# Team 1 Project Charter
# ClapBack

**Team Members:**
Aidan Chen, Dawon Jeong, Ethan Buck, Ilhoon Lee, Luke Lawson, Sooha Park.

**Project Title:**
ClapBack

**Problem Statement:**
Keeping up with friends after high school/college is hard. No longer is interaction forced amongst peers through group projects and seating arrangements, which in turn makes building and maintaining friendships significantly more difficult. ClapBack remedies this issue by providing the user a messaging system that randomly generates an individual every day to chat with, providing no other alternative but making it fun through given prompts and incentives. There are many messaging apps on the market, but none purposely manages the user's contact to their added friends and encourages keeping contact with past relationships.

**Project Objectives:**
- Build a mobile application that allows users to connect one on one by serving as a messaging platform, helping users maintain friendships over long distances and long periods of time while minimizing awkwardness.
- Enable users to create a customizable profile for themselves and add friends.
- Design an algorithm that randomly chooses one person from a user's "friends list" as their contact each day such that the user can only message that friend for the day.
- Provide randomly generated prompts to both users to encourage interaction.
- Add gamification to incentivize and increase engagement between users.
    - e.g. streaks, point system, games (all time permitting).

**Stakeholders:**

- Users: People who want to maintain past relationships or start new ones.
- Developers: Luke Kenneth Lawson, Aidan Nicholas Sheng Chen, Dawon Jeong, Ethan Thomas Buck, Sooha Park, and Ilhoon Lee
- Project Manager: Shayne Stephen Marques
- Project Owners: Luke Kenneth Lawson, Aidan Nicholas Sheng Chen, Dawon Jeong, Ethan Thomas Buck, Sooha Park, and Ilhoon Lee

**Project Deliverables:**

- An Android Mobile Application built using Android Studio with Kotlin will act as the front-end of our project to allow users to access the basic functionalities of a chat service.
- A backend that processes the requests of the front-end and is the interface between the app and the database.
- Firebase as the main database service that stores user data, friend list, chat history, and other chat related features and configurations.
- An algorithm that utilizes data from the user's friend pool, conversation recency, and incentives to best select a friend for conversation.