Bubble7 – Anonymous Messaging App

Contents

1 Introduction

Bubble7 is an anonymous chat app that lets you form moving chatrooms which are 7 metres in radius to interact with members of the public who you wouldn't have otherwise.

1.1 Application Vision

It is innovative in that no app has really done it to this small scale before (apart from FireChat, which uses Wi-Fi Direct and Bluetooth to pair users - a usability hindrance). Bubble7 will work based on sourcing geolocation and server authentication. Or Tower.io (discontinued) which has been in private Beta for over a year now and isn't going too smoothly from speaking to the CTO/COO there.

Bubble7 has the potential to turn into a renowned subtle dating app, but it doesn't have to be, and can remain as a local anonymous chat app for events such as conferences, meetups and talks or just out in public.

1.2 Scope

To deliver a Proof of Concept web app (produced in September 2015 with myself and 3 other people at a AWShine hackathon, here is our Bubble7 pitch https://youtu.be/0SIEXmGW-M8).

Scored 'Most Potential' (http://on.fb.me/1KpGS6x) by BlueChilli Founder, Sebastian Eckersley-Maslin (https://www.bluechilli.com/team/sebastien-eckersley-maslin/). Couldn't have done it without our 3 other great team members, Susan (Entrepreneur with the idea), Julia (Front-end Dev and UX Insight), Tim (the man behind setting up AWS hosting, client-server messaging and the back-end geolocation location of our app) as well as our great Mentor from General Electric who offered us suggestions throughout the weekend at AWShine 2015 (https://aws.amazon.com/events/awshine/).

2 Functionality Overview

Basically, once two or more users enter a set of geocoordinates (sourced from the Location feature of the mobile OS - combination of GPS, Mobile Data and Wi-Fi) within 7 metres of each other, a chatroom is formed and they are notified via a push request.

Requires users to be signed up and signed In via server DB authentication first. (This allows us to police who is actually on the app) and provides the only point of communication to other users of the app.

2.1 Feature Summary

- Anonymous communication to anonymous people 7 metres around you.
- Report / Vote kick feature to kick abusive users out of a chatroom/bubble with a majority vote.
- Show mutual interests from Facebook profile or small optional bio?
- Email login and password reset.
- FAQs / How to / tutorial section.
- Feature to allow users to provide private communication channels for 1:1 post-communication if they desire. (Since bubble chatrooms are only active while participants are 7 metres within each other, message history should persist when you enter back into previous Bubbles though).
- Micro-space bubbles, bubbles that relate to ironic locations such as the Sydney Opera House or Specific Vivid Sydney Displays.
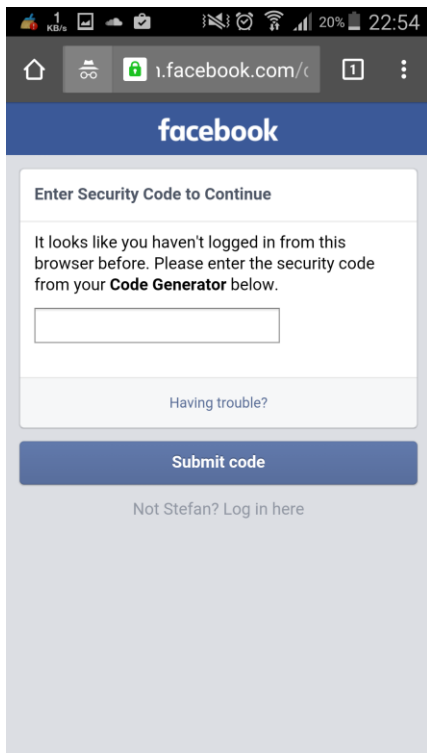
2.3 Application Screen Flow

