Lab 10 - Kickstart

1. Team Number: 3

2. Team name

Buff Bytes

“All byte, no bite”

3. Team Members

- Sean Carter - Github: Collisteru - Email: seca6364@colorado.edu
- Ben Lipman - Github: blipman35 - Email: beli4539@colorado.edu
- Alex Ludwigson - Github: AlexL51 - Email: jolu5986@colorado.edu
- Maxwell Fogler - Github: MaxFogler - Email: mafo1356@colorado.edu
- Jesus Carnero - Github: jessten0202 - Email: jeca4392@colorado.edu

4. Application Name

Buff Herd

5. Application Description

An accessible web application for CU students. This app would replace the disarrayed constellation of club Discords, Piazza posts, and Canvas forum posts with a united space for CU students to socialize, coordinate meetings, and discuss academics. Verified professors and staff members can answer questions and provide clarifications.

Feature List

Essential Features:

1. New Topics
2. Reply to Replies
3. Administrator/Staff Accounts
4. Map Integration

Other Features: (Ranked from Most to Least Essential)

1. New Topic

    a. Like/Dislike button to rank topics in each category
2. Administrator/Professor/Staff Account
3. Reply to a specific conversation
4. Schedule events (study group, concert, etc.)
5. Repost CU Boulder Social Media
6. Content Detector (Maybe through AI, maybe through mods)
7. Buff Herd Integration with Canvas
8. Messaging user w/ email upon receiving a message/ DM (optional)
9. Automatic class links
10. Online petitions

6. Vision Statement

To be CU's town square, where students can communicate with peers and professors in a safe, integrated environment that serves the needs of all groups at the university.

7. Version Control

AlexL51/RECITATION-016-TEAM-3-BuffBytes (github.com)

8. Development Methodology → Defer to Next Meeting

Since this project is scheduled for 4 weeks, we encourage you to use an Agile Methodology. You can also use a hybrid set of practices from different methodologies. For example, you can use Scrum meetings and Kanban boards to track the progress of your project. The important thing is to have a plan and stick to it.

- You will create a GitHub project board and link it to the repository you create for this project. The practices you learnt in Lab 2 will be applied in creating and maintaining the board.
- Make sure that the project board is also public since it will be required for grading.
- The board should contain at least 4 columns depicting the stages of development.
- Create a few Epics for the project.
- For this deliverable, the backlog column should have a minimum of 5 user stories.

- You will continue adding user stories to the current backlog as you keep advancing through the weeks.

Your board will be monitored by your TA, each week, and you are required to regularly update it as your project progresses.

9. Communication Plan

We will communicate through a private server in discord with different channels to classify our topics.

10. Meeting Plan

- Team Meeting: Identify the day(s) and time(s), mode, and location your team has agreed upon for regular meetings. “Modality” refers to how you are meeting (face-to-face), group video chat (like Zoom, Google Meet), etc.
- Weekly meeting with TA: You will also mention the meeting day, time and location (physical or online) for the weekly meeting with your TA here.

  Team meetings: Monday 5:15 pm, 11:30 am on Tuesday,

  TA meeting: 11:15 am on Tuesday

11. Use Case Diagram

Create a high-level Use Case Diagram for your application. This activity should help you identify the end users of the application and the ways they would interact with the system. You can reference the examples covered in class. This will also help you scope out the features of your application. You can refer to this for more information on how to create a Use Case Diagram.

12. Wireframes

You will create wireframes for the application. Wireframes are low-fidelity visual representations of the user interface of your application. They are used to plan the layout of the application and to communicate the flow of the application to the team. You can use any tool of your choice to create the wireframes. Hand sketched wireframes are also acceptable. You can refer to this for more information on why and how to create wireframes.

Appendix:

Section A: Alternative Product Ideas

~~1. A website for chess or another board game that uses a database to store the progress of games and user rank.~~

2. A forum app with a focus on a specific subject. Ideas could include mental health, writing, sports, and many others.

~~3. A website that connects to the YouTube API to allow you to download the YouTube video of your choice given its URL.~~

~~4. Christmas All Year: You enter your budget and shipping/CC information and this web app will search for a random cart of products using your budget and sending it to your house without the customer knowing what they get until it arrives.~~

~~5. Personality March Madness Quiz: People will fill out a personality quiz like some buzzfeed type shit and the API will make a NCAA bracket that uses the answers to weight probabilities as to which teams move win and lose.~~

~~6. Connect 4: A connect game platform where players match against opponents and make one move a day until one person wins.~~

~~7. My Reading: Using OpenLibaryAPI we let users access a database of books where they can review, add to favorites, add to reading list, etc. Then we can recommend books that other similar users have enjoyed.~~

~~8. Noob Tracker: Let dota players access their stats to see how well they've played, who they play with the most, how long they have played and other information that they may find interesting.~~

~~9. Music Match: Match users based on their likes and dislikes in music using the spotify api to access their follows and their top listened songs/albums/artists~~