

# Scoot

Andrea Donati, Divya Singh, Alessandra Garcia, Gustavo Perez, Fernando Mota, Ryan Gueck  
University of Arkansas, College of Engineering: Computer Science, Computer Engineering

## INTRODUCTION

Our approach was to create a GUI that can show the locations of scooters and make it so that one application allows a user to carry out the transaction of a ridesharing service. With the help of a real-time map, we will be able to display the scooters located near the user. The significance of this project is that it would make it an easier and better experience for the user when wanting to get a scooter. Scoot is an app on your phone that will allow the user to be able to see all the different scooters available to them from more than just one scooter company. This gives them the opportunity to expand their search on available scooters.

## RESULTS

In the Scoot app, we have a login page where the user is able to input their username and password. When successfully logged in, they are presented with a map with the locations of all scooters in the area. If the user decides to book a ride, the user will then be navigated to the e-scooter's company app to continue their purchase.



Figure 1: Login Page

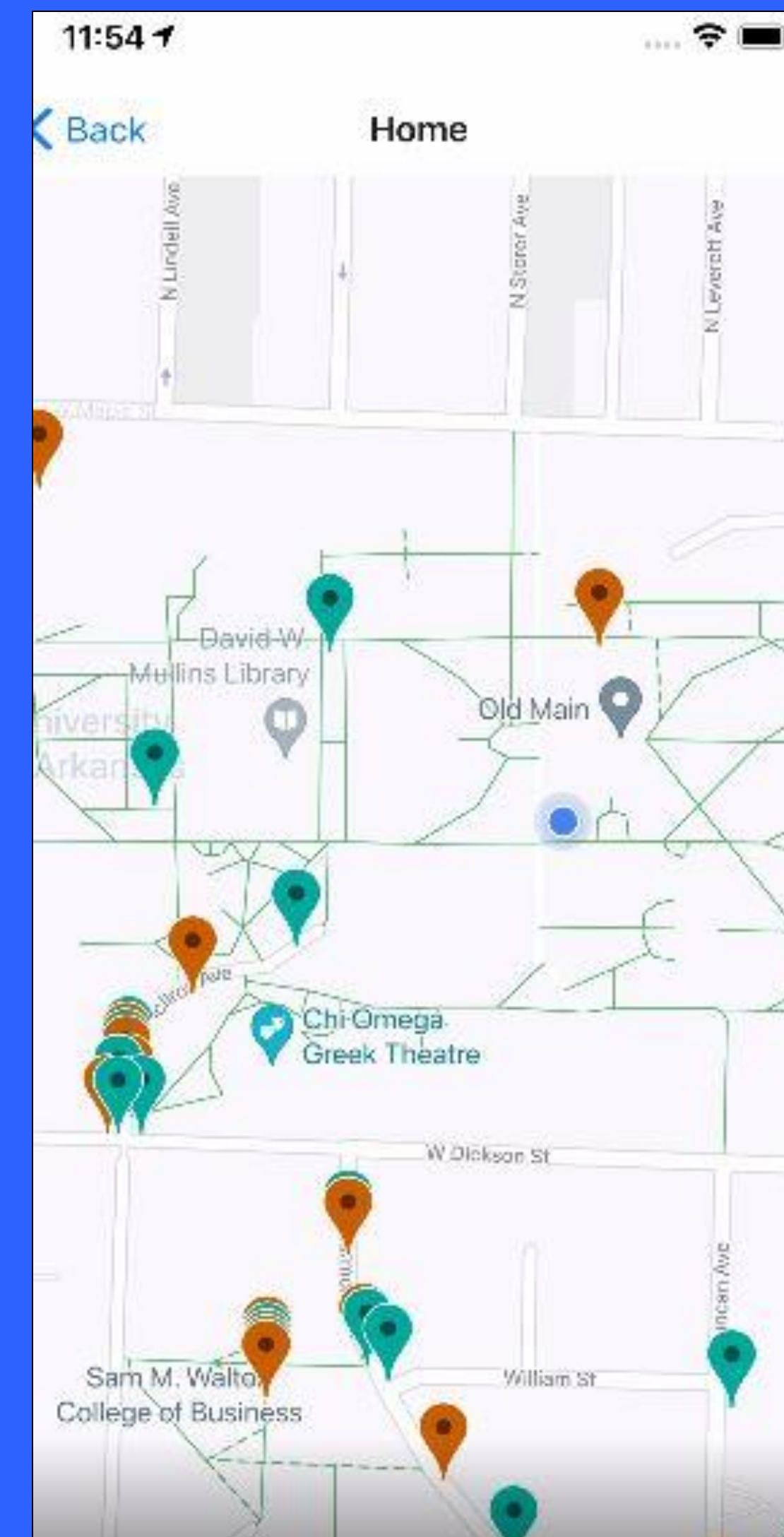


Figure 2: Map showing scooters near the user.

## CONCLUSION

The goal of Scoot was to simplify the process of finding nearby transportation for users and let them expand their search to different ride-sharing platforms so that they can see what is available to them. The login page, map view of the scooters, and the navigation to the e-scooter company worked as intended. There are ways our app could be improved. It can be improved by having the user see the scooter charge and the price for a ride.

## PURPOSE

Having to go through different apps can result in wasting time if you are in a hurry to get somewhere or having the possibility of someone else getting the scooter before you. Scoot aims to minimize the time users spend on finding a mode of transportation by gathering multiple services into one application. With scoot, users can always locate the nearest vehicle no matter what platform it's on. This will save users from the issue of either giving up on their vehicle search, or commuting further by foot to access the scooter they found on a single app.

## METHODS

We used a Google maps API to be able to see where scooters are as well as each of the e-scooter companies APIs to be able to receive information to a scooter. For our application architecture we used react native as our basic platform to develop our app. It uses Java and JavaScript as its base framework which will allow our app to be customizable based on our app's needs. We used Firebase for the backend and for the authentication of the user when they log in.