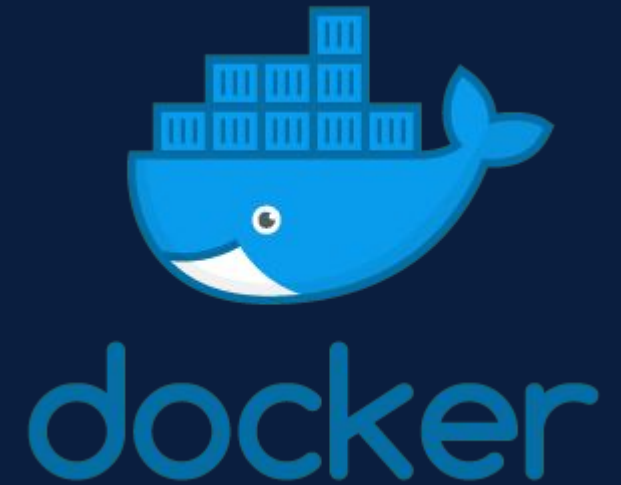
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Agineek Website (New)

- Work
 - Scaffold App
 - GraphQL API
 - Database initialization
 - Dockerization

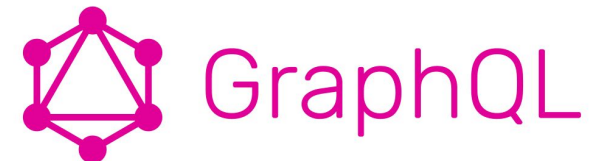


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Aginēek Website (New)



- About
- Works
- Training
- Contact



ABOUT AGINĒĒK

Aginēek makes wireless stand-alone panels that run on batteries and display a matrix of LED lights. A typical set up is to have 3 or more panels during play. Each panel acts as a target for Soccer players to strike with a ball. The ball then rebounds back to the player while the players have to figure out the most efficient way to maneuver the ball and get to the next illuminated target.

The hardware system hooks up to the Aginēek app which allows for unlimited variations of games. You can control the game type under a time limit and lighting sequences (random or pre-determined).



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