

Pindery

Pindery is an **Android** based social network designed to join and organize **parties**. This application is mainly geared towards low-level student events. Each user will have the possibility to generate a 'new party' or join already existing ones nearby. The exchange of money will be replaced by a **point-based** system which will fairly divide the expenses for each party between the guests, who would bring the necessary stuff.

A **review system** will also be implemented both towards the party organizers and the guests, in order to give reliability to the users. To promote the creation of new events 'party-organizers' will be **awarded points** for successful parties.

People

Anna Tranquillini, 手机号 18616337029, **Chief of Design Production and Front-End Developer**: with her passion for the detail, she is in charge of make the visual language uniform and control the details.

Edoardo Debenedetti, 手机号 18621664119, **Chief of Language Learning and Chief Technology Officer**: with his experience, he is teaching the team how to use the most efficient software in order to develop the product with efficiency; He will also ensure synergy between Front-End and Back-End.

Edoardo Ghignone, 手机号 18616074903, **Chief of External Communication and Back-End Developer**: with his analytical mindset, he controls the reports so that everything is always said, no more no less, and in the most efficient way.



Anna Tranquillini



Edoardo Debenedetti



Edoardo Ghignone

Pindery - Tools

- **Frontend** designed and developed with **Android Studio IDE**, using Java;
- **Backend** developed with **JetBrains IntelliJ IDEA**, using **Node.js** JavaScript Framework;
- **VCS** with **Git**, hosted on **GitHub**, [link](#);
- **Git GUI** with **GitKraken**;
- **Kanban** on **GitKraken Glo**;
- One-page **website** on **GitHub Pages**