Product Presentation & Overview

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Product Personnel

Team Members and Roles

- **Product Owner**: Michael Resendes *mresendes2017@fau.edu*
- **Front-End Developer**: Betsy Kuruvila *bkuruvil@fau.edu*
- **Back-End Developer**: Brent Werne *bwerne2018@fau.edu*
- **Scrum Master**: Michael Simon *msimon2015@fau.edu*

Product Personnel

Project and Group Information

- Group Number: **Seven**
- Team Name: **FunkyTech**
- Project Name: **Gather Plus**
- Product URL: **Gather+**

Product Summary

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Gather+ Premise

"Connection Over Content"

Purpose Overview

- **Gather+** is a web application designed to remedy the extreme feelings of isolation and loneliness that may affect us during a time of quarantine.
- **Gather+** seeks to bridge people together through their collective interest in different topics and subjects.
- **Gather+** is meant to foster genuine conversion and discussion that is otherwise lost when in-person contact is not available.

Why Gather+?

- Many social media websites are content-driven. Users are meant to submit virtual content such as videos, images, and comments that are then subject to a rating system (likes, retweets, upvotes, etc.).
- Gather+ will not feature any sort of rating system, allowing all users to be a part of a greater discussion.

Gather+ Premise

Functionalities

Gather+ Basics

- **Gather+** will be composed of **Users** that have created their own **Gather+** accounts.
- From these accounts, **users** will then be able to visit the four different “Hubs” hosted on **Gather+.**

Hubs

- **Hubs** serve as the key sections of **Gather+** that are dedicated to specific types of content.
- Presently, **Gather+** hosts **hubs** for *Books, News, Podcasts*, and *Games*.
- These **hubs** are home to display cards called “Placards.” **Hubs** are where users will connect with fellow Gather+ users over topics that interest them.

Gather+ Premise

Functionalities

Placards

- **Placards** are pages on **Gather+** that are focused on a media item in-line with the topic of the **Hub** the **Placard** is found in.
- A **Placard** could be centered on a recent news story, a popular novel, or any other subject that users would share a common interest in
- **Placards** contain both content relevant to the subject matter as well as a Community Messageboard where users are free to discuss the **Placard** with other **Gather+** users.

Wellspace

- In addition to Hubs, **Gather+** also features a section dedicated to information on the on-going situation of COVID-19.
- This section, named **Wellspace,** contains basics guidelines on how to stay safe during the pandemic as well as links to reputable health organizations and care facilities.

Gather+ Premise

Target Demographic

Gather+ Users

- **Gather+** is intended to be a place dedicated to thoughtful and engaging conversation. As such, we believe all adult users should be welcome onto the site and be able to join whatever communities they wish.
- However, since some **Gather+** placards may contain mature/sensitive topics, we do require that a user be at least 16 years of age in order to register a **Gather+** account.

Why Choose Gather+?

- **Gather+** is designed to appeal to people who want a more personal social media experience.
- The content rating systems of other social media platforms can often feel off-putting to users who may not have the popularity/following of other users.
- **Gather+** provides these users with a place where all users are on equal footing, and every user can have their voice be equally heard.

Gather+

FunkyTech

Technical Overview

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Product Overview

General Technical Information

- **Gather+** will be hosted on a LAMP (Linux, Apache, MySQL, PHP) server provided to the team by FAU.
- This server will execute the web languages used on **Gather+** as well manage the MySQL tables used to store website data used by the application.
- The **Gather+** application will be accessible on browsers via the following LAMP address hyperlink: **GatherPLUS**

Languages/ Frameworks

Front/Back-end Systems

- **Gather+** is primarily comprised of a basic HTML and CSS frame that uses PHP for back-end functionality.
- Front-end design is primary done through the use of **Bootstrap**, a CSS framework that is used to generate many GUI elements in the application.
- All back-end systems are managed through our team-written PHP scripts that manage and modify the MySQL tables hosted on the LAMP server.

