#### Daniel & Leo

#### Server

```
-heroku
```

-connects to github easy -automatically updates

## Cloud data storage:

-login data(user name, pw, etc)

-project data

-individual task

-task info

-project progress

-team task

-project info

-project progress

-chat data

-team chat

-private chat

-web framework data

## Lily & Angelina

#### **Axure**

-prototype before coding

#### HTML

- create the general skeleton of the page

#### **CSS**

-decorate the page, such as rendering each page its style, color, font size, background image. Can also make the page responsive.

#### **Bootstrap**

-an online library that can be referenced to write widgets for front-end development, such as the navigation bar at the top of the main-page, the buttons of different styles, and the search bar,etc.

## **JavaScript**

- -Searching and changing elements in DOM
- -Listening to user events
- -Grab user input(text/selection) from a form
- -Transmit data between pages using get/post
- -Create other functions of the form(drop down, selection button), useful for login page

## Dongming (Alvin) & Ryan

#### Database (MySQL)

- -Login information:
  - -Store username & user password (possibly hashed the password)
- -When new user create account (check if username already exist, if so, tell the user, otherwise move ahead), add into the table
  - -When a user sends a login request, query in the database for a match.
- -If there is a match, transfer all information necessary to display for this user's homepage. (If no match, handle errors)

-Team, members, works - the three major SQL tables:

Team: Primary key - team name

Foreign key - team leader

Foreign key - work set identification number

Members: Primary key - member name

Foreign key - team name

Worker ID

Works: Primary key - work id number

Foreign key - work set id number

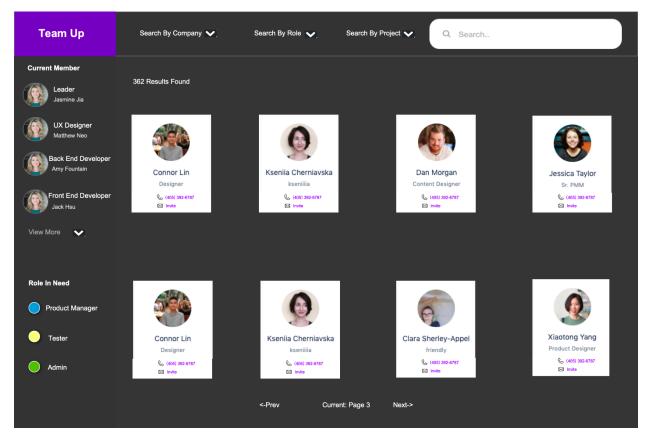
Tittle

Description of the work

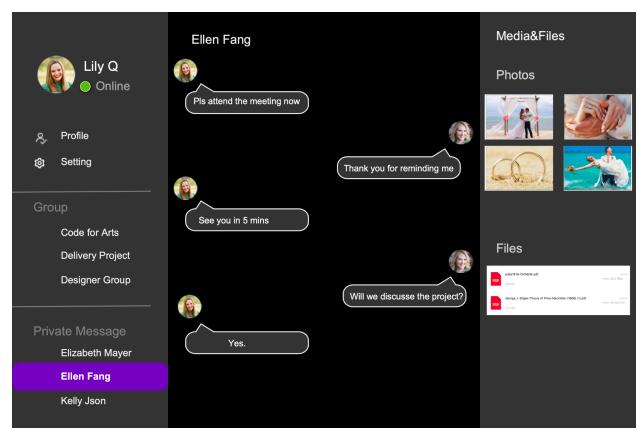
- After that, Create a bunch of Java functions for the GUI event to call. They will be the APIs. For example: getAllUsernames(), getAllOngoingJobs().
- We will use inheritance for our member maintenance. User will be an interface. Group Members & Group Administrators are two types of different users with different types of functionalities (for example, Members can only work on their assigned projects without viewing others projects, while Administrator can assign Members with projects and can view all projects) implementing the User interface.

