UniMeet

Team-Building For Universities

Team name: Team UniMeet

Team Members:

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

Product Owner : Giulio Colleluori Scrum Master : Morgan Trotter

UniMeet

Team-Building For Universities

Some of the world's 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 emai
- Develop a user profile
- Login into an account
- Create an activity
- Match an activity

- Join an activity
- 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







UniMeet Sprint 2

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

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











UniMeet 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



UniMeet

Challenge/Risk 1

Unfamiliar Technology: (Databases, backend/frontend development)

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

HTML5

SASS

JavaScript

jQuery

FireBase

Git

BootStrap

Trello

Slack

Ruby on Rails

Google Docs

Illustrator