

MICHIGAN STATE
UNIVERSITY

Project Plan

Syncing Mobile Data Without Internet
Connectivity

The Capstone Experience

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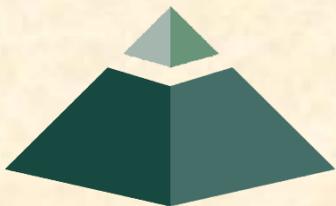
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*From Students...
...to Professionals*

Functional Specifications

- Collect and store ambiguous data models on mobile devices
- Create iOS & Android frameworks to transfer data between devices
- Use Wi-Fi direct and Multipeer Connectivity to connect devices without an intermediate access point

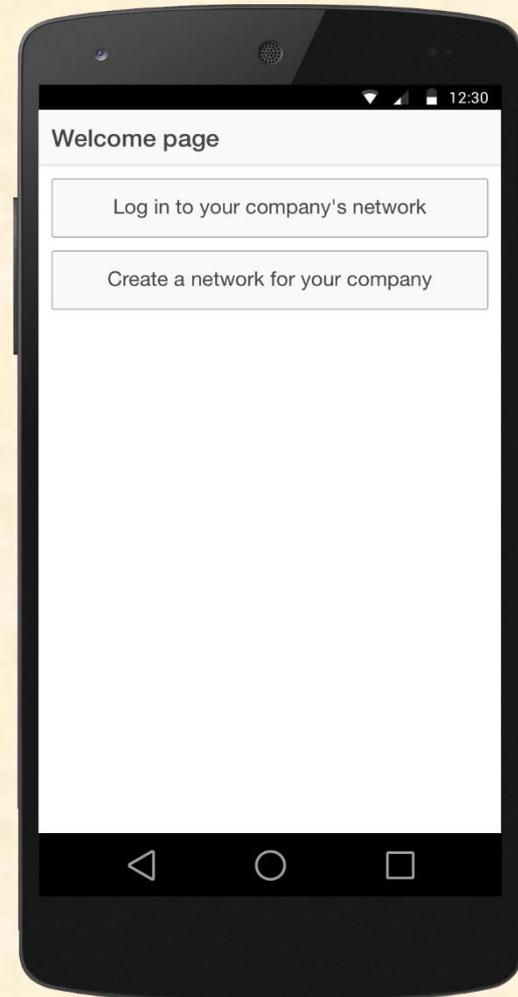
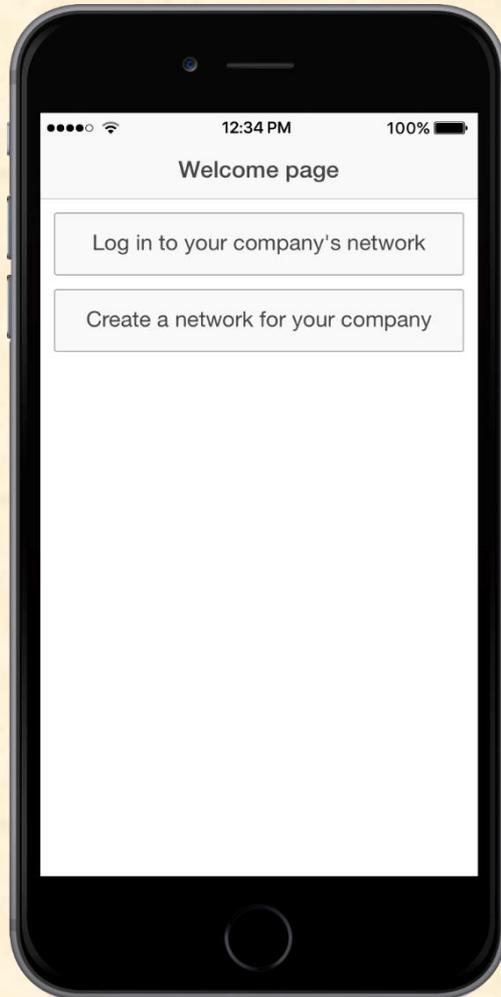


