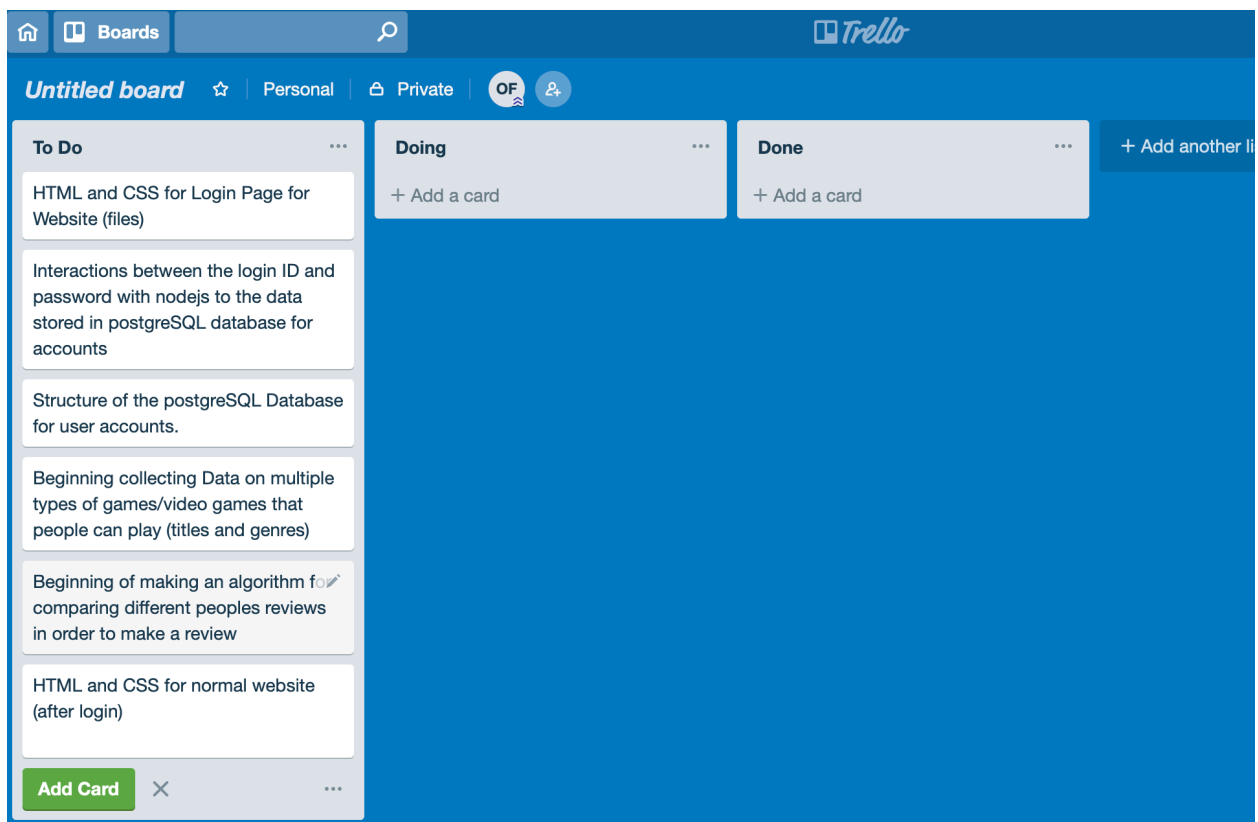


Owen Fulton

Personally, Trello looks like the best option, it's basically like the sticky note version of To-Do, In progress, and Done. I've used Zoho before and it's way more complicated than this, if you guys have another option I'm not opposed. In accordance to signing up of tasks, everyone take whatever you are most comfortable with/want to do and I will take care of whatever is left behind.

This is somewhat what it could look like, and people are able to move their own cards into different sections, allows for organization and ease of knowing who's doing what.



Project Requirements:

-Login Page- This page will require a multi-layer approach. This begins with the actual visual experience provided to the user by the HTML and CSS Layout. Node.js takes care of the visual button clicks and fetches the data in the server to understand if the data provided is correct or not, while the backend will add new accounts to the database while verifying the users ID and password when re-entering the page.

-Recommendation algorithm- a system of recommending new games to the individual user based on his/her friends and previous likes. This algorithm will take into account what other users with similar likes like to play and output the suggested new games for the user to try. This will most likely be implemented using data structures in the backend of the program.

-User Experience on Normal Webpage- This will be for regular interactions on the website. Involvements such as reviewing new games out of 5 stars with a search tab and seeing friends accounts will be included. New recommendations will be posted when the user logs in.

Project Plan (basic sketch)

- Login page working correctly frontend and backend
- Build algorithm in postgresSQL or node.js for recommending values
- Build regular webpage (after login page)