

Team Name: Dolphins (group #: 022-1)

Team Meeting Time: Sundays 3:00-5:00 pm

Team Meeting Link: <https://cuboulder.zoom.us/j/4508042408>

[Github Repository Link](#)

Team Meeting with TA Time: Tuesday 5:05-5:20pm

Team Meeting with TA Link: <https://cuboulder.zoom.us/j/97473414998> (Password : 994524)

Team JIRA Board Link: <https://niketh49.atlassian.net/jira/software/projects/C3S01/boards/1>

Team Members: Ross Panning, Jack LeGrone, Niketh Gorla, Spencer

Project Name: Project Librario

Application Description:

- We want to create a software application that allows users to keep track of which games they own in their collection. Historically people with large collections of games have been forced to use antiquated software such as Microsoft Excel, and Google Charts to keep track of which games they own. We want to create a fun and easy way for people to not only track, but share their game collections with others.
- We view the project following three distinct stages. The first of which is implementing an account creation, and security system. This stage would see the implementation of a username and password system. The second stage would be setting the collection tracking system itself. And Lastly we would work on implementing social features, such as being able to share and view other peoples collections.
- Some special features that we would implement would be: allowing users to add tags to their entries, having a graphical GUI interface, providing general information about a users collection. (Such as how many games one owns), implementing a recommended feature that would

recommend games based on the users owned games, allowing users to share their collection and communicate with other users.

Vision Statement: To create a compelling social platform for tracking and sharing video game collections.

Version Control: [Github Repository Link](#)

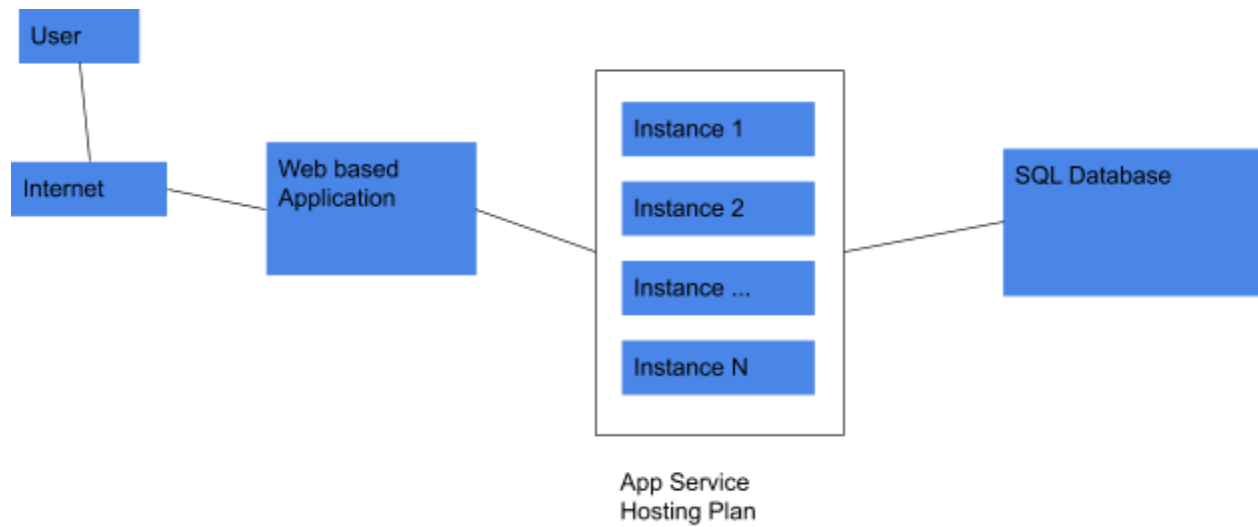
Development Method: Generally, we will follow the agile methodology. As of now we have yet to determine which user stories should go with which sprints. However because our epics generally outline three distinct development phases, we believe that each sprint should align one epic. This may be modified in the future if one epic appears to be more difficult to implement than others. Our Jira Board can be found [here](#).

Communication Plan: We will communicate primarily using groupMe. Coupled with our team meetings and TA checkins, we will have adequate opportunities to interface, both in person and other. GroupMe will be used for day to day communication. All important messages in the GroupMe should be done within reasonable hours, i.e. after 8am and before 9pm.

Meeting Plan: We will be meeting twice weekly. The first meeting will be with the TA on Tuesdays. As of now the current plan is to meet @ 5:05 PM using the zoom link above. The second meeting will be on Sundays at approximately 3:00, this will also be over Zoom.

Proposed Architecture Plan: First we would have the user connect to the internet. Our application should be web based because we will need to have a database for both the user to store their information, as well as the user to communicate with our database servers. The app should then connect to a hosting service/hosting plan. We would then

have the instances connect with a database. We should have 2 primary relations. The first is the user entity, and the second is the game entity. These relations should be related to each other using a foreign key.



Use Case Diagram:

