UNIVERSITI TEKNOLOGI MARA

PetSitter : A MOBILE APPLICATION FOR PET SITTER

FINDER IN SHAH ALAM

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ABSTRACT

The thriving of the economy these days has made it slightly harder for the worker to spend their time at home because they are becoming busier and busier. Therefore, a good technology is needed to cater to their responsibility as they need to focus on their works the most. This project is about the development of pet sitter finder around Seksyen 7 Shah Alam and the reason of developing this project is to assist the users to find the pet sitters around them as well as contacting the sitters all through their fingertips. Several problems of this project are the lack of medium for these pet owners to search for the pet sitters as well as to navigate to the location. These users also having difficulty to book for a service because usually they need to go or ask someone to go to the pet shops for service's booking. So, this project is useful for pet sitter finder. The objective of this project is to determine user requirement, to design and to develop PetSitter finder mobile application. The scope of this project are the community of Seksyen 7 Shah Alam. However, the limitation of this project is it does not offer system booking, meaning the user need to contact the sitter through their email and pay manually since there will be no payment gateway available in this application. Users can view other available and registered users as well to start chatting for any inquiries. Meanwhile, all users have access to post and advertise their service if they can be pet sitter. Methodology that had been used for this project is Mobile Application Development Life Cycle (MADLC) Model. This project however will be developing up until testing phase only. The outcome that can be concluded based on the result show that the users will have more options to find the suitable pet sitters for them as well as the way to navigate to the location. Therefore, users generally who are searching for pet sitters and user who can be the pet sitters, as well as mobile application technologist are the significance of this project. For future direction, it is recommended to include booking system and online payment for faster transactions. The function of rating and review also can be made to give better impression towards the services.

Keywords: Mobile Application, Navigation, Mobile Application Development Lifecycle, Business and Services, Pet Sitting

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CHAPTER ONE

INTRODUCTION

This chapter provides the background and rationale for the study. Furthermore, there are details about the problem statement of this project, objectives, scope as well as project significant.

1.1 Project Background

Mobile application is becoming an unavoidable device in the people's daily life activities. Mobile application is specifically designed and developed to be able to run on any devices that have mobile capability. It was designed that way to avoid affecting the normal workings of the phone. One of the challenges faced by the service-oriented applications is to maximize the functionality of the system services and be able to serve large number of users. The researchers has propose the idea of service reservation, which normally is implemented by a SLA (Service Level Agreement) protocol to handle and guarantee the quality of services for the users. Many service vendors have widely used the scheme of service reservation to improve their profits now, such as airline companies and hotels (Chen, Ma, Huangfu, Guo, & Reiff-Marganiec, 2010).

Pet sitter is one of the rising jobs nowadays as it can provide fast extra income to the pet sitter themselves. Pet shops also are having an increasing demand as people nowadays are becoming busier day-by-day to take care for their pets. Most of the pet shops are offering service of reservation to ease their customer so that they can save a spot for their pets, but the process of reservation needs to be done at the shop itself.

The proposed project is created for the pet sitter finders who feel the need for pet sitter's services and navigate to the chosen location. As the users have downloaded the application, they can search the services that they wanted to use and proceed to the chat function to book or to ask for further inquiries. This will indeed cut the time and energy because everything can be done by fingertips.