BeConn (Be Connected)

Milestone 1	
Members	Frank Mukendi David Munson Chandler Samuels Alexandra Koudele Michael Bezzina`` Chris Huffman
Description	Through the simple, user-friendly interface of BeConn, individuals from all over the world can connect with the community around them. The user can choose to join or create events in either a public or private environment and implement BeConn's easy invitation system. We will build a location based event planner Online service that allows users to arrange events and meetings using a map-based GUI. Users can drag and drop "pins" onto a map and adjust parameters, including meeting type (private/public). date/time, venue type (outdoor/indoor), etc. Users can also search for events in their area relevant to their needs or interests.
Vision Statement	To spark activity in communities around the world.
Motivation	Social events in communities are often spread through word of mouth. Even with things such as Facebook events organizing group events can be an extremely difficult and inconvenient task. The purpose of our webapp is to help bring together people in a localized community through convenient online interaction.
Risks	Limited development experience with the tools required to accomplish the tasks could lead to unforeseen obstacles. Large amount of competition from other social platforms. - None of the teammates have SQL experience - styling

Risk Mitigation Plan	-We will have to learn as we work on the application and help each other overcome obstacles that may arise. - We will focus on creating a functional prototype then we will add features and style the application.
Version Control	GitHub
Software Development Methodology	Agile
Collaboration tools	Slack, Google Docs, Google Hangouts, Trello