Final Project Report

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What is Ocean?

We created a web application called Ocean. This is a meetup application that could be used during Covid-19 to connect with like minded people. We have focused more on personality than on the physical looks to connect people. We could also use this application to connect with people when Covid-19 ends through real meetups. Ocean is an application designed to connect users to new people. It will take your interests, location, and age as inputs and output other users with similar interests within restraints of distance and age.

Why Ocean?

Social interaction and group dynamics are a critical part of human society. Covid-19 has substantially impacted the amount and quality of social interactions that occur as people have been social distancing This has had negative consequences as depression and suicide rates have hit all-time highs. We want to encourage people to start making more friends and start being more social as this benefits individuals and the health of society as a whole. The need to socialize remotely has never been greater.

What have we done?

Ocean was created, a web application that has

- Matching people based on interests
- Profile creation
- A login system

- An interface to display users that we recommend meeting
- A method for users to contact one another

What makes it an MVP?

Our requirements we created for our minimum viable product were that our product had: An interface to display information, a database to store information on users and meetings, a meeting system to connect users together, and finally a logout and login functionality. The product we have delivered at the end of this sprint more than fulfills these requirements! We are using EJS rendering to display information to interface with the user. We have a working Mongo database to store any information the user sends to us. There is a meeting system to connect users and log in/out functionality. Furthermore, we included a matching system to our application to fulfill our initial why of the project even more.

Future MVPs

We like to think of our delivered product as a foundation to a full scale meeting application. Meaning that we have set a base, and the product is ready to have more features added on. Additions we believe could be implemented in the very next iteration of our product are:

- Functionality to send messages between users
- Leave a meeting (not just delete)
- A calendar to display meetings
- Photos functionality
- Privacy options (request to join meeting, request to view profile)
- Matching within a city

Future MVPs that we look forward to being implemented into our product in a longer timeline would be:

- Matching within many cities
- Dating functionality
- Add many users to a meeting (group meetings)

Teams Exploration

While developing the MVP our team explored a few possibilities. First we found that our scope was slightly overwhelming with the messaging functionality added on, so we had to remove that requirement from our minimum viable product. Next we explored using a direct messaging system (group chat) in addition to our Kanban board to manage our team tasks. It was extremely effective at managing prioritization for our tasks, but failed to keep anyone informed on older tasks. We explored using GitHub's push and pull features as a version control for our project, and found it very effective, so we did not explore any other options beyond. Finally with our MVP requirements met, we investigated options to further enhance our product, and found that implementing a matching system would be a very attainable feature.

For the MVP our team did not do any exploration except we had our messaging system and we took that out of the MVP, thus most of team exploration we did not any team exploration towards building the project, however we did have team exploration on how we would manage our work and we would sync with each others work. We had some exploration with GitHub with managing our work towards our MVP.

Were goals achieved?

We were able to achieve almost all of our goals. The goals that we were not able to fully achieve and could be potential MVP #2 was the messaging system. We also had difficulties in finding other techniques of creating meetups based on personality.

Process

The process we used for the project was agile based however we didn’t have any customer collaboration. If we look at the process using scrum, we had two weeks' sprint and during this sprint we would do an online meeting together and divide up the work and give a timeline to when the work is to be finished. For working with the project we used Github, and its push pull to update our work and look at the updated work. We transferred this work to our own local server. When major changes were implemented to our project, the team was notified so that everyone was up to speed and prepared to be contacted if any merge conflicts appeared.

Project in review

The software we created is a social application, which enables users to contact and meet with other users. At this particular time, such applications are more desirable to users. Unlike other apps, this one does not contain complex functions. All the functions are familiar and needed by users, therefore even if users don't know anything about this software, they still can master it in a very short time after they start using it. In addition, the name of each page can well express the main content of the page, such as "profile", which stores personal information. In general, both

features and page information can give people who are not familiar with our project a basic understanding of our application.

Reflection

As a team we are very proud of the outcome of our hard work. Our product fulfilled all the requirements of our MVP and is a great foundation for all of our future MVPs to be built off of. Using the stack taught to us in the lab (EJS, NodeJS, and MongoDB) was a part of the project that we ended up disliking. We found that the information taught to us in the lab was very limited and our inexperience frequently became a roadblock to our success. However, I (Bryden Trakalo) found that once I became familiarized with this stack that it was quite useful and I learned to like it.

As a team we learned that it is very easy to fall out of sync with the group, and that it requires constant attention and effort to keep everyone one the same page. We had a meeting twice every week and found that the days closely following a meeting were far more productive than those that were not.

