Team Name: ***T5***

Members:
-Owen Fulton
-Mattias Leino
-Riley Kirkham
-Rachel Rockenfeller
-Valliappan Chidambaram

Description:

Our app will be designed to take a user's input on a game they like, and then use it to recommend other similar games. Using this app will provide convenience to our users who wish to find new games without searching numerous web pages for new game ideas. Instead, they can use our app to find new games and see other people's reviews on those games all in one place.

To begin, a user will set up an account with a username and password. Once an account is created, the user can enter an interest of theirs and be directed to a page with similar activities including ratings on these activities. The app will be designed in such a way that other users can rate the game from 1-5 stars and then post it to the site.

Vision Statement:

To create a world where gamers can boldly go where gamers like them have gone before.

Motivation:
Online game purchases are heavily influenced by the reviews and ratings of other gamers. As such, providing a forum to make this process easier and more time efficient would benefit gamers and would make finding a new game to play much more enjoyable.

Risks:
-Writing a recommendation algorithm that takes into account the input of other users will be difficult.

-Feature creep: we may be tempted to add too many features and neglect the core functionality which could hurt our ability to meet our deadlines. If we decide to include more categories for recommendations (instead of just games), then each one will take

significant time to program. If we decide to add things like tags or reviews that will also take a lot of extra time.

-Lack of experience: Most of us also don't have very much experience with databases or web development frameworks, which will be significant parts of the project.

-Website might not be useful to users (less important for project)

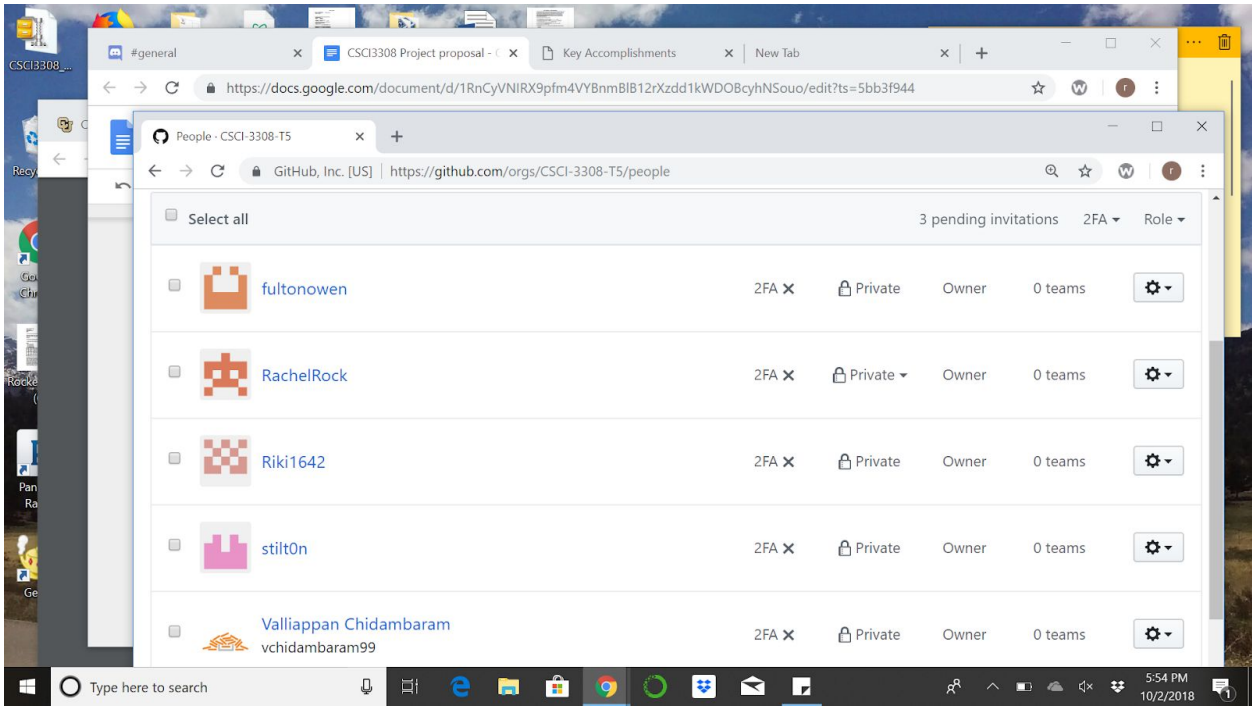
Risk Mitigation Plan:
We should first start with a minimum viable product, this would be a product that we are confident we can finish well before the project deadline that contains the key features of interest. This mitigates all the risks as follows:

-Starting with a simple review system ensures that we won't take on a project beyond our technical capability. At the same time, allowing for expansion should ensure we don't underuse the abilities we do have.

-Starting with a bare bones product allows us to test our assumptions about the users. We can start with a user story and ask how we can realize the story at a bare minimum. Then we can allow people to use it and figure out if they use the features as expected. From there we can formulate new assumptions and design the next release to test them.

-Forcing ourselves to make our product do the minimum will help prevent unnecessary features from putting us behind. We can always add these later once the min is finished.

Version Control:
-Use Github as a master copy and backup. Work on local copies to make the program and upload to Github when tested and working.
-Meetings: https://github.com/CSCI-3308-T5/meetings
-Milestones: https://github.com/CSCI-3308-T5/milestones
-Code: https://github.com/CSCI-3308-T5/project



Sent out an invitation to: chelsea.chandler@colorado.edu and alan.paradise@colorado.edu

Development Method

We are planning to use the agile development methodology. We will have our scrum meeting, decide on tasks, and discuss our progress at our weekly meeting on Tuesday evenings. We'll have a sprint every week, and if that is too hectic, we will change their length later.

Collaboration Tool:

For collaboration, we will be utilizing discord to relay information about the project among each other, ask questions about code for the project, understand interactions between each other's code/work, and big picture directions for the project. We will also use a texting group chat to check up on the progress of the project and talk about times to meet up. Github will be the site of the remote repository we use for staging and sharing our progress towards the final product.

Proposed Architecture:

We will use HTML and CSS for front-end and will use Javascript/NodeJS for the middle layer and postgreSQL for the back-end. HTML and CSS (Bootstrap) will allow us to bring up a website that has a visual experience for the user. NodeJS/Javascript will

communicate with the database for the user interface and postgreSQL will hold the user accounts and recommendations.