Design Specifications

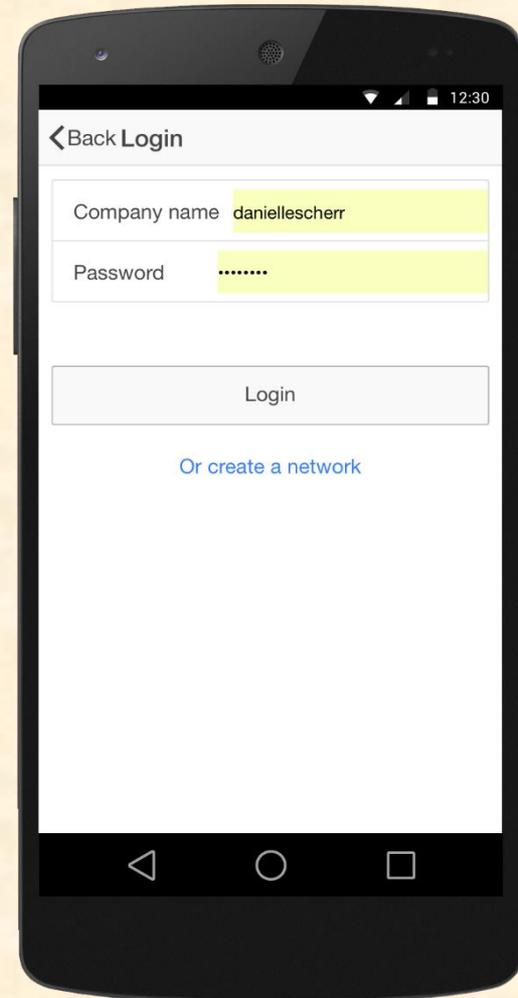
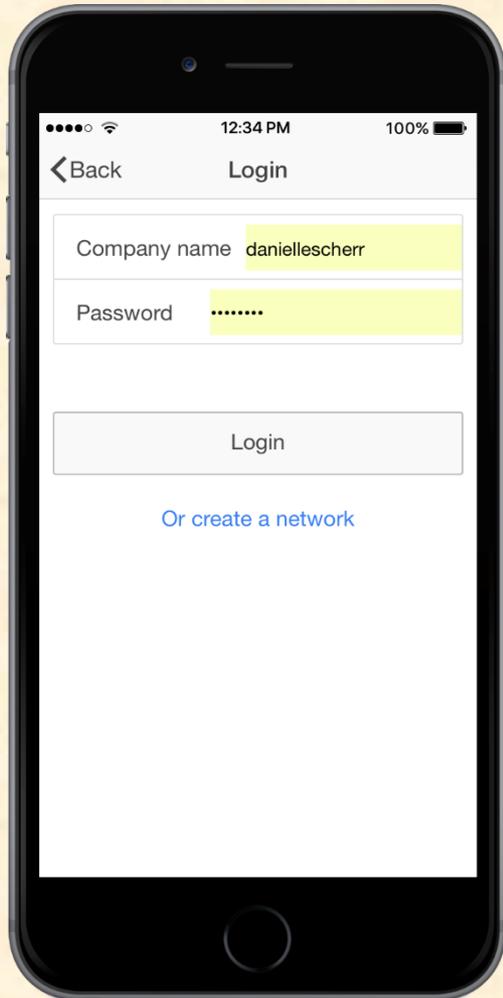
- Sync frameworks
- Sample application
 - Creating a Wi-Fi Direct network
 - Inviting peers to network
 - Candidate list
 - Adding & editing candidates
 - Synchronizing data