Database Management

PHP, MySQL, phpMyAdmin

- PHP is the language we chose to use to update and edit MySQL tables that stores data for **Gather+**.
- The MySQL tables that are hosted on the team's LAMP server help store relevant information like user account information and message board content.
- The **Gather+** team also utilizes the phpMyAdmin tool to perform any necessary updates and maintenance needed for the SQL tables.

Project Exhibition

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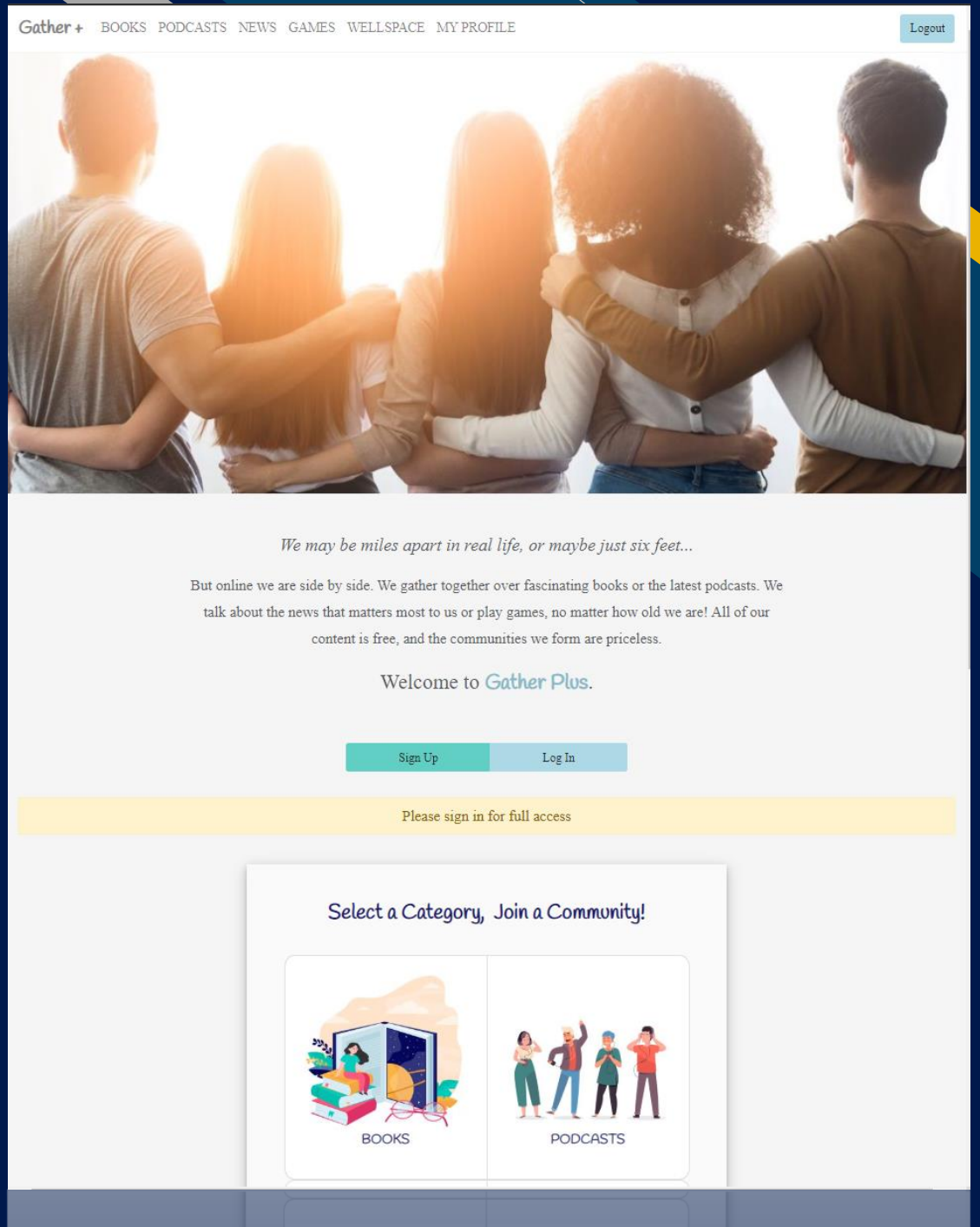
Main Page

