Team Name:	Hooli XYZ
Team Member Names:	Ksenia Lepikhina, Wade Myers, Peter Lindee, Andres Barrera, Noel Taterway
Description:	*A short (2-3 paragraphs) description of the project. Provide enough information to explain what value your product will provide to users of your product.* Hooli XYZ intends on creating a version control product specifically for CU students. This web application would require a colorado.edu email address to sign up and would allow students taking CSCI courses to store and collaborate their code with each other. The main function of the application is to store code either temporarily or permanently on the cloud. The secondary function of the site is to give users a friendly UI to access a running image of the latest CU Boulder VM remotely in order to test their code. The third function of this app is to allow students to share code with each other, but only with permission from the creator.
Vision Statement:	*A simple one sentence statement describing the clear and inspirational desired state resulting from your team's efforts to create your project.* For CU students who need a collaborative work space, Hooli XYZ is a version control platform that is specifically for university students.
Motivation:	*Describe the background and reasons for developing this product.* The motivation for developing this product, is that oftentimes version control products do not allow for the creation of a private repository without paying for a special account. Hooli XYZ will allow for the creation of private repos.
Risks:	*What are the known risks that may prevent your team from completing this project on time. Risks could include: the working environment, lack of experience of the team in the area of focus, lack of access to a specific resource, etc.* Hooli XYZ could potentially become an overwhelmingly large project. Version control could be challenging to write. If we decide to switch to a different UI, then that could potentially be a time suck.
Risk Mitigation Plan:	*A detailed plan showing how the team will mitigate each stated risk. Describe how you will succeed given the stated risks.* Given the stated risks, an important step to take, is implementing a strong developmental methodology. Implementing Agile or Scrum will allow for

	the team to set realistic goals. As for version control being a challenging piece to write, the resolution is to create a working product that allows for a simple type of version control. From there, given the amount of time, the piece can be better delved into. In order to mitigate UI build problems, we will finish our product using HTML and then if we have enough time, implement it with Angular.
Version Control:	*Describe the version control method and repository you will be using for the deliverables created for the project. Github is strongly recommended. Once a repository is determined, you must share access to the repository with your instructor, your TA, and all your project team members.* The version control method our team plans to use is Github. Github is the product that Hooli XYZ hopes to mimic but with modifications in privacy and access controls. When a Github repo is created, the repo will be shared with the instructor, TA and group members.
Development Method:	*Which software development methodology will your team follow? Describe the methodology and the features/steps you will follow. Common methodologies include waterfall, agile/scrum, iterative, spiral, etc.* The software development methodology our team will follow is Agile. Our preference for Agile stems from a desire to continuously design rather than design upfront. Since we are all CU students in a CS class, this is a tool that is beneficial to us as well. Essentially, we are our target audience. This "customer" interaction is already a key part of Agile. Our goal is to generally split the tasks up; Peter and Andres work on the front end, Luke work and Noel work on the back end, and Ksenia works on the database. However, since Agile encourages a creative and self-organized environment, it allows individuals to move between teams. In order to implement Scrum, we need to select a Scrum Master who will organize meeting and enable productive discussions. Scrum meetings should occur regularly. For this project, our goal is to meet twice a week for about two hours.
Collaboration Tool:	*Select a collaboration tool for team members to utilize for coordination of their work and communication among team members. Popular tools are Slack and HipChat.* The collaboration tool this team will use is Slack.
Proposed Architecture:	*Propose an architecture for your app. What technologies will you be using on the backend? What technologies on the front end? How will they communicate with each other? Which technologies will be responsible for which functionalities?*

	We will be using a Django Stack. This includes Python for the runtime environment, Django for the back end framework, Apache for the server, and MySQL for the database. The front end will be a combination of HTML/CSS/JS. Depending on the time, we would like to look into Angular as well. MySQL will be responsible for storing the data. For security purposes, there will be tables for login attempts, users, and a whitelist. For the product, it will be important to have a table for the repositories and a table for files with a foreign key to the repositories table. HTML/CSS/JS will be responsible for a dynamic and visually appealing front end. Python will be the key piece that connects the front end to the database.