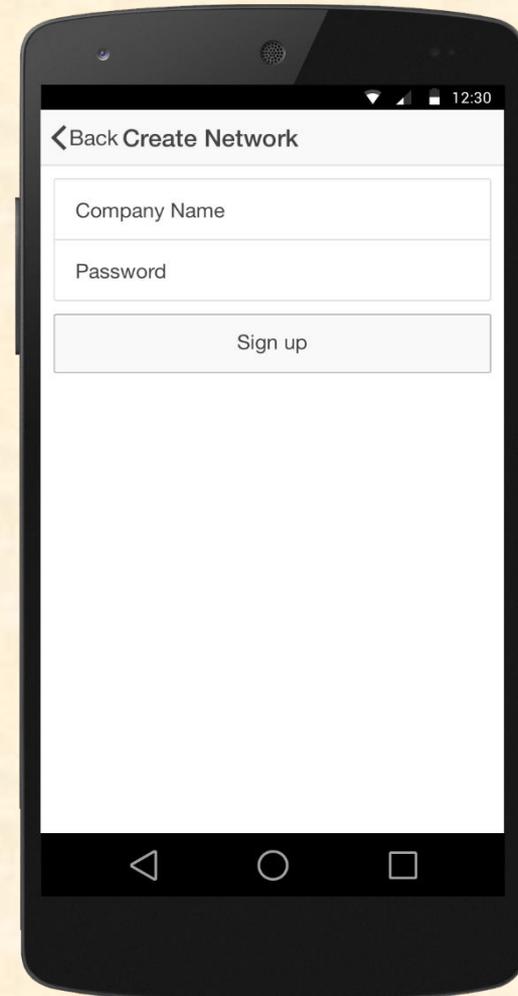
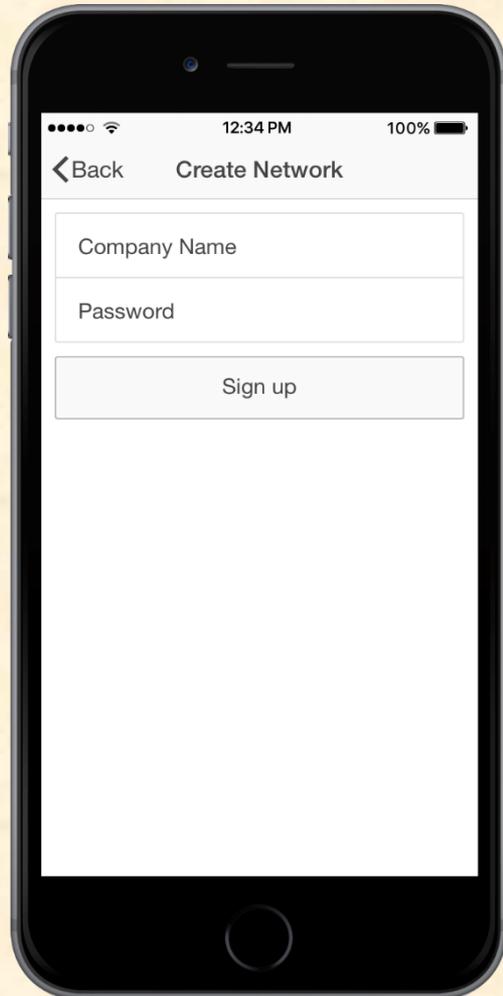
Screen Mockup: Welcome Page



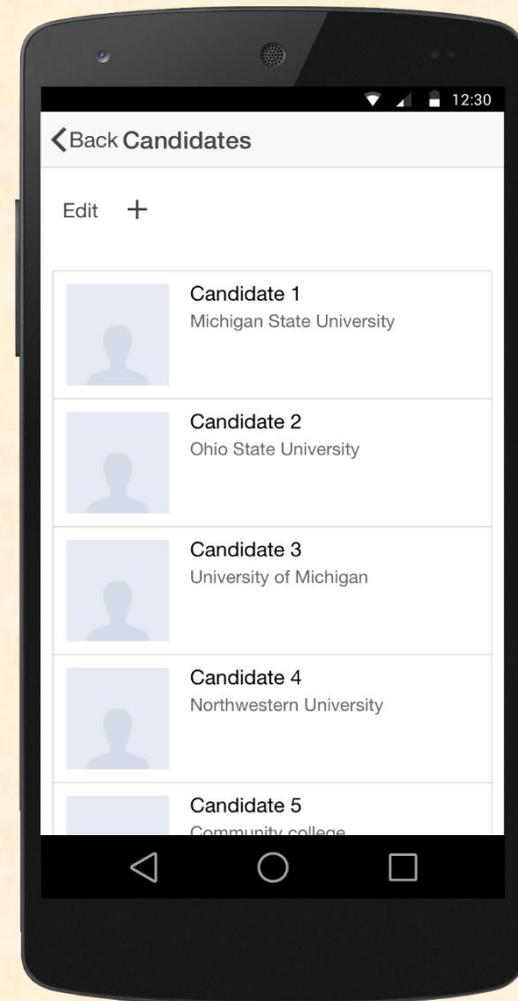
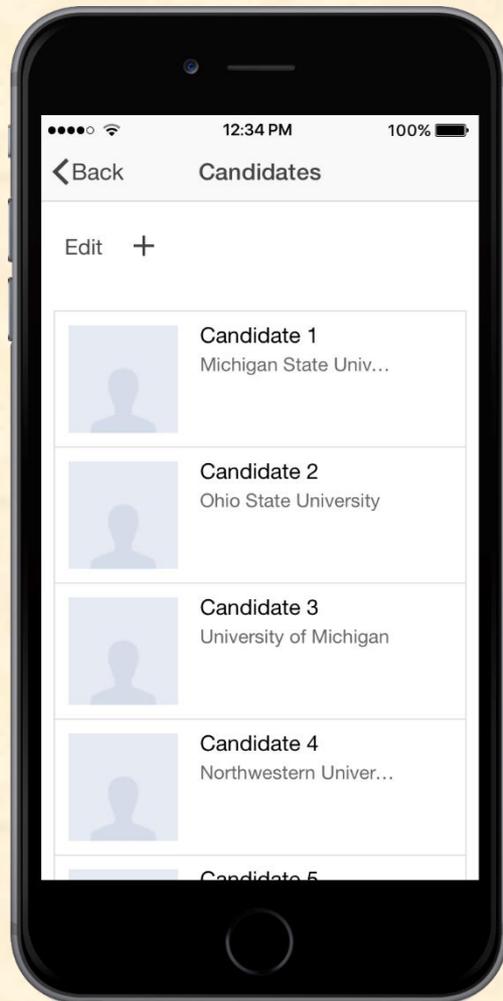
Screen Mockup: Join Session



