Party Hub App

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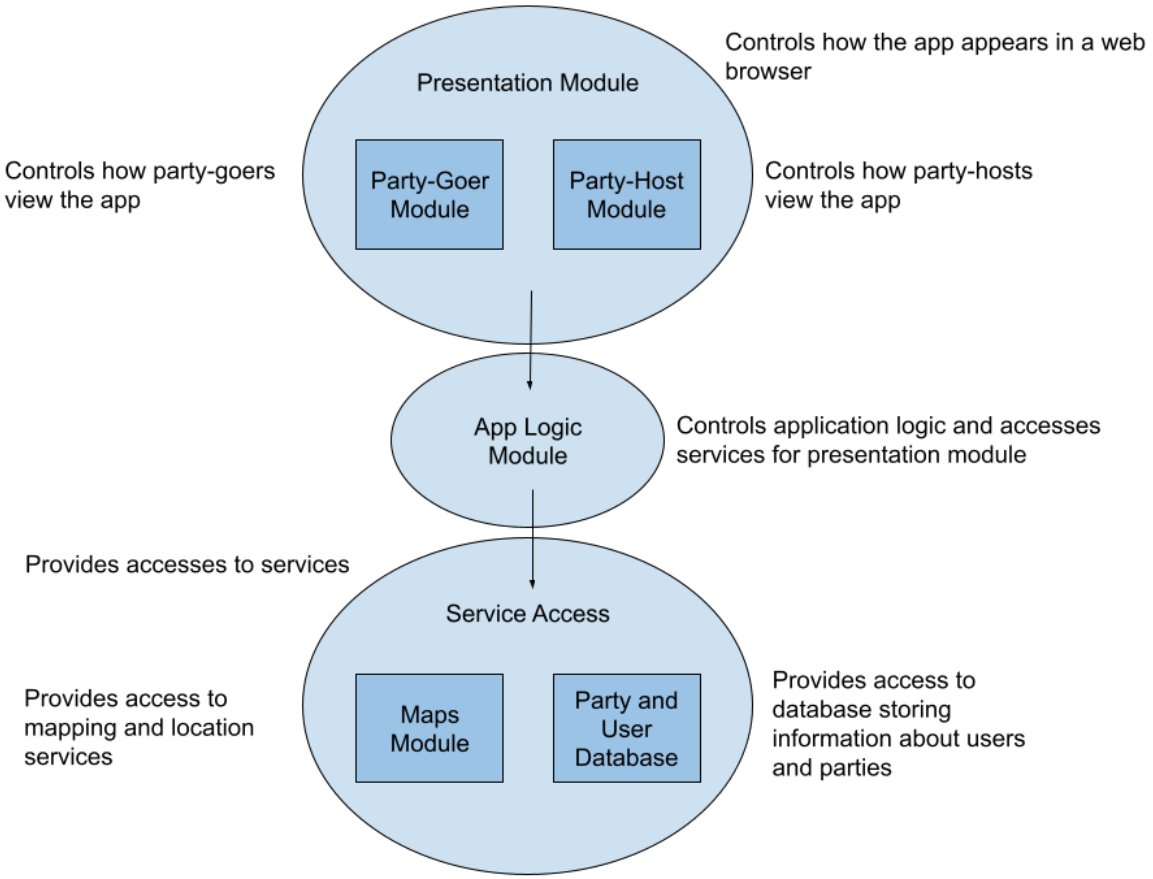
1. Project Plan Revision History

Date	Author	Description
10-8-2024	cr	Created and edited the initial document.
12-6-2024	all	Final changes to match the final project submission.

If one spends enough time on the streets of Eugene at night, they will undoubtedly encounter a common nighttime phenomenon: the party. These parties are a popular location for young people to gather, socialize, and have fun. However, while many people would like to attend parties, they can be challenging to find. This is where the Party Hub comes in. Party Hub will be a web application that serves as a centralized location for finding parties where users can post about parties they're hosting or RSVP to parties they plan to attend. The app will feature a feed of upcoming parties and an interactive map of nearby parties, making it easier to find and attend parties.

2. Management Plan



We decided to segment the project into three components: the presentation module, the domain module, and the service access module.

