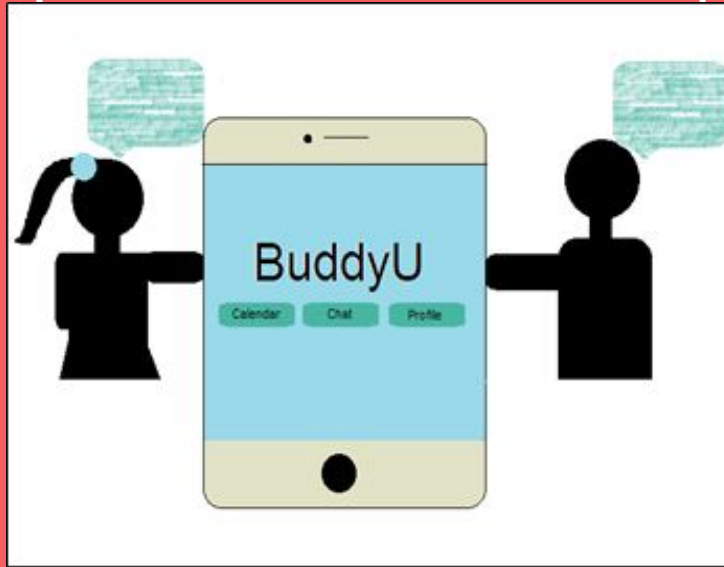


BuddyU App

THE SOCIAL CLASS SCHEDULER



TEAM o84

Team Roles and Members

Sita Robinson

- Project Manager
- Support Manager
- Technical Designer & Application Developer



Sanobar Lala

- Project Manager
- Business Designer

Briana Schuetz

- Data Analyst

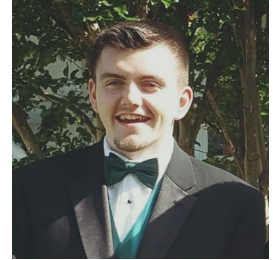


Brandin Bulicki

- Planner and Scheduler
- Technical Designer & Application Developer

Chris Pavelec

- Technical Designer & Application Developer



Problem Statement

The BuddyU app provides a professional platform for college students to collaborate their schedules to make class time more efficient, collaborative and enjoyable for our users.



Project Scope

Essential

- In order for BuddyU to be a viable app:
 - We promise to deliver an algorithm based schedule maker, a chat feature for the user to communicate with and a profile account for the user.
 - The app will be available and will work for Androids.
 - We need to reach a certain number of downloads and see how much time users are spending in the app. The approximate amount will be determined later.

Project Scope Continued

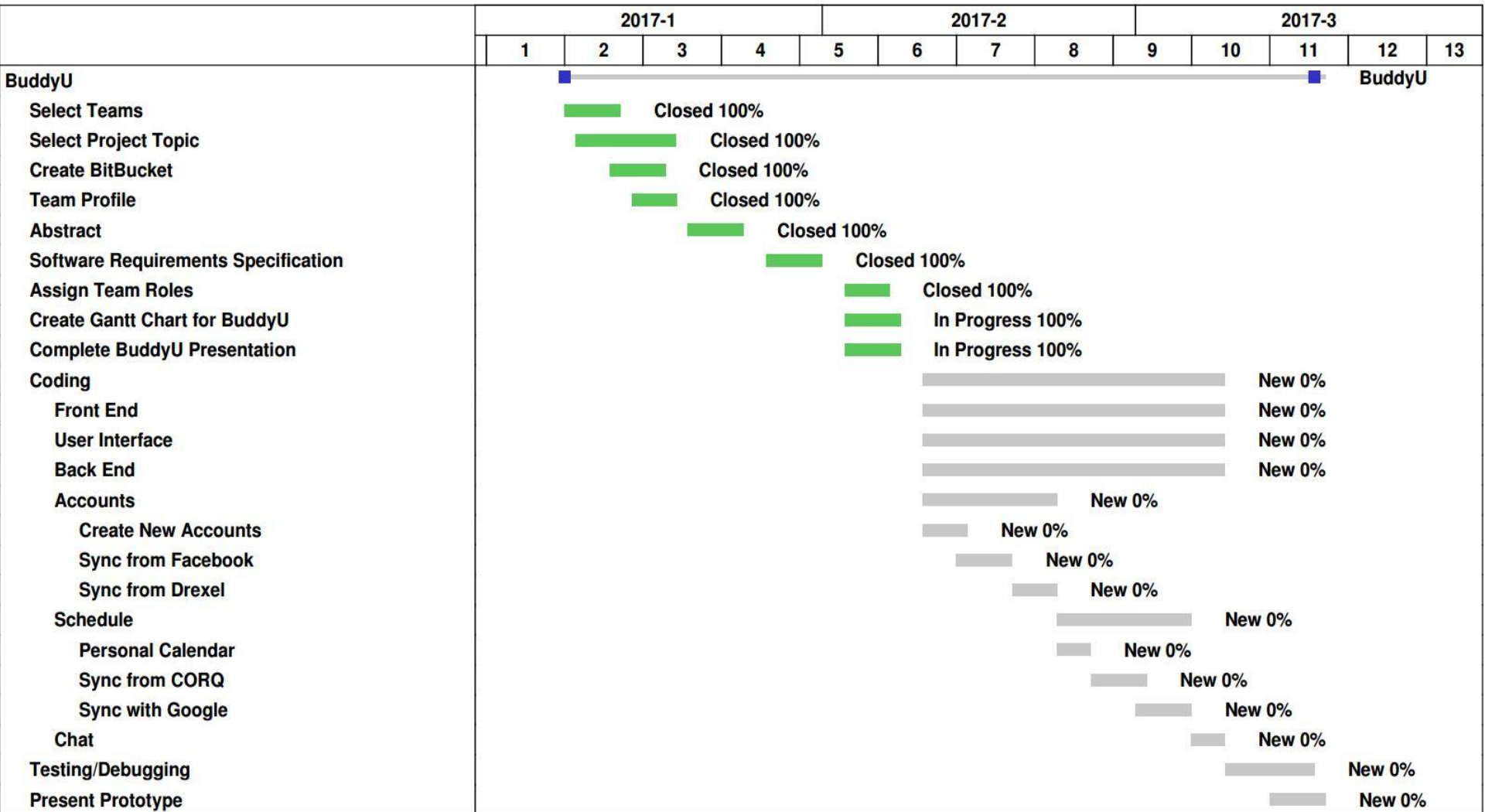
Incremental Deliverable

- With the progression of time, the BuddyU team will:
 - Make the app available for iPhone users
 - Add enhancing features to the interface and chat

Valuable Future Enhancements

- Make the BuddyU app available for other colleges in the Philadelphia area.

*While looking at this term, we promise to deliver a functioning and interactive prototype for the user to use and give us feedback on.

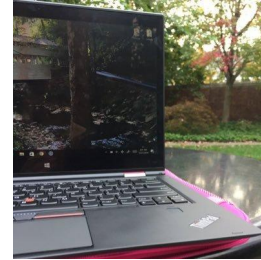


Technologies to be Employed

- Android Phone



- Laptops



- Android Studio



- MongoDB



Challenges

- Expanding prior knowledge
 - Get more familiar with necessary programming languages
- Advertising our app to spread awareness and increase downloads
- Designing and coding a clean & easy-to-use app design
- New Skills to Learn:
 - MongoDB: learn how to store data from from different APIs and users (time spent using app, etc.)
 - We need to learn how to connect the front end to the back end
 - Android Studio: learn how to best use this to optimize app
 - GUI: designing a usable, comprehensive interface