Welcome & Overview Page

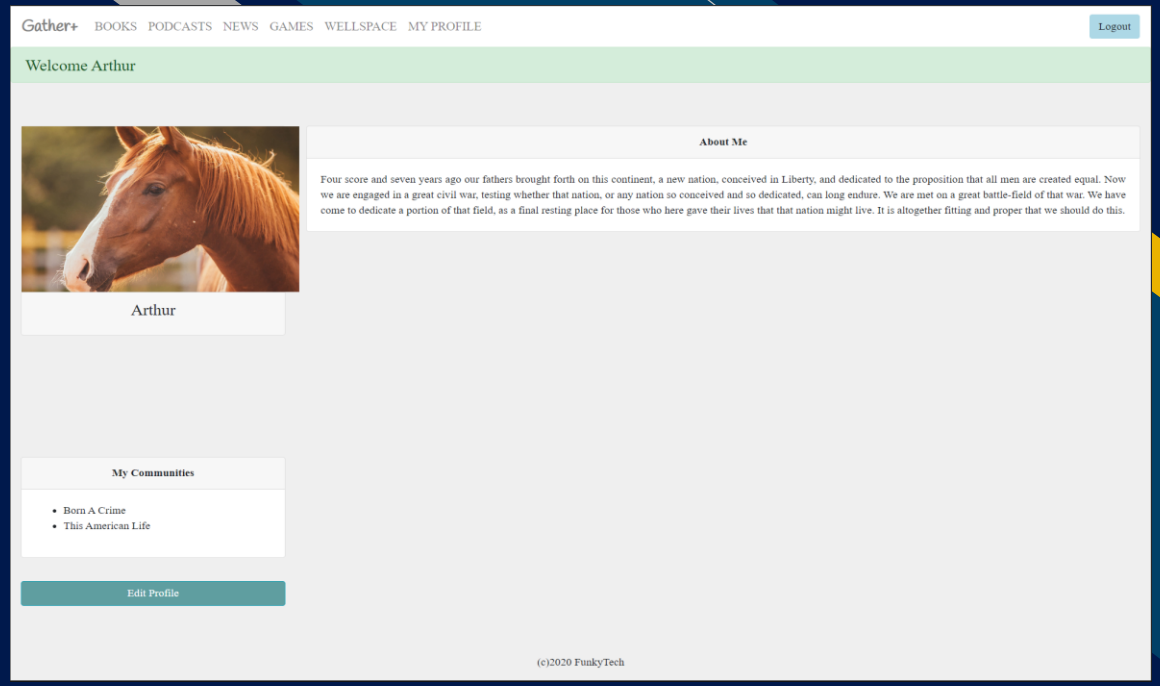
- The **Gather+** Main page will welcome users to the site and encourage them to login to their **Gather+** account or create an account if they have not done so already.
- The Main page also includes links to each of the four hubs, a feel-good news story of the day, and an “About Us” descripting the **Gather+** team.