# Prototype

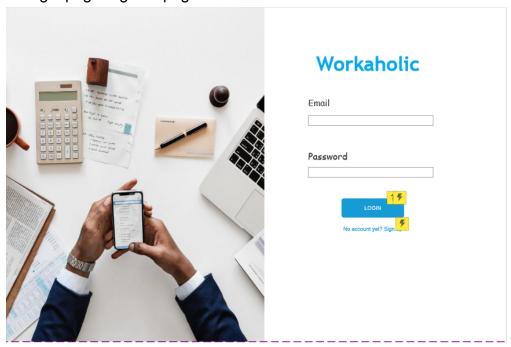
1.Team-up Page: The user can search for potential team members and view their profiles



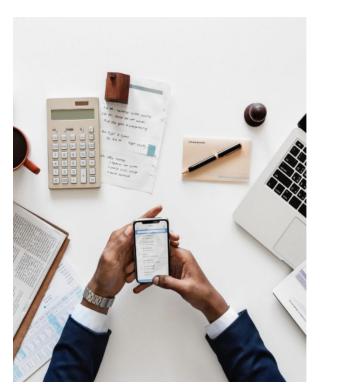
2. Chat (1 on 1 and group chat)



## 3. Login page/register page



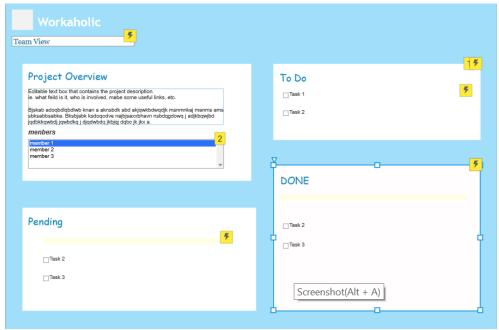
Interactions: login btn links to teamup/main page, "no account?" links to register page



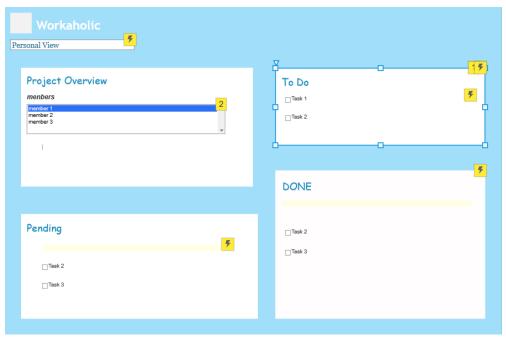


Interaction:error message printed when: invalid email format, password shorter than 8 chars or longer than 25 chars, confired pass word does not match. "Go back" saves account and link back to login page

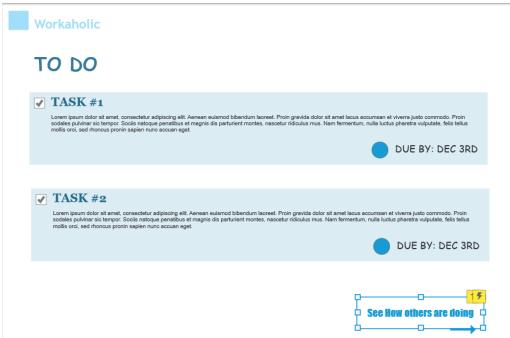
## 4.Main page(team/personal)

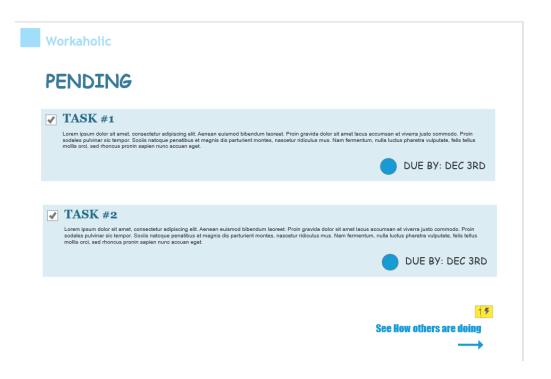


For both pages: Drop down box can switch between different views, clicking on memebr's name can link to personal chat, checking of task would have corresponding show/hide actions



5.section views(project overview, to do, pending, done)







6. DashBoard (Detailed Description of Project)

## **Project DashBoard**

## Food Delivery App

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#### Member



Leader



Front End Developer



UX Designer



Back End Developer



Product Manager

