Team Name	Team 44
Members	Arnab Purkayastha Daniel Zhou Juan Chavez Michael Gilroy Zelika Anchipolovskaya
Description (2-3 paragraphs)	Local event tracking mobile app that has the potential of making it easier to inform one of local public and private events. We intend to create an interactive app where the user can easily find information about multiple events around them. A social feature gives the user the ability to post about and personal events that you would like to invite people to. The application will read in data from different APIs such as Google Places and other similar ones. These data will be compiled onto a map to conveniently display to users the nearest events that they can visit. Users will have their own accounts that save their favorite types of events, that will manage what API calls are made for each individual user. Stretchgoals include adding a friends list to display events that your friends are going to be visiting and tracking of favorite events between people. In addition, we can add event creation for users to make their own private or public events to add to the map or invite their friends to.
Vision Statement (one sentence)	We hope to bring people in local communities closer by making local event descriptions, and times easily accessible.
Motivation	One of our team members started on a basic version of this idea in a hackathon. We want to build on this initial idea and create a proper application. A local event tracker is also a better version of some of the social additions that are being attempted by Snapchat. We want to create a more user friendly

	experience that succeeds snapchat's attempt.
Risks	Limited Knowledge about Android development. Many of the stretch goals for social features could be difficult to achieve.
Risk Mitigation Plan	In-depth research about any tools required. Stretch goals can be managed on case by case bases that can be tackled through individual sprints.
Version Control	We will be using github for all code version control. The repository has been created under our own team.
Development Method	We will be following the agile development method. Agile advocates for self-management, adaptation to changes, sprint based development, and general flexibility.
Collaboration Tool	We will be using slack to communicate between teammates. We will also be using trello for project tracking, and we've integrated the two tools together for productivity synergy.
Proposed Architecture	MySQL will be used for backend database management. Django for backend scripting. Front-end coding will use Java for Android app coding. HTTP requests will be used to communicate between the app and the database.