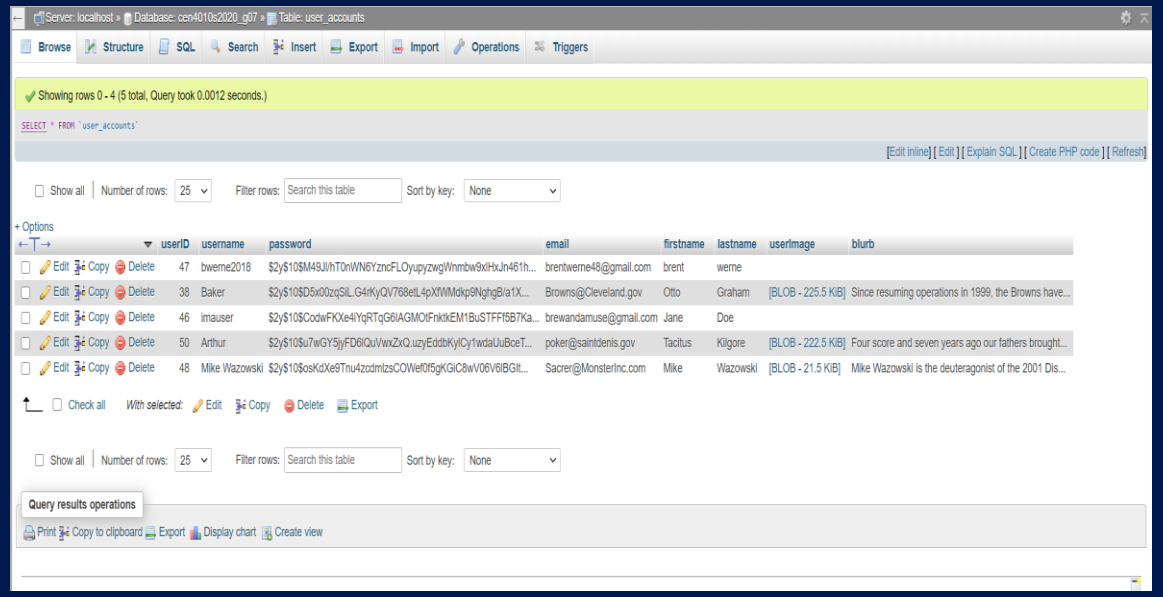


“My Profile” Page

Account & Edit Page

- The “**My Profile**” page contains the account information of any user currently logged-in to **Gather+**. (Example shown in the top image.)
- Users have the option of selecting the “Edit Profile” button on their page, allowing them to make updates to their account information which will in-turn be made to the “user_accounts” MySQL table stored on the site’s LAMP server. (Table show in the bottom image.)

