WPI Course 3733 Software Engineering, Campus Mapping – 2016

Project :
Develop a mapping app for campus that allowed the user to go between any two rooms on different floors and in different buildings. This was a 9-member team that started from scratch to design the mapping app and an app to design the maps all in 4 weeks.

Lessons Learned:
This was an early project in my career which taught me how NOT to run a team. The team culture was toxic, work timeline was ridiculous, and exhausted team members wrote poor code and even worse, pushed changes that broke or overwrote other team members' work. This experience shaped my approach to project management, emphasized the importance of a positive team culture and healthy work habits.
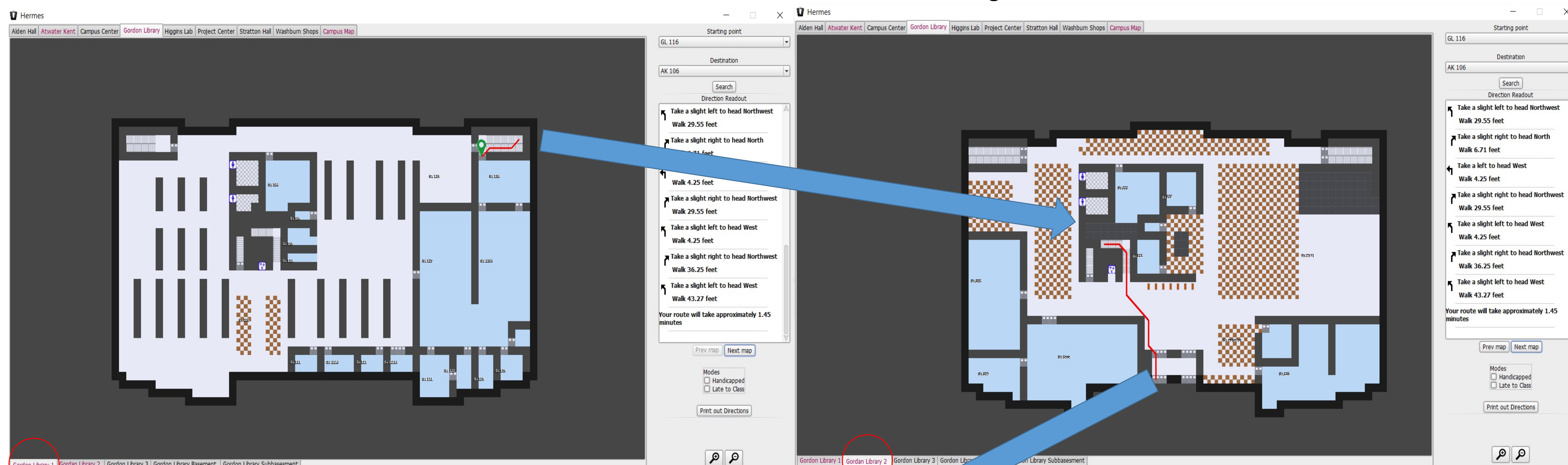
Contributions:
Path smoothing
Human readable directions
Directions export to printer
Testing
Bug fixing
Fixing Git merge conflicts, and other Git user mistakes

