

Brief Description and Vision Statement

For university students who have the desire to network with colleagues within mutual majors and courses, StudyIn is a college-based social network website that facilitates communication between students that wish to make study groups and more. Unlike other social networks such as Facebook and Tinder, which lack the collegiate focus that university students need, our product will cater to a student's academic and social success.

"To connect the sphere of young scholars united in their purpose to achieve mastery in their college classes."



User Requirements

On the StudyIn website, users are able to...

- Log in using their student information (IdentiKey for CU students)
- ☐ View their schedule and classes upon logging in
- Select their classes from their schedule and be directed to a group page for that course
- View other students who are in similar courses
- Message back and forth with other students
- Overlap schedules with other students
- Have the website suggest the optimal times to study with other students based on both schedules





VCS Repository: GitHub 5/5

Project Management: Trello (project tracker), Slack (team messaging)

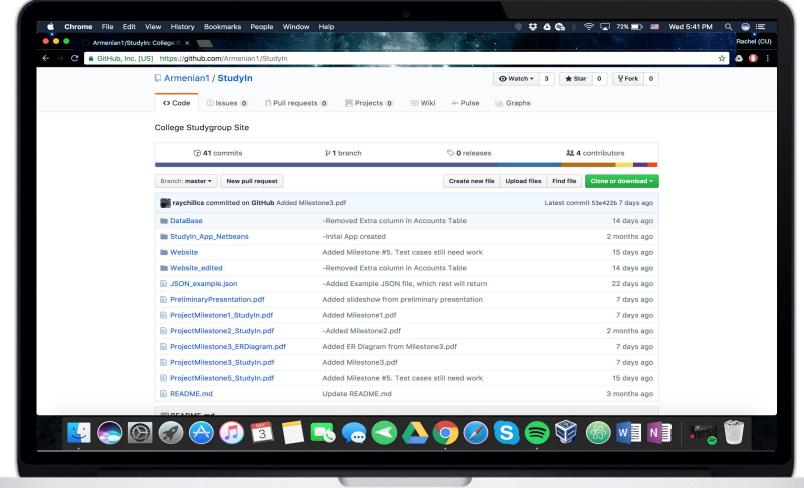
Database: MySQL 5/5

Other Back-End: REST Server in PHP, JSON 5/5

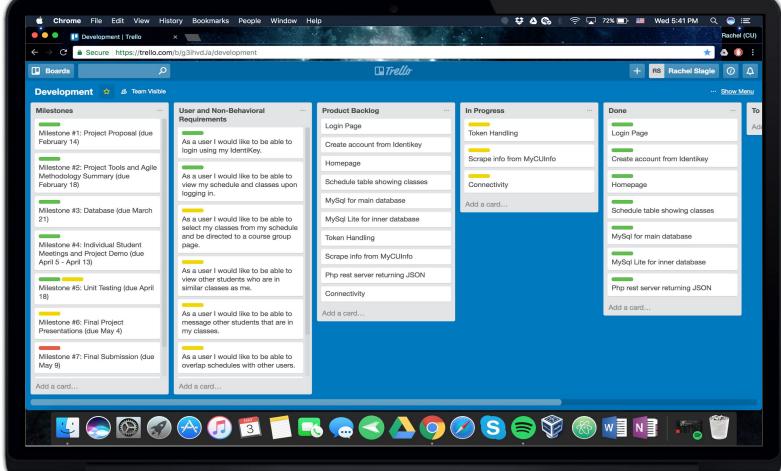
Deployment Environment: Computer and Phone Browsers 5/5

Languages: HTML, CSS, PHP, JSON

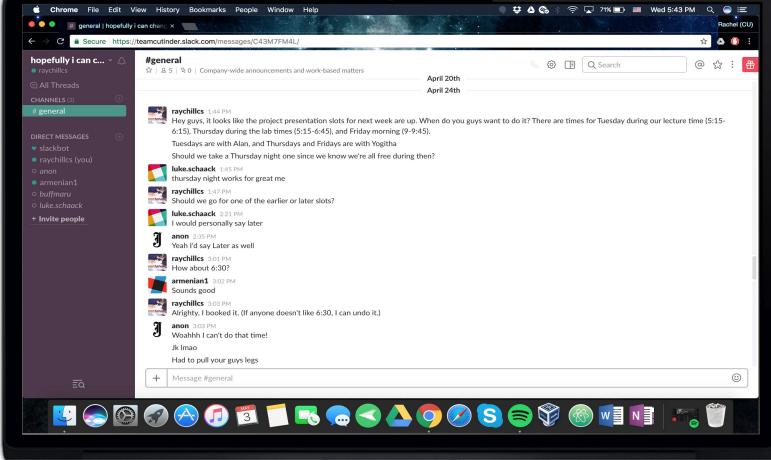




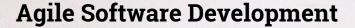








Methodologies





Peer Code Reviews



- Incremental, iterative development cycles □
 - → Plan, design, build, test, review, launch, and repeat
- Scrum Framework
 - Sprints based on Milestones and individual team goals
 - Prioritizes features of high value
 - Weekly Scrum Meetings: Thursdays
 - Accomplishments, planning, and challenges

- Reviewing teammate code once pushed to GitHub
- Improvements in formatting, style, naming, design, maintainability, and functionality

Challenges Encountered

- 1. Website vs. App: Switching from App to Website
 - a. Trouble deciding which, then switching part way through
 - Overcame by: Making a smooth transition, working to catch up,
 Agile methodology
- 2. Differing experience levels and courses
 - a. Some with much more experience than others: Hard to split up work
 - b. Extremely varying schedules: Hard to coordinate meetings/work
 - Overcame by: Learning from others, communicating more
- 3. Lack of Communication
 - a. Differing schedules: Lack of replying
 - Overcame by: Meeting together, setting meetings in stone

Key Lessons Learned

Tools and Methodologies:

- 1. Importance of VCS Repository, Project Tracker, collaboration tools, etc.
- 2. Importance of iterative (Agile) methodologies, continuous (Scrum) meetings, repetitive Sprints

Overall Process:

- 1. From the beginning, try to find a firm idea that everyone agrees on.
- 2. If you're more experienced than your teammates: Make sure others are on the same page and are able to follow; If you're less experienced than your teammates: Learn as much as you can from those with more experience.
- 3. Communication is crucial to a team's success.