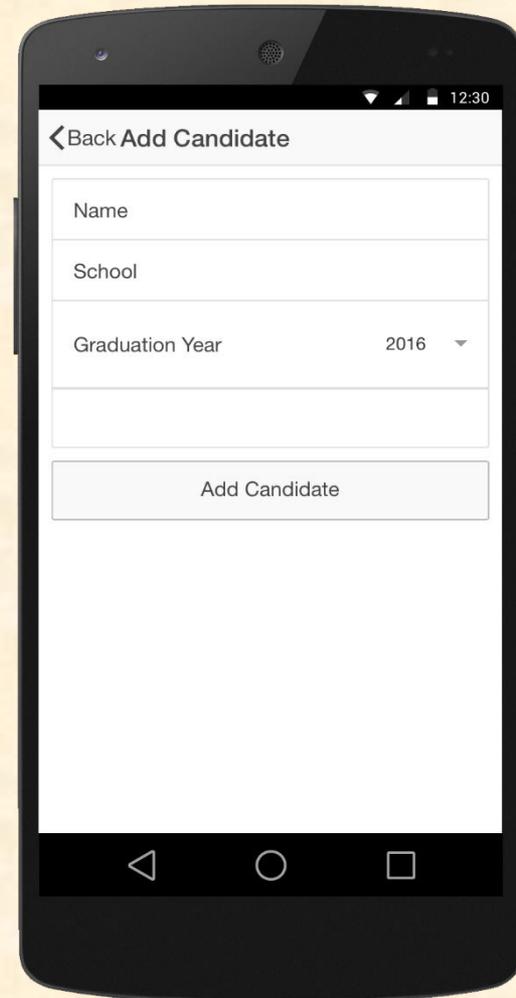
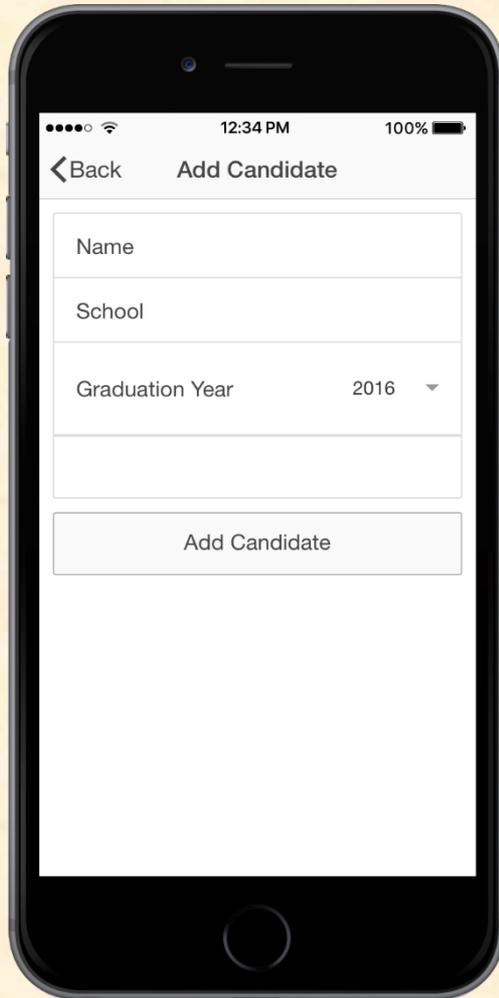
Screen Mockup: Create Session