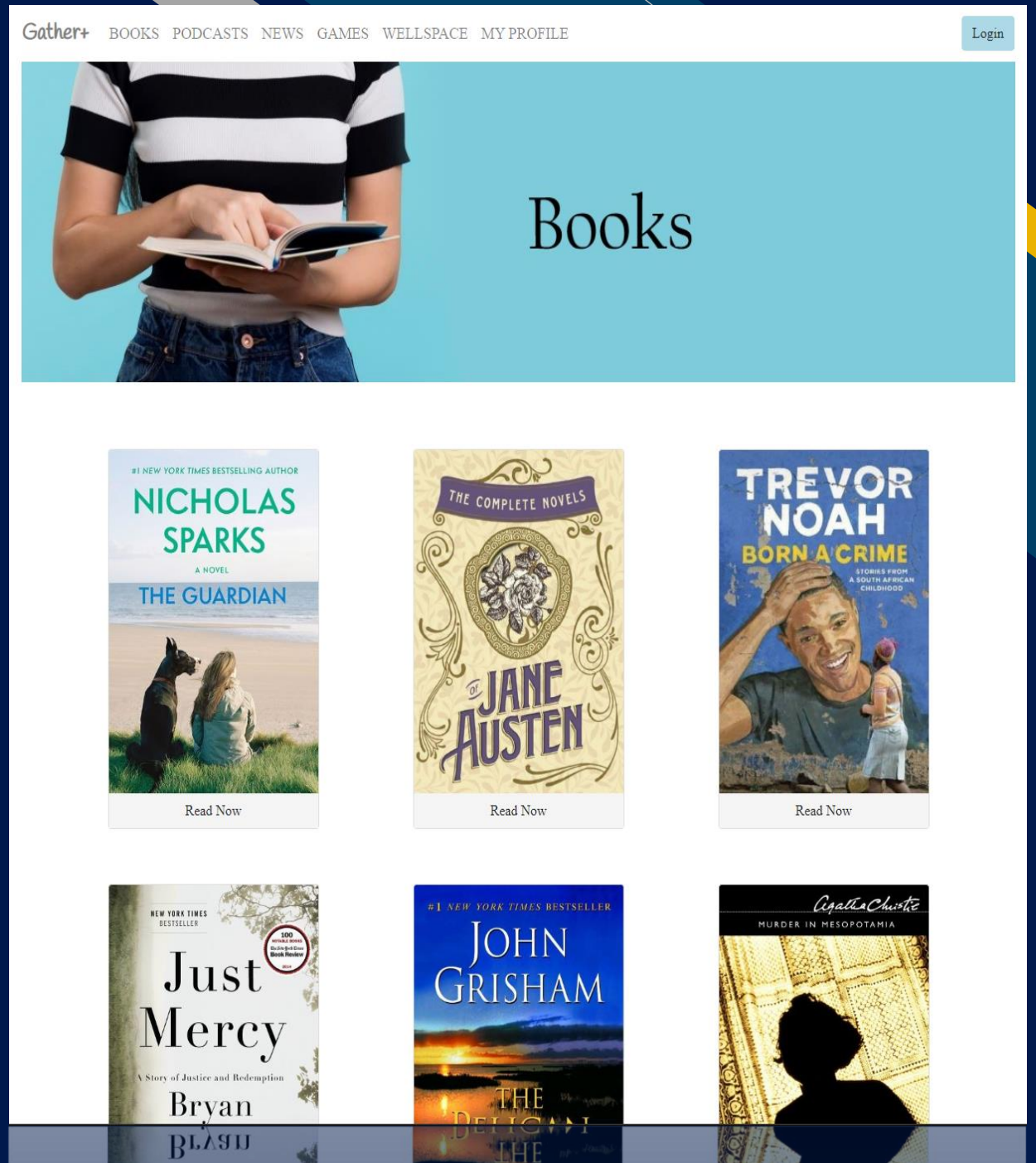




Hubs

Collection of Placards

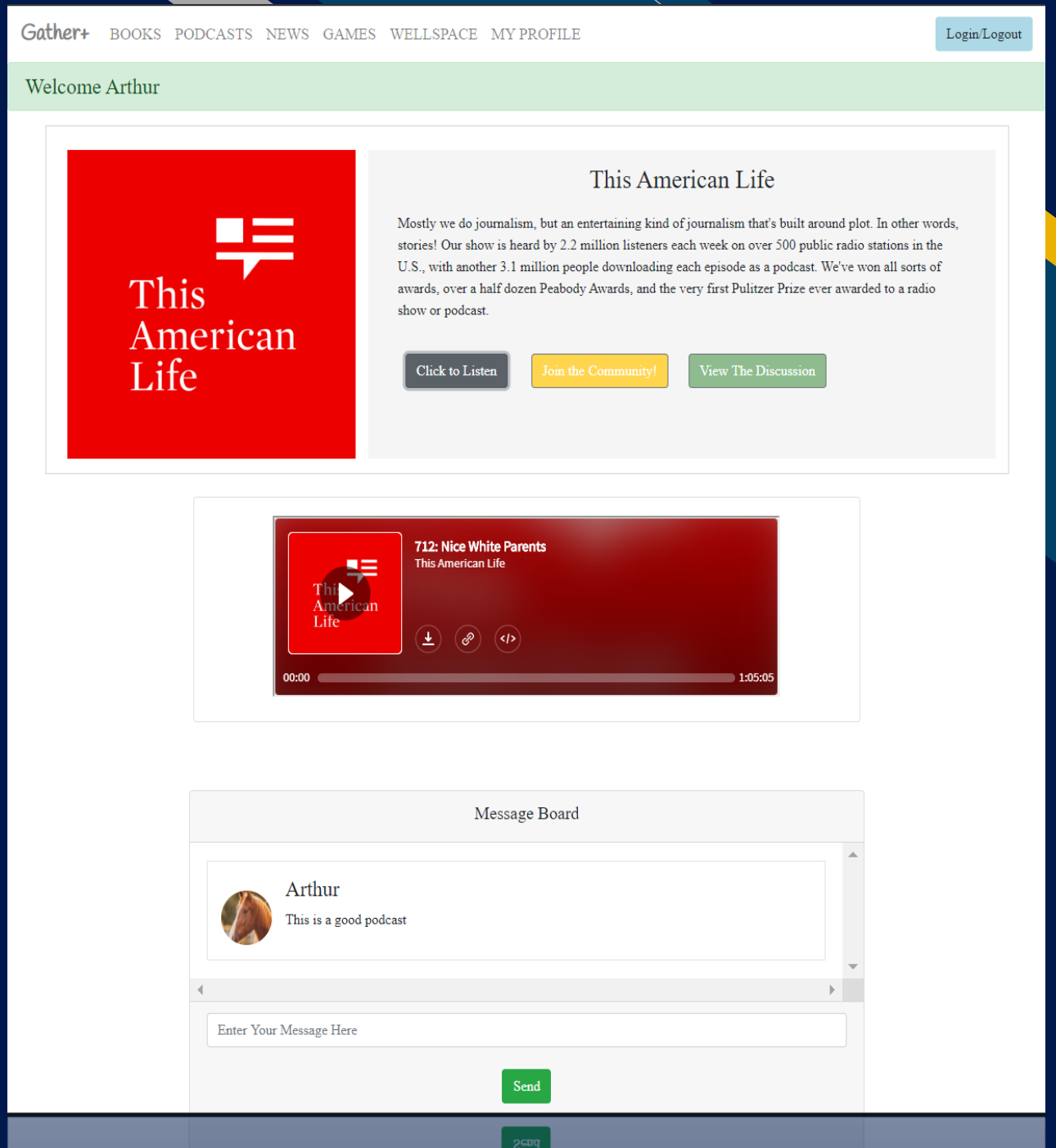
- A **Hub** page is a section of **Gather+** dedicated to a central topic. (The “Books” hub is shown to the right.)
- **Hubs** contain a list of links to **Placards**, where specific subjects related to a **hub’s** topic can be viewed and discussed.



