

# UniMeet

## Team-Building For Universities

Team name : **Team UniMeet**

Team Members :

- Giulio Colleluori
- Duncan Bauer
- Erik Haight
- Morgan Trotter
- Naveen Savio
- Kenny Collings

Product Owner : Giulio Colleluori  
Scrum Master : Duncan Bauer

# UniMeet

## Team-Building For Universities

Some of the world most successful companies such as Facebook, WordPress, Reddit, and Google were founded by college students in an academic environment. According to most of the successful modern entrepreneurs, the team behind a company or a startup plays a crucial role in the company's likelihood to succeed. Universities happen to be one of the best kind of environments to start a project in, as we are surrounded by thousands of smart and ambitious people with the most diverse skill-sets. UniMeet aims to be a platform for universities students to find the right members for any kind of team. From sports to tech startups, college students will find themselves having to build teams several times throughout their academic career. UniMeet will provide a way to network and to meet the right people without having to rely on luck or social skills.

### High-Level Goals :

- Sign up with a @ucsc.edu email
- Develop a user profile
- Login into an account
- Create an activity
- Match an activity
- Join an activity
- Categorization of activities
- Develop an activity profile

# UniMeet

## Sprint 1

As a user, I want to see a logo so that I'm on UniMeet.

As a user, I need a registration prompt so that I can sign up for UniMeet.

As a developer, I want a mockup of the registration page so that I can focus on the coding.

As a user I need my account information stored in a database so I don't need to sign up every time.

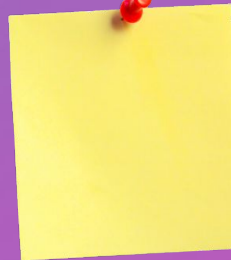
As a developer I want a mockup of the profile page so that I can code the backend.

As a user, I want to be able to edit my user info to demonstrate my characteristics to other users.

As a developer I want to have a mockup login page so that I can focus on the coding

As a product owner, I want the ability to create a new project and describe it.

As a user, I want to be able to read the description of an activity in detail so I can decide to join



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## Sprint 2

As a developer  
I want to  
complete  
login Regex  
checks so that  
users are  
restricted to  
UCSC  
students

As a user, I  
want to be  
able to reset  
my password  
in case I forget  
my password

As a project  
manager, I  
want to be  
able to view  
profile pictures  
when I am  
swiping

As a user, I  
want to be  
able to like or  
dislike  
activities so  
that I can  
match with  
them.

As a user, I  
want to get  
notifications so  
that I know  
when I have  
matched with  
them.

As a developer,  
I want to make  
a data  
structure for  
the match  
Queue

As a user, I  
want the  
activities to be  
categorized so  
I can choose  
activities i am  
interested in

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## Sprint 3

As a user, I want to be UCSC verified so that I know I am meeting up with UCSC students

As a user, I do not want to see profiles that I have already declined

As a Project Owner, I want to know which projects a user has been involved in.

As a user, I want to be able to view my profile page so that I can view all my matches and descriptions

As a user, I want to be able to go back on an activity I accidentally swiped no on.

As a user, I want to be able to view my matched activities so that I can potentially join them.

As a user, I want to be able to join a project that I have already matched with



# Milestones

January 24  
Development starts  
with Sprint 1

February 2  
Sprint 2 Begins

February 21  
Sprint 3 - Begins

Jan

Feb

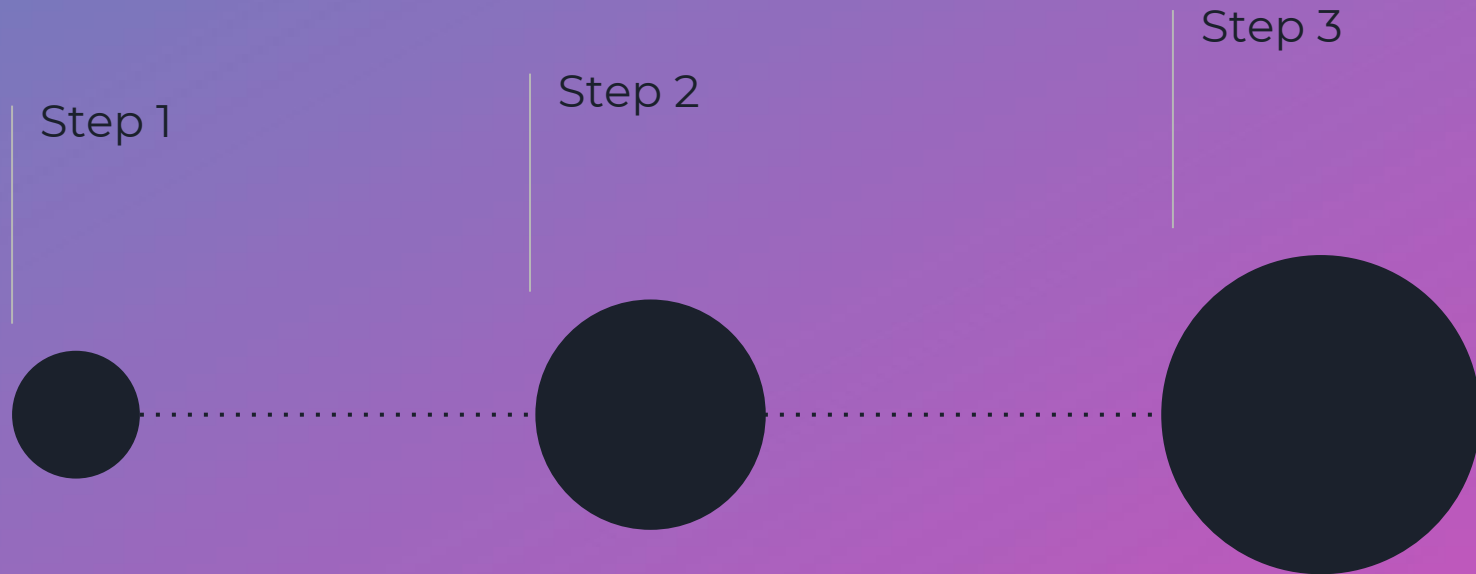
Mar

January 18  
Team confirmed  
Created Git Repo

February 20  
Sprint 2 - End

March 13  
Sprint 3 - End  
Presentation of  
Completed Product

# Architecture





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## Challenge/Risk 1

Unfamiliar Technology:  
(JavaScript, FireBase, Ruby on Rails)

## Challenge/Risk 2

First Major Software Development Project:  
(Learning to manage time & teamwork efficiently)

## Challenge/Risk 3

New Team:  
(Measuring difficulty and time estimates of tasks)



# UniMeet

## Technologies Used

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HTML5

CSS3

JavaScript

jQuery

FireBase

Git

BootStrap

Trello

Slack

Ruby on Rails

Google Docs

Illustrator