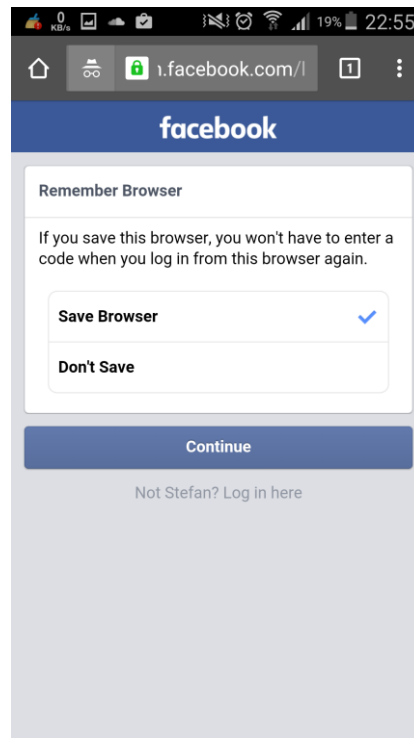### 1. Signed out / landing screen
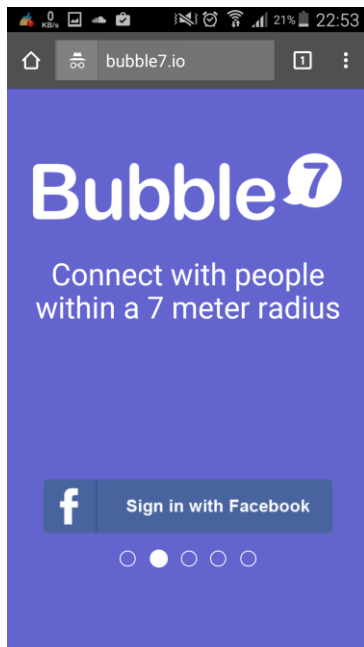
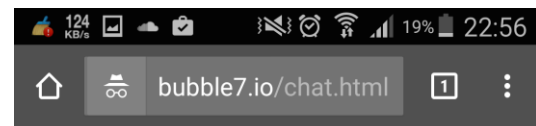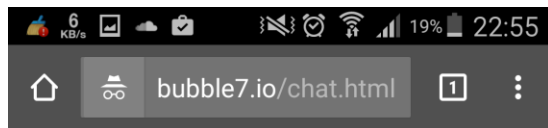### 2. Facebook Sign-in (create account / authenticate)
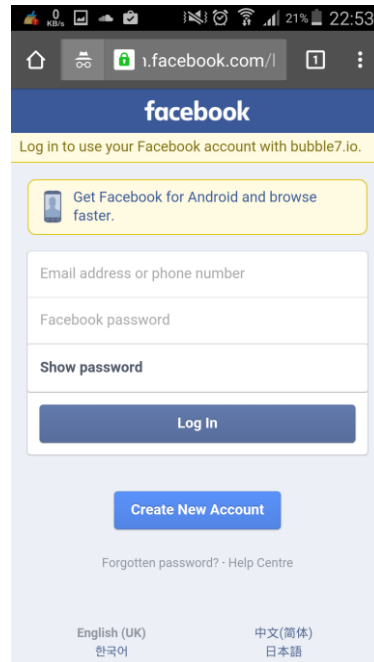
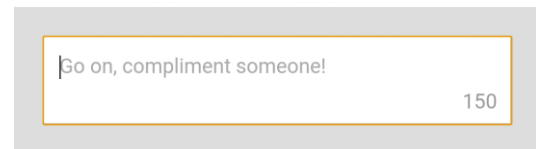### 3. If 2 Form-factor FB Authentication enabled

4. Save browser for auto-2FA.

5. Signed into a 7 metre radius chatroom/bubble 6. Users can read & reply to messages in the bubble

3 Responsibilities

I implemented the Facebook login functionality with Firebase DB and FB Login API, tested the web app on multiple Android and iOS devices (spoke to and explicitly shadowed users in different teams about their initial experience using it), and was able to give a huge insight to the team about other apps in the market or in beta which were aiming to achieve nearly the same functionality as Bubble7. (But Bubble7 was still different even after all the market research I had done since 2014 from a previous geolocation app idea). Hope you enjoyed our pitch video above!

Team members:

- Stefan Caliaro,
- Susan Shi,
- Julia Mitchelmore,
- Tim Stokes

4 References

Indicate where you got snippets of code from and other references you used to build your app

Potenti4lz 2015, *Bubble Pitch - AWShine Hackathon*, video recording, viewed 6th September 2015, <https://youtu.be/0SIEXmGW-M8>

Ideation references:

Open Garden 2014, *FireChat*, Google Play App Store, viewed 10 June 2014, <https://play.google.com/store/apps/details?id=com.opengarden.firechat&hl=en>.

Tower App 2014*, Tower Landing page*, viewed 07 June 2014, <https://tower.io/>.

Jess Scully 2015, '@NicoleWill100 love this idea! #AWShineHack Tell me more - and would love you to be part of @vivid_ideas 2016!', 7 September, Twitter post, viewed 7 September 2015, <https://twitter.com/jessaroo/status/640688353076088832>.