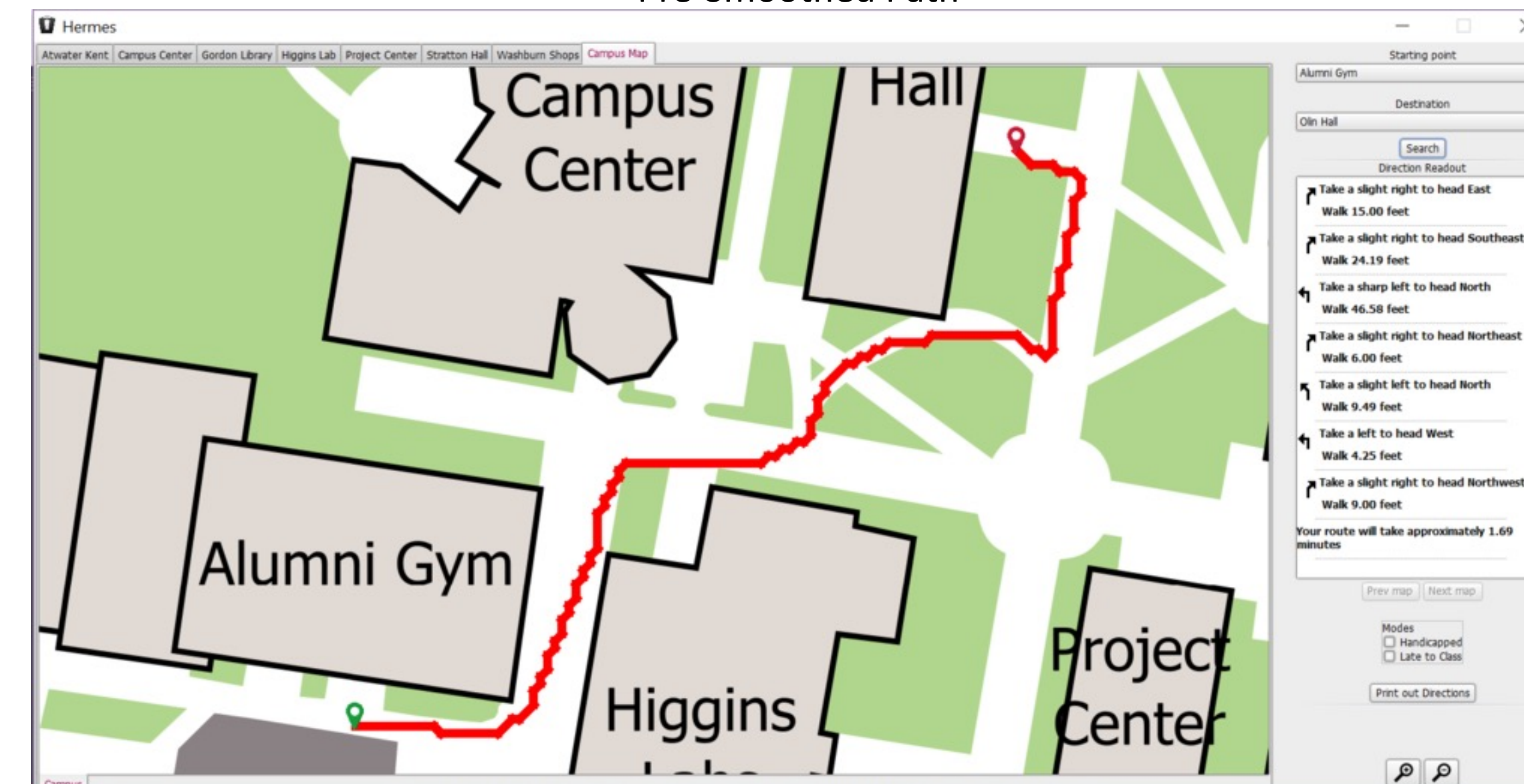Instructions Printing
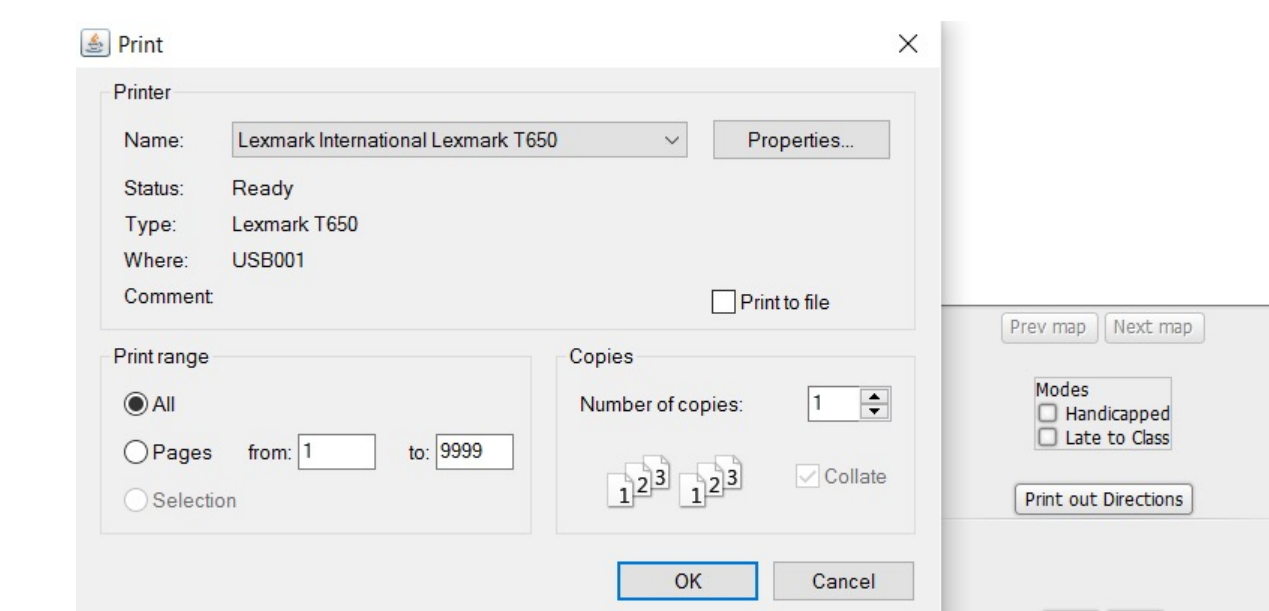
Pre-Smoothed Path

Planned Path from Between Buildings

Smoothed Path