

# **CS 307: Team 23 Project Charter**

## *Bench*

**Team members:** Estelle Yu, Jefferson Chandra, Joy Yu, Leo Lee, Shatakshi Singh

**Project Title:** Bench

### **Problem Statement:**

Existing social networking applications are not optimal for expanding the horizons and networking of professional and leisure athletes in terms of the activities they participate in. Bench provides a new social networking platform designed for sports enthusiasts to connect with each other. It aims to find matches in an accurate and efficient manner by taking various factors into account, including sports type, user availability, and skill level.

### **Project Objectives:**

Our goal is to provide users with a platform that can be used to help sports enthusiasts find other people who share the same sporting interests and preferences.

- Build a web application to connect people with similar preferences in sports.
- Create user profiles that contain preferences such as sport type, skill level, region (zip code), availability, intensity, etc.
- Develop a system to filter users based on preferences
- Chat function that will allow two or more users to communicate with one another to exchange information and agree on when and where to meet up.

### **Stakeholders:**

- Users: people who want to find partners or teams to play sports with them.
- Developers: Estelle Yu, Jefferson Chandra, Joy Yu, Leo Lee, Shatakshi Singh
- Project Manager: Aryan Wadhwani
- Project Owner: Estelle Yu, Jefferson Chandra, Joy Yu, Leo Lee, Shatakshi Singh

**Deliverables:**

- A React JS based front end web application that allows users to create their own profile and find other users
- Firebase to handle incoming user requests, connect with the backend database, and manage user preferences, profile data, list of users, and ratings.
- Java/Python to sort the data of the users to match one user with other users.
- Node JS will handle the REST API.