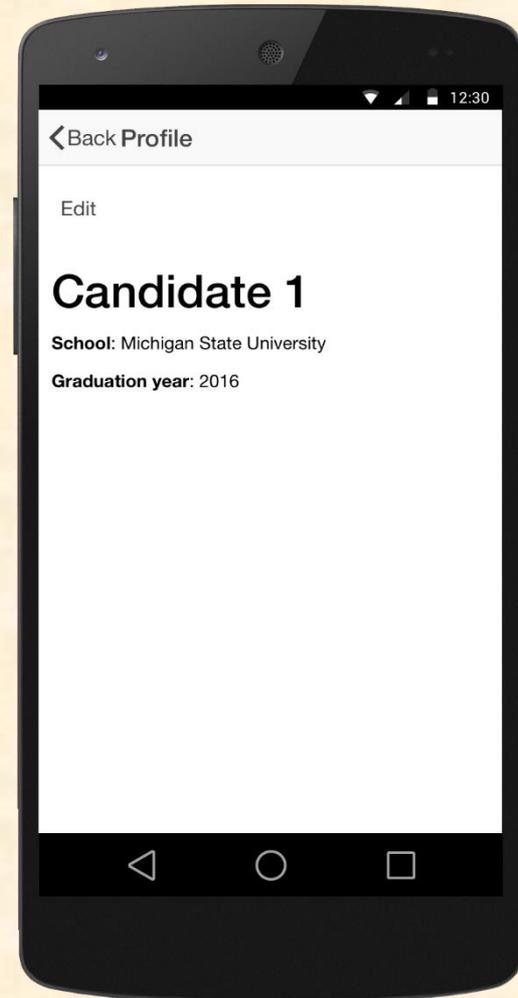
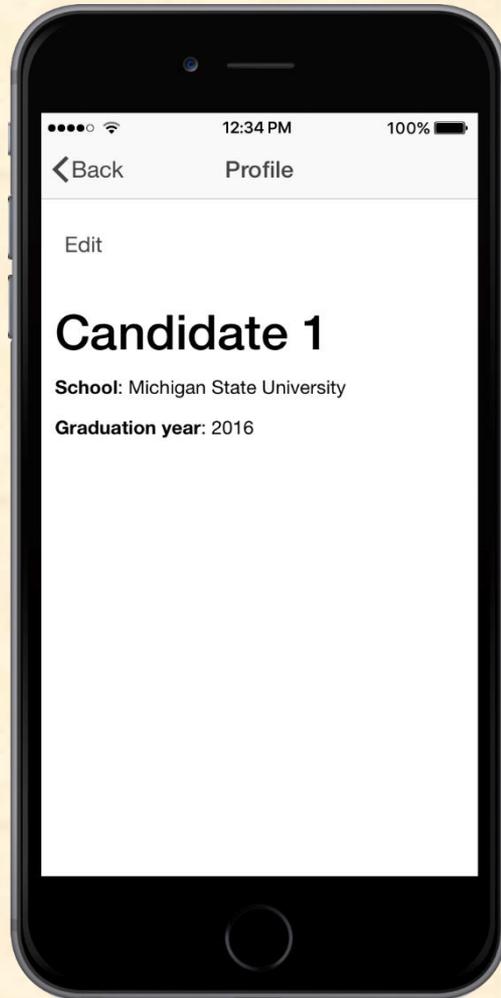
Screen Mockup: Candidate View



