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## Deliverable D5.1b

# Final Prototype of ELDER-SPACES Social Network Platform

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*\*Deliverable Type: PU= Public, RE= Restricted to a group specified by the Consortium, PP= Restricted to other program participants (including the Commission services), CO= Confidential, only for members of the Consortium (including the Commission services)*

*\*\* Nature of the Deliverable: P= Prototype, R= Report, S= Specification, T= Tool, O= Other*

<b>Abstract: A report on the delivered Elder-Spaces web portal.</b>
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## Glossary

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VMs: Virtual Machines

CSS: Cascading Style Sheet

REST: (RESTful) Representational State Transfer

API: Application programming interface

UI: User interface

MS: Microsoft

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## Executive Summary

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Deliverable D5.1b accompanies the prototype implementation of the Elder-Spaces Web Portal. The final version of the prototype extends the basic social network functionality with applications and the Microsoft Surface Application. The complete platform will be evaluated by real users. The web functionality will be available to all Elder-Space users, while the MS PixelSense application will be available to a selected group, as physical access to specialized hardware is necessary for the trials.

This document presents the implementation plan of the final integration activities for the platform. In this period, additional applications were introduced and the MS PixelSense application was deployed.

The additional functionality for the platform is:

- Applications
  - Travel Memories
  - Life Long Learning
- MS Surface
  - Login
  - View Profile
  - Events
  - Groups
  - Travel Memories
  - Games (puzzle, find the pairs, synonyms)

Furthermore, the complete translations for all five languages (English, German, Greek, Italian and Hungarian) were added. The content of the instructions of the site was improved and a new lightbox version was introduced.

# Introduction

## 1.1 Overview

This report summarizes the integration plan for the final version of the Elder-Spaces platform. Working on the foundation set in the first phase, components developed under WP 3 and WP 4 were integrated to the platform completing the set of functionalities specified.

Moreover, this phase included the development of the MS Surface application and its integration to the platform – mainly connecting to the APIs and authentication.

The actual deliverable of this work package is the web site [www.elderspaces.com](http://www.elderspaces.com) and the MS Surface application that was delivered to the users.

We summarize the integration plan of these additional components and also present some of the delays imposed on issues encountered during the first phase of integration/development.

## 2. Deployment – Integration Plan

In this section, we present the development / deployment plan that was set for the final version of the Elder-Spaces platform. Besides fixes and corrections introduced by the testing phase and user feedback, in this phase the platform features were extended to include full Multilanguage content and to add two applications for the Web:

Web Applications

- Travel Memories
- Life-long Learning

The site also supported multiple languages:

- English
- Greek
- Hungarian
- German
- Italian

Furthermore, the final version of the MS Surface application was also delivered with complete functionality:

- Login (user name and smartcard)
- Profile
- Groups
- Events
- Travel Memories
- Games
  - Puzzle
  - Find the pairs
  - Synonyms

The MS Surface application supports Multilanguage content but only English and Greek were implemented, since the target audience for the trials was specific.

### 2.1 Development Plan

In the following table, we present the main tasks for the first version of the platform. Different aspects of a development task were usually assigned to different partners, in order to take advantage of each partners' expertise but also distribute the effort. For a detailed plan on the work performed, consult [Table 1](#)

*Table 1 – Task allocation and delivery dates*

Task	UI Design	Specification	Development	Delivery	Actual Delivery
<b>Web Applications</b>					
Travel Memories	ORIGO/FTB	ORIGO	ORIGO	28/07/2013	10/09/13
Life-Long Learning	ORIGO/FTB	ORIGO	ORIGO	28/07/2013	10/09/13

Task	UI Design	Specification	Development	Delivery	Actual Delivery
<b>MS Surface Application</b>					
<i>First Prototype</i>					
Login	SLG	SLG	SLG	27/12/13	30/01/13
Profile	SLG	SLG	SLG	27/12/13	25/01/13
Games (Puzzle)	SLG	SLG	SLG	27/12/13	31/10/12
Games (Find the pairs)	SLG	SLG	SLG	27/12/13	26/11/12
Games (Synonyms)	SLG	SLG	SLG	27/12/13	20/12/12
<i>Final Version</i>					
Authentication/login	SLG	SLG	SLG	30/07/13	25/09/13
Profile	SLG	SLG	SLG	30/07/13	25/09/13
Groups	SLG	SLG	SLG	30/07/13	25/09/13
Events	SLG	SLG	SLG	30/07/13	25/09/13
Travel Memories	SLG	SLG	SLG	30/07/13	21/10/13
Games (Synonyms)	SLG	SLG	SLG	30/07/13	30/07/13
Games (Find the pairs)	SLG	SLG	SLG	30/07/13	13/09/13
Games (Puzzle)	SLG	SLG	SLG	30/07/13	23/09/13

## 2.2 Summary on Tasks

### 2.2.1 Web Applications

This group includes the two applications developed for the web platform. Both of them were making use of existing APIs providing basic functionality and they also added specialized functionality of their own.

Travel Memories, utilized functionality from profile and albums/photos. Initial integration was delayed, as a result of delays to the basic functionalities and the increased need for bug fixing for the components of the first prototype.

