

# 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.

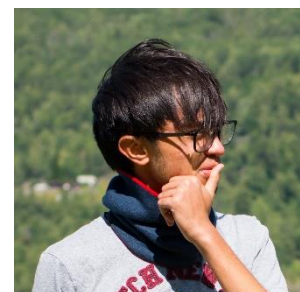
**Edoardo Ghignone**, 手机号 18616074903, **Chief of External Communication and Back-End Developer**: with his analytical mindset, he controls the reports so that everything is always said, no more no less, and in the most efficient way.



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**