Screen Mockup: Add Candidate



Screen Mockup: Candidate Profile



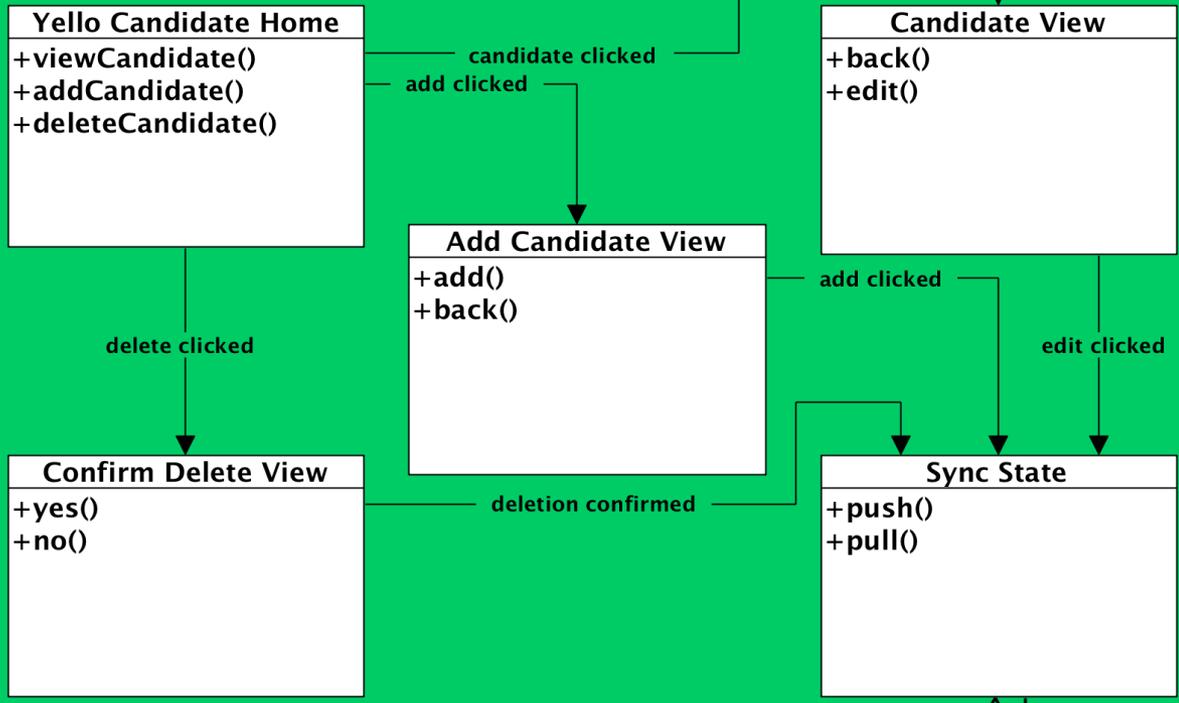
Technical Specifications

- Storing ambiguous data models in JSON format
- Establishing peer-to-peer connection
- iOS Multipeer Connectivity
 - Discovery phase
 - Session phase
- Android Wi-Fi Direct
 - Group formation
 - Sockets for data transfer

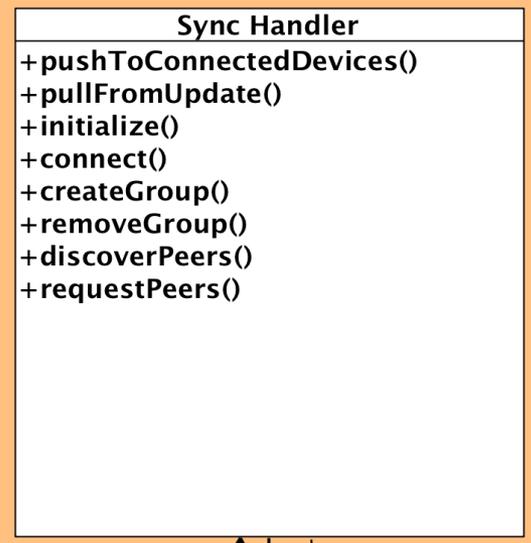


System Architecture

Internal Application Architecture



Sync Architecture



System Components

- Hardware Platforms
 - Android 4.0 (API 14 or higher)
 - iOS
 - Wi-Fi peer-to-peer hardware installed
- Software Platforms / Technologies
 - Development on Windows 7, Windows 10, and OSX El Capitan
 - Java/Swift
 - JSON format for data



Testing

- Obtain at least three Android and three iOS devices
- Create basic application to submit form
- Store form data in JSON format
- Upon successful synchronization on basic application, attempt with a minimum of five devices
- Refine frameworks alongside client to ensure functionality



Risks

- Risk 1: Establishing groups/sessions using Wi-Fi peer-to-peer (P2P)
 - Successfully connect devices and sync them using P2P
 - Mitigation: Start with creating a small application to connect two devices and transfer a one-byte message
- Risk 2: Ensuring stable network for each client
 - Unauthorized devices are not allowed to connect to another client's Wi-Fi direct network
 - Mitigation: Send an invitation to selected device and create a private Wi-Fi network
- Risk 3: Frameworks should be easy to integrate into existing application
 - The public API of the libraries should be simple enough that it could be dropped into existing apps without having to make significant architecture changes.
 - Mitigation: Communicate with client to confirm framework is compatible with existing architectures
- Risk 4: Must allow for any type of data model to be synchronized
 - Data models will have various complexity between devices
 - Mitigation: Research data transfer of ambiguous data models in JSON format using Wi-Fi P2P

