Team Name:
GitLit

Members:
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Description:
"A short (2-3 paragraphs) description of the project. Provide enough information to explain what value your product will provide to users of your product. "
CrowdFind is a lost and found tool built around crowdsourcing to help you find your lost items. It is a web-based platform with simple functionality. Log in (or register, if you have not yet done so) and then check the map. If you lost something, drop a pin and describe your lost item. If you simply want to help others, check the map and you'll see all the locally dropped pins of other users. If you find something you think someone lost, provide a pin and a basic description. It's simple, clean, and could save your favorite sweater.

CrowdFind will be targeted toward college campuses as missing items are very common in college areas. From losing jackets at parties, to simply forgetting your buff card at the library, CrowdFind will allow those who have lost something to simply upload a lost item, then await a response from the person who found their item. By adding in messaging functionality, the finder and loser can contact each other to verify if the lost item actually belongs to that person, then meet up to retrieve their lost item.

Vision Statement:
"A simple, one-sentence statement describing the clear and inspirational desired state resulting from your team's efforts to create your product. "
Making the world a better place one jacket at a time.

Motivation:
"Describe the background and reasons for developing this product."
Doesn't everybody hate losing their stuff? We want to help people who lose things because we hate it too.

Risks:
"What are the known risks that may prevent your team from completing this project on time. Risks could include: the working environment, lack of experience of the team in the area of focus, lack of access to a specific resource, etc"
Lack of experience with maps APIs.
Lack of experience with SQL.

Limited user base is an inherent issue with crowdsource-based solutions. This only affects us from a production/release standpoint, which isn't really a factor in this project.

Risk Mitigation Plan:
"A detailed plan showing how the team will mitigate each stated risk. Describe how you will succeed given the stated risks. "
Research maps APIs.
Research and practice with SQL.
Final risk (user base) is irrelevant for development of project.

Version Control:
"Describe the version control method and repository you will be using for the deliverables created for the project. Github is strongly recommended. Once a repository is determined, you must share access to the repository with your instructor, our TA, grader, and all your project team members. "
We will be using git for version control, using Github to store our remote repository.
https://github.com/michaelmdresser/CrowdFind

Development Method:
"Which software development methodology will your team follow? Describe the methodology and the features/steps you will follow. Common methodologies include waterfall, agile/scrum, iterative, spiral, etc. "
We will be using agile to manage our project development. In brief, this means we will have a scrum master who will oversee a weekly scrum meeting, we will use Trello to manage user stories, and will have approximately 3 week sprints. More to follow in milestone 2.

Collaboration Tool:
"Select a collaboration tool for team members to utilize for coordination of their work and communication among team members. Popular tools are Slack and HipChat. "
We will be using Slack for team communication, as well as Trello to keep track of our development.

Proposed Architecture:
"Propose an architecture for your app. What technologies will you be using on the backend? What technologies on the front end? How will they communicate with each other? Which technologies will be responsible for which functionalities?"
Database: MySQL (mariadb)
Webserver backend: Python (Django)
Web frontend: HTML/CSS (Bootstrap?)