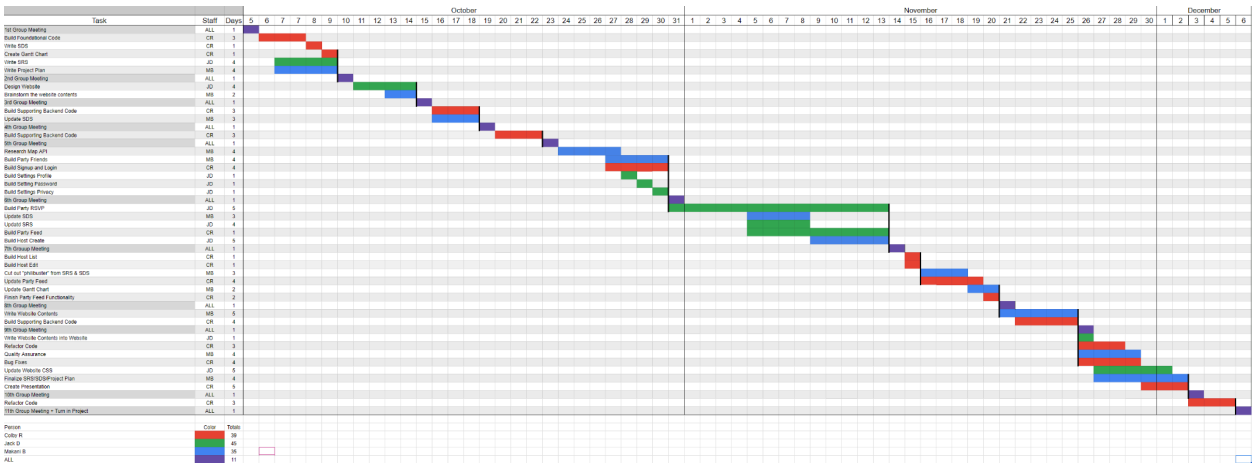
- Presentation Module: Manages the app presentation to the user. It contains two sub-modules:
  - Party-Patron Module: Controls how information is displayed for people seeking to go to parties and the options they have to interface with the app
  - Party-Host Module: Controls how information is displayed for people seeking to host parties and the options they have to interface with the app
- App Logic Module: This module manages the app's internal logic and bridges the gap between the presentation and service access modules.

- Service Access Module: Provides access to essential services that the app requires:
  - Party and User Database: A database that stores information about parties and users
  - Maps Module: Provides access to mapping and location services

During each week's Sprint planning, team members will take responsibility for tasks in the Sprint backlog, which they will complete during the Sprint. Communication will occur primarily over text, and progress will be tracked using our GitHub repository and a Trello board for Agile development. We will use a voting process to ensure team consensus for important decisions.

3. Project Timeline

422 project gantt chart



4. Building Plan

During Sprint planning, each team member is assigned specific tasks, which they complete during the Sprint. The project stages include Group Formation, Website Design, building the Party Patron module and relevant aspects of the Party and User Database, building the Party Host module and its database components, writing the website contents, and finalizing the website. After each Sprint, we aim to complete an operational build to track our progress incrementally.

5. Monitoring and Reporting

To ensure smooth collaboration, we will communicate clearly and consistently through text, maintain a Trello board to track the status of project tasks, and hold weekly meetings (What day? What time? Where?) to report progress and plan our next steps.

6. Rationale

Breaking down our system this way enables us to outline all the required components and how they interconnect clearly. Each module represents a separate function that the project must fulfill. It also allows for the fair, efficient division of work among team members. Frequent

communication and collaboration will ensure everyone understands each other's contributions, helping us maintain a robust and well-designed program. (How will we minimize risks?)

7. References

Ronny Fuentes, Kyra Novitzky, Jack Sanders, Stephanie Schofield, Callista West. (2021). Fetch:
Fetch: The Tinder for Doggy Playdates Software Design Specification
Fetch: The Tinder for Doggy Playdates

8. Acknowledgements

All sources were based on the submission and article highlighted on the course canvas here:
The Tinder for Doggy Playdates Software Design Specification
The Silver Bullet: Essence and Accidents of Software Engineering
CS 422 Project Evaluation Criteria