PicMe Gallery Executive Functions

Meet the Team

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Introduction & Description

For the Capstone project our team decided to build an Android application called PicMe Gallery. Our photo-sharing application consists of a server side and a client side that allows our team to help users share their photos with each other in a seamless manner. When the users join an “event”, they effectively get access to a secured, and automatically shared gallery with other users who are invited to the same “event.” On top of a quick-functioning app, we matched it to a sleek and simple UI, so that users can spend more time enjoying real-life and less time retaking the same photo.

PicMe Gallery helps consumers to directly take photos and share them right there with a built in camera app feature, a simple cloud upload feature that begins to work once a user is inside an event. This is your ticket to no more blurry selfies, and more candid photos of yourself.

Team PicMe Gallery
The motivation for our topic was to create an application that could solve a real-world problem associated with sharing photos. You never actually get back photos which you look “good” from friends after an event. You always have to go through the long cumbersome of asking for the photos, and then your friend has to be willing to send the photos. What if we could do away with all that, and make everyones’ lives easier?

Intended Users

- **Travelers, local and worldwide**
- **People who don’t want to pay for a photographer at an even**
- **Friends who are out on a trip together**
- **Instagram-addicted-teens**

Technology and Framework

Back End

- **Ubuntu Linux OS**
- **MySQL**
- **JRE 8**
- **Spring/Hibernate**
- **Digital Ocean**
- **OAuth - Google Sign-in**

Front End

- **Android API 23**
- **ReactiveX**
- **Retrofit**
- **Picasso**
- **Google Play Services**