Placards

Content & Discussion

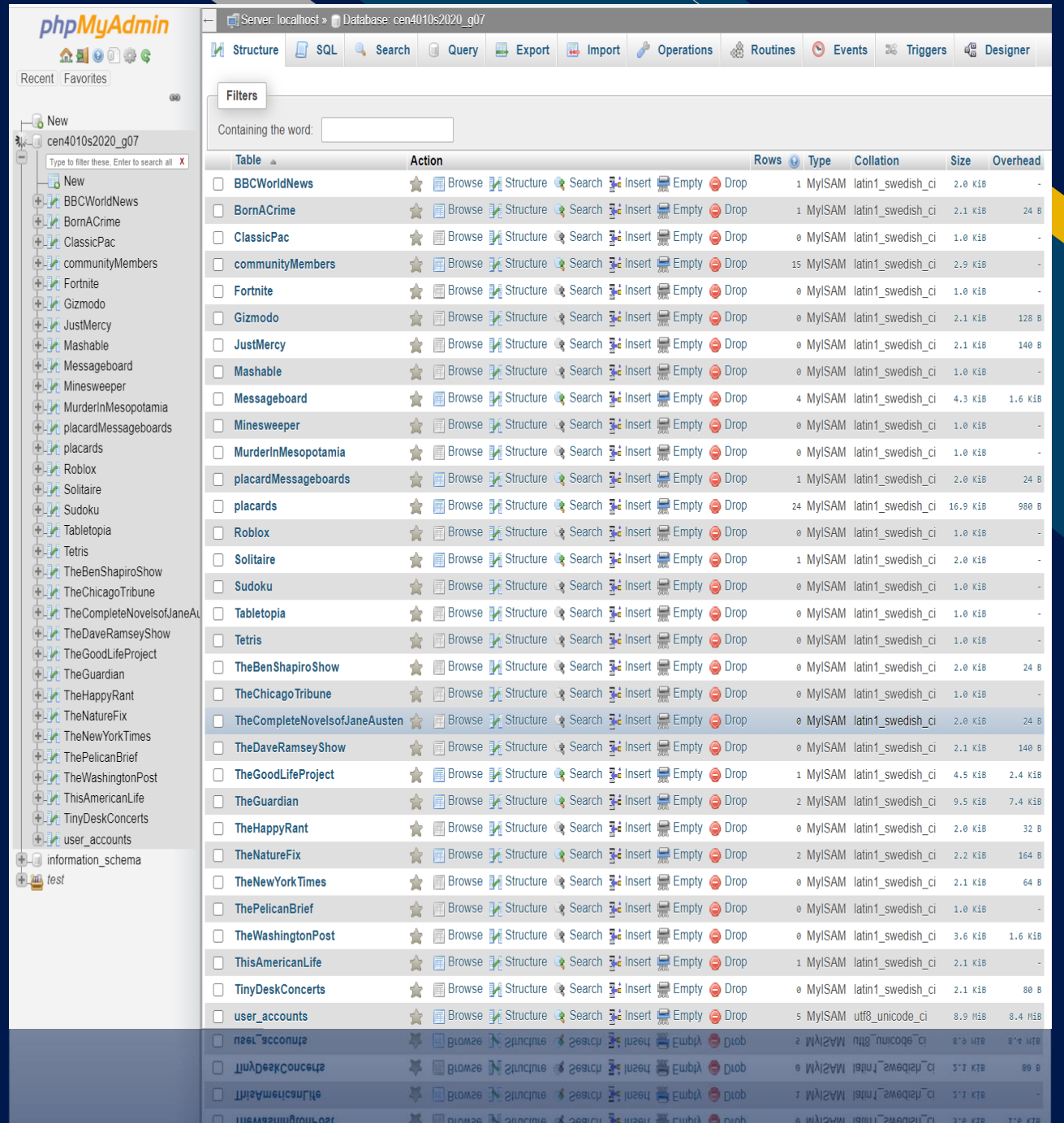
- **Placards** are the place where **Gather+** users will be able to view content hosted on the application and engage in conversations with other users. (An example of a podcast placard is shown.)
- **Placards** typically contain an e-reader, an audio player, or a web link that will allow a user to view the media that serves as the topic of discussion.
- By joining the **Placard** Community, a user will be able to post on the Community's Message Board, allowing them to be a part of a greater conversation with other community members.



