

# **Project Proposal**

## **For**

## **BuddyU**

**Instructor:** Prof. Bruce Char

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Briana Shuetz

**Cycle: 068**

**Date Submitted:**

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## Grading Rubric – Project Proposal

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

<b>Achievement</b>	<b>Minimal</b>	<b>Exemplary</b>	<b>Pts</b>	<b>Score</b>
<b>Content</b>	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Project			30	
Team			10	
Timeline			30	
<b>Grammar and Spelling</b>	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
<b>Expression</b>	Hard to follow or poor word choices	Clear and concise. A pleasure to read	10	
<b>Tone</b>	Tone not appropriate for technical writing	Tone is consistently professional		
<b>Organization</b>	Information difficult to locate	All information is easy to find and important points stand out	10	
<b>Layout</b>	Layout is inconsistent, visually distracting, or hinders use	Layout is attractive, consistent, and helps guide the reader		
<b>Late Submission</b>				
<b>Total</b>			100	

# Project Proposal

This report documents the initial definition of the project. It includes an abstract and project overview. It also includes a summary of issues related to the project and to the team.

## Project

**Project Name: Buddy U**

### Abstract

Many students have had that "I didn't know you were in this class!" moment during the first couple weeks of class of a new term. Wouldn't it be easier and more efficient if most of your classmates were your friends? BuddyU will be an easy-to-use mobile application that can easily clear up the confusion of class schedules among groups of students. This app will allow you and your '*buddies*' to create schedules that allow for the most optimal time to hang out. The databases we use will comprise of the API's of the Schedulr app, to help us in the organization of prospective schedules. We will also have a chat feature which allows students to communicate effectively. This will require researching chat feature databases from various sources online. Overall our main objective in creating this app is to enable effective communication and collaboration between college students that will facilitate coordination of your classes with your friends', to make your learning experience more enjoyable. Our success can be measured by the success of the Schedulr app which is being used by at least quarter of Drexel students and because our app is similar to Schedulr, and enhances its features, we expect at least half of those students to try out and use our app.

### Project Deliverables

We will have a prototype of the BuddyU app by using a paper prototyping method to gather data, observations, and comments from potential users. We envision the end prototype to be very appealing and agreeable with the user. This can be done by using a paper prototype from Google to help us gauge how much the user would be willing to use this app based on just our ideas translated to a design on the paper prototype. The scope and time frame of this app prototype is obviously dictated by the end of this term. By the end of this term, we would like to be able to get the design for BuddyU ready, have a logo that will define us in the future and have a graphical user interface connected to the MongoDB database in order to collect our data. We want the user to have something tangible to interact with and therefore, we will implement some specific defining features like a calendar for our students to look at and base on what to add in their schedules. The calendar would list all the events happening in Drexel that they could add to their schedule. But most importantly, we want to create a chat room that allows users to interact with one another so that they can take the same classes together. Even though we won't have a functioning app by the end of this term, we will definitely have the opinion

of the users on our prototype, which can help us improve our project in CI103. In conclusion we will deliver to you a app that has specific interface and database features that users can judge and give feedback on to improve next term.

## Resources

- Android phone
- API's of the Schedulr app, Web TMS, and CORQ
- MongoDB
- Laptops
- Android Studio

## Expertise

- For this project, we will need to expand our knowledge on how to fully utilize MongoDB and have this be able to connect with our app. To do this, we can take an online MongoDB tutorial. We already have brief knowledge on the interface we chose (GUI), but learning more in-depth about it will allow us to optimize our interface. We have some previous experience with building websites and mobile apps. Collectively, we have experience with Java, C++, HTML, JavaScript and Python. Additionally, we will have to learn how to use Android Studio.

## Team

### Team Members and Roles

Figure 1, below, identifies all the team members and the initial role assigned to each person.

Name	Role
Sita Robinson	<ul style="list-style-type: none"><li>• Project Manager</li><li>• Support Manager</li><li>• Technical Designer &amp; Application Developer</li></ul>
Sanobar Lala	<ul style="list-style-type: none"><li>• Project Manager</li><li>• Business Designer</li></ul>
Briana Schuetz	<ul style="list-style-type: none"><li>• Data Analyst</li></ul>
Brandin Bulicki	<ul style="list-style-type: none"><li>• Planner and Scheduler</li><li>• Technical Designer &amp; Application Developer</li></ul>
Chris Pavelec	<ul style="list-style-type: none"><li>• Technical Designer &amp; Application Developer</li></ul>

**Figure 1 - Team Members and Roles**

## Timeline

The figure below shows the initially identified set of activities for this cycle. It lists the completed actions or tasks we are working on in green and those that still need to be done in grey. This outlines the steps that will need to be completed to have a working prototype by the end of the quarter.

## Gantt Chart

### BuddyU

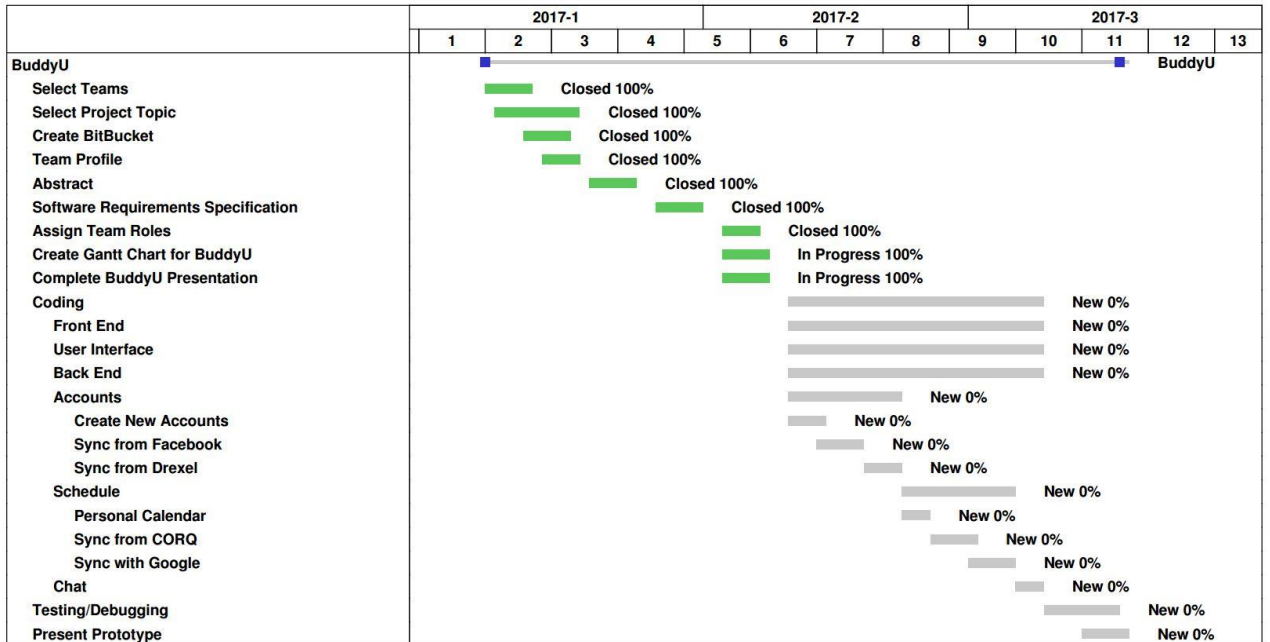


Figure 2 – Project Timeline