Life-Long Learning used only the profile functionality and the light box component. Again, delays to previous components delayed the delivery of the application. One further item on this application was the need for creating content.

#### Other

Both applications support all five languages (English, German, Greek, Italian and Hungarian)

### 2.2.2 MS Surface Application

The MS Surface application was developed initially as a demo, which was then extended to provide basic functionality and explore in a real implementation the tactile interface and programming capabilities of the particular device.

The actual implementation used components that were built in the first prototype and also utilized exiting functionalities provided by the web platform (profile, friends, groups, events, travel memories).

Authentication and login, utilized the authentication protocol used in Elder-Spaces web platform to login and authenticate. Besides using username and password, an additional implementation was made to use smart tags (cards with a code embedded on them) which identified the user and performed the login. Some delays in its completion were the result of corresponding delays and issues with the authentication module on the web platform.

Profile uses only a subset of the available information, available in the web platform. Development was delayed due to changes to the profile API and bug fixing.

Groups and Events were treated in a similar way. Again, like in the case of profile, the available functionality in the MS Surface is limited and restricted to viewing of information rather than creating new groups and events. As was the case in other items, delays and debugging of the web application delayed the completion of this functionality.

Travel Memories were delivered one month after the completion of the web application. Again the functionality is slightly different, and there was an effort to demonstrate the tactile capabilities of the surface. This application was particularly important, as it integrated information from profile, friends, albums and travel memories. It is the most complex one developed in the Surface.

The three games were developed initially for the demo and later they were redesigned to further exploit the MS surface capabilities – multiple players moving pieces about the board and enhanced UI design. Games have the least interaction with the web platform, and other than the profile information they use nothing else.

## 2.2.3 Other activities

During the last phase of development, there was significant effort to debugging and responding to issues found by users or testers. As the system was delivered for use, such issues had priority, since they directly affected the user experience.

Because it was found that users posted links to videos hosted on YouTube, which were opened on a new page, a component was developed to provide an accessible possibility to open such video links utilizing the light box and an especially developed player. This is described in Deliverable D4.5.

Additionally, an updated version of the translations and accompanying documents (footer pages, disclaimer, email contents etc.) were introduced as well.

Finally, several CSS related corrections in order to comply with the accessibility standards were made and some enhancements to the UI graphics as well.

### 3. User access

The main deliverable in WP5 is the actual web site implementation. The site's address is [www.elderspaces.com](http://www.elderspaces.com)

It is possible to register and create a new user, or one may use an existing test user for easy access to the site.

Test user credentials:

- Username: TestUser
- Password: t3st

The same credentials may be used for access to the MS Surface application.

In case of new registrations, a valid email address is necessary.

### 4. Conclusions

Both the Web Site and the MS Surface application were delivered to the users. There were some delays in specific components, but none which caused significant issues to the overall plan.

The web site was available to all users via internet, but the MS Surface application was tested only by a selected group as it required specialized hardware.

With respect to the integration effort, there was the need for support and fixes to issues found during the integration. Especially once some functionality of the site was available for use and new components were introduced.

There were some necessary updates to the API specifications which are all included in the updated version of the API specification

(ELDER-SPACES\_BYTE\_WP5\_D5.1\_Appendix\_API\_specification\_v1.3.pdf).

## Appendix – Detailed development plan

Detailed time plan for development and delivery of components included in the final version of the site. Asterisks indicate delays in delivery, compared to the planned dates.

TASK	Week	Oct-12					Nov-12				Dec-12				Jan-13				
		1	2	3	3	5	1	2	3	4	1	2	3	4	1	2	3	4	5
<b>Web Development</b>																			
<b>Applications</b>																			
Travel Memories																			
Life Long Learning																			
<b>MS Surface</b>																			
First Prototype (demo)														*	*	*	*	*	*
Login														*	*	*	*	*	*
Profile														*	*	*			
Events																			
Groups																			
Travel Memories																			
Games (Synonyms)																			
Games (Find the Pairs)																			
Games (puzzle)																			

This set of tasks refers to the initial version of the MS application.

TASK	Week	May-13				Jun-13				Jul-13					Aug-13				Sep-13				Oct-13					
		1	2	3	4	1	2	3	4	1	2	3	4	5	1	2	3	4	1	2	3	4	1	2	3	4	5	
<b>Web Development</b>																												
<b>Applications</b>																												
Travel Memories										*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Life Long Learning										*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
<b>MS Surface</b>																												
First Prototype (demo)																												
Login																												
Profile																												
Events																		*	*	*	*	*	*	*	*	*	*	*
Groups																		*	*	*	*	*	*	*	*	*	*	*
Travel Memories																		*	*	*	*	*	*	*	*	*	*	*
Games (Synonyms)																												
Games (Find the Pairs)																		*	*	*	*	*	*	*	*	*	*	*
Games (puzzle)																		*	*	*	*	*	*	*	*	*	*	*

The complete final phase of development took place between May and October 2013. Work for some of the components for travel memories started earlier on as a test/prototype phase.