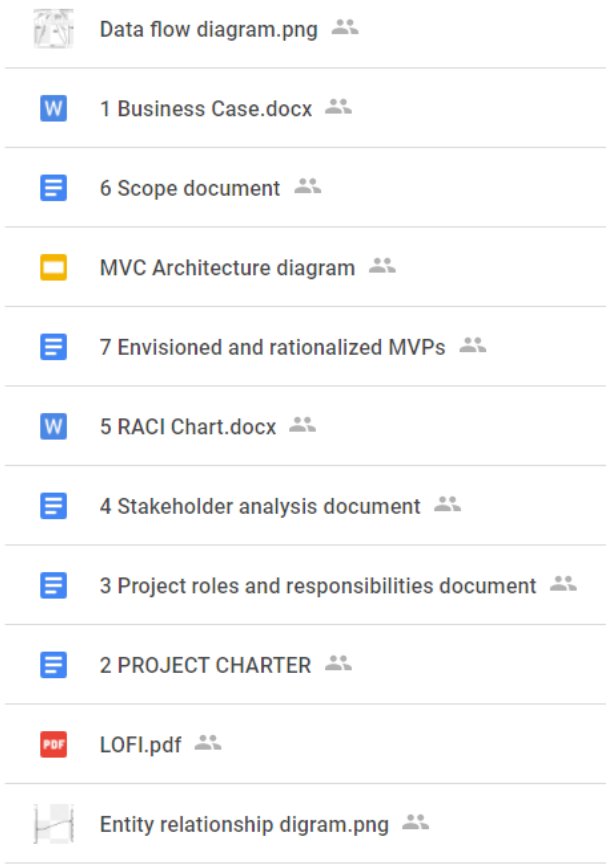
Going forward we will be sure to use our communication skills in any group environment. We had the chance to experience exactly how unproductive poor communication makes the entire team, but also how much easier every task becomes when everyone is on the same page and working together.

Something that we would've liked to do if we could have built a bigger project is to connect the application to the internet. Currently we are hosting it on localhost and we are unsure of exactly how to connect express to an IP address and domain name. Going forward we would like to learn what we would need to do to get that working.

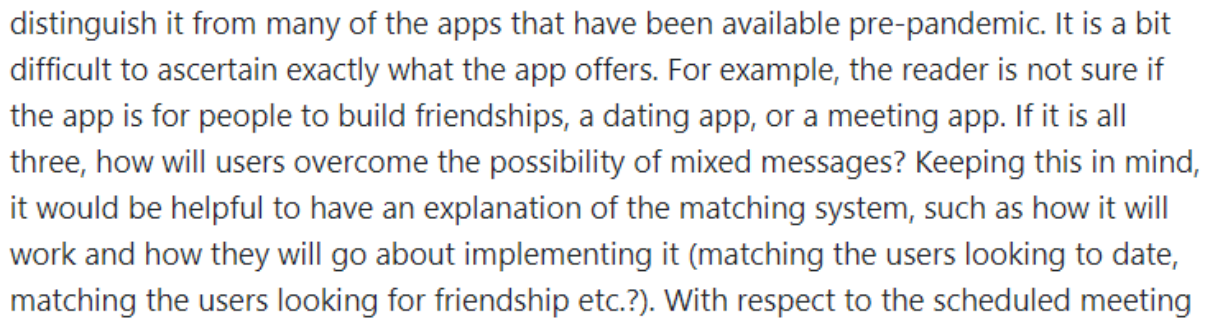
Goals and Feedback

At the start of the term when we first started planning out our project, our main goal was to have a functioning MVP by the end of the semester. We also strived to make sure our processes were well documented on UR courses as well as on GitHub. These goals were important to us since we wanted to practice and become familiar with these processes since it will be what is expected when we start working in industry. As a result of our planning, we accomplished our goal of creating a multitude of tables and charts which greatly helped us start and complete our project. By the end of the semester, we managed to achieve our goal of creating a MVP and the documentation to support it.

On the right side is a brief snapshot of our final documents after multiple revisions and updates throughout the project.



Throughout the length of the project, we received plenty of feedback from our professor, classmates, as well as our own members. This feedback not only gave us valuable insight on existing problems, but it also showed us different perspectives from people who were not directly involved with the project. This feedback was very important as it got us to think hard about what features we wanted to focus on, and what features existed due to scope creep. One piece of feedback that we found very insightful came from Bernadette during activity number 4.


distinguish it from many of the apps that have been available pre-pandemic. It is a bit difficult to ascertain exactly what the app offers. For example, the reader is not sure if the app is for people to build friendships, a dating app, or a meeting app. If it is all three, how will users overcome the possibility of mixed messages? Keeping this in mind, it would be helpful to have an explanation of the matching system, such as how it will work and how they will go about implementing it (matching the users looking to date, matching the users looking for friendship etc.?). With respect to the scheduled meeting

This question made us realize at the time that we didn't really have a good answer, which led to some important and meaningful discussion on what direction we should take the application. When we first started planning the app, we did want to make dating a main feature, but as we started working on it more, we slowly drifted towards the meeting and building friendship side instead. As a result of this feedback, we revisited our past plans and decided that dating would not be part of our MVP, something that might not have happened if we did not receive feedback from outside sources.