Database Management

MySQL Tables & LAMP Server

- **Gather+** stores relevant application data in MySQL tables hosted on the team's LAMP server.
- **Gather+** user information is stored within the "user_accounts" table.
- The "placards" table stores information for placards hosted on each of the four hubs.
- All other tables store message board content and are given the name of the placard to which they are linked.



Potential Expansion

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Future Features

User-Created Placards

Feature: The **Gather+** team had planned to give users the ability to create their own placards that could be viewed by other users.

Reason for Absence: This feature was never implemented due to logistical concerns on requiring users to source material for an e-reader/audio player, which would have been difficult to monitor and cross-check.

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Future Features

Direct Messaging

Feature: Gather+ users were originally intended to have the ability to directly message other users.

Reason for Absence: Presently, a DM feature would require a greater overhaul of the MySQL tables used on the LAMP server, which the team would not have been able to achieve in a reasonable timeframe.

Project Reflection

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Team Self-Review

Reflection on Teamwork

Cooperation

- The members of Group 7 were able to jointly determine which members were best suited for which skill sets. Members with broader experience in certain areas such as programming were paired with members who were not as familiar, allowing for each member to refine their knowledge-base on different areas of software engineering.

Tools

- All members of Group 7 also acquired a much better understanding of various tools used routinely in the software engineering field. Tools like GitHub and phpMyAdmin were increasingly used throughout the course of the project as members became more and more comfortable working with them.

Team Self-Review

Possible Improvements for Future Projects

Communication

- On the whole, the members of Group 7 agree that we experienced an excellent level of communication in that it was frequent and consistent. However, there was room to improve the efficacy of that communication.
- There were occasions during the development process where members were unclear as to what aspects of the application were finished or what was assigned to whom. Such issues could likely be resolved with more structured communication during meetings, and attention given to available organizational resources.

Timeframes

- Another issue that arose during the development process was related to timing and deadlines. The group typically outlined goals for each sprint with the expectation that they could be completed in a shorter length of time than was realistic.
- More consideration for the duration and time constraints *specific to the nature* of each given task was necessary. This came as a matter of practical inexperience with the various aspects of software development, and is something to keep in mind for future projects.

Team FunkyTech **Thanks** You.

Michael Resendes, Michael Simon,
Brent Werne, and Betsy Kuruvila

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