PetFriendr

https://github.com/morettiamye/petfriendr

Group 3
- Amy Moretti - amorett1@depaul.edu
- Zoe Riederman - zrieder1@depaul.edu
- Joe Salemi - jsalemi@depaul.edu
- Jessica Solis - jsolis4@depaul.edu

Project Specifications

    A. **Context**
Computer applications very quickly became an integral part of society, and every day individuals interact with the technology around them in order to make their lives better. Over the course of the past 12 years in particular, mobile application development has exploded as society becomes ever more dependent upon mobile technologies such as smartphones and tablets. Many applications have been developed in the past decade to improve the lives of those using them – calendar apps, productivity apps, dating apps – if you can name it, there is likely an app for it. With technology becoming so integral to our day to day lives, the focus has shifted from making an application for every idea and instead making thoughtful applications that truly bring impact and the betterment of society.

Throughout our time at DePaul University, we have learned many skills that have helped us to develop well-written, well documented, and quality software. For this project, we seek to integrate all of these skills together and create a mobile application for the Android ecosystem that best represents what we have learned in our time at DePaul.

    B. **Motivations and Problem Statement**
Thanks to the massive growth in mobile software applications, many applications exist on the market that assist people with personal needs – dating apps, planning apps, cooking apps, fitness apps – the list goes on and on. Many applications seek to solve niche problems and lead to the betterment of a person's life, which is our ultimate goal in writing this mobile application. There are plenty of applications for meeting potential relationship partners and even friends, but a group of people have been left behind - pet owners and pet lovers. What we seek to do is connect these people together.

The problem that this application solves is meeting new friends that have pets and making friends if you have pets. By making a simple android app similar to a dating/friends app we intend to solve the problem of wanting to make friends that have pets or making new friends if you already have pets, without needing to sift through those who would not be interested at all in the fact that you own a dog/cat/other animal friend. Through the development of this application, we seek to give pet owners and pet lovers an easy platform with which to connect with each other.

C. **Expected Contributions and Objectives**

Expected Contributions -
- Android application built with Java and Android Studio via a scrum framework.
- Application will include the following features (i.e. Product Backlog):
    - Basic login authentication
    - User profile creation for pet owners
    - User profile creation for those without a pet
        - Users must be able to upload information and pet photos
    - Main UI feature: allow users to swipe to approve or decline pets to connect with owners or not.
        - Messaging system will connect pet owners once they have both swiped right on each other
    - Users must be able to customize profile search settings
    - Location services will allow users to search for local areas to meet those they've connected with such as a cat cafe, dog park, pet-friendly coffee shop, etc.
        - Integration of Google Maps will allow the user to search for nearby pet friendly locations to meet.
        - Populate search results nearby once user authorizes Maps to see their location
        - Search bar for searching for specific name or type of pet friendly location (ie, being able to search "dog beach", "cat cafe", and more.
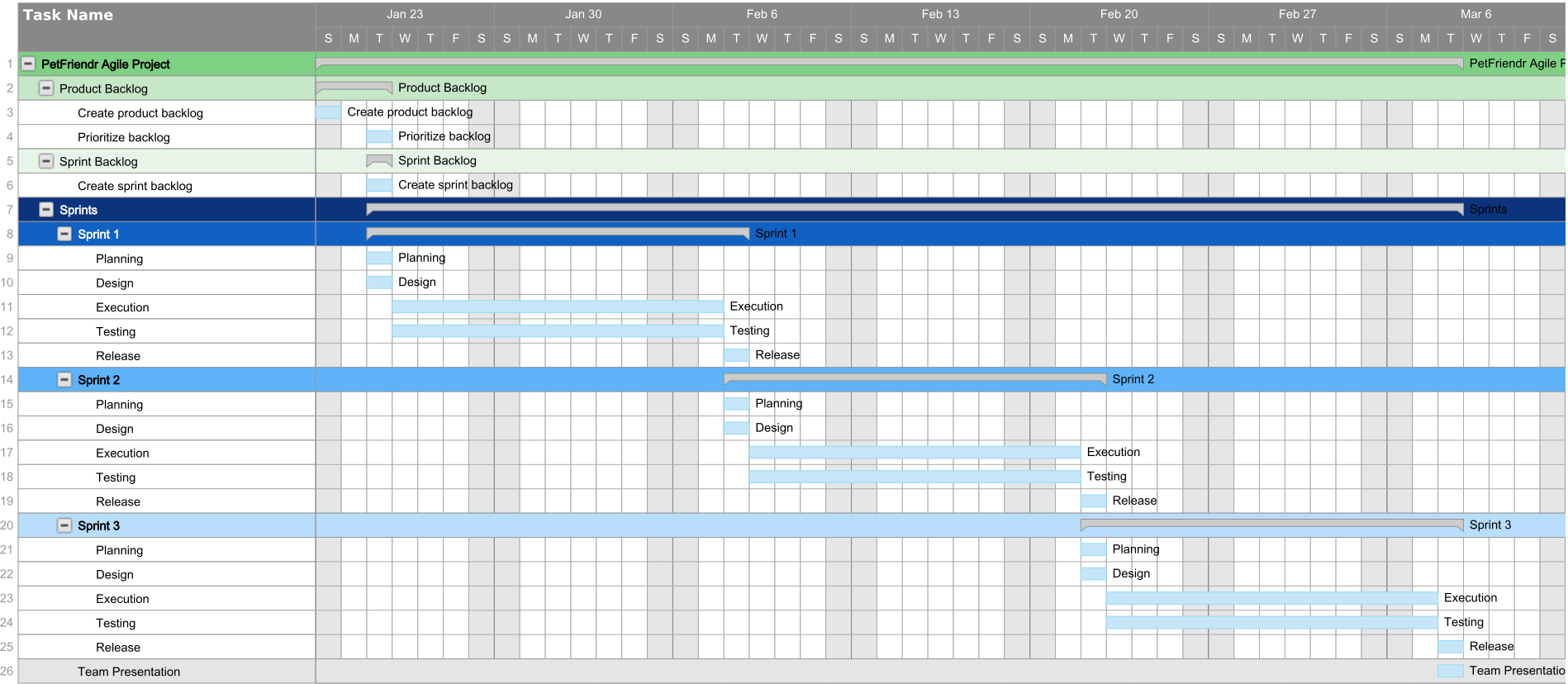

Objectives -
- Include Android layouts for each feature that requires an interface
- Write server that can store and access user information
- Build client that allows users to connect and chat
- Integrate Google Maps for allowing nearby search.

D. **Task Management**
   a. https://trello.com/b/r4afoWFd/petfriendr

   b. Gantt Chart: page 4

   c. Alternate timeline view: page 5

Agile Project with Gantt

smartsheet

	Task Name	Jan 23							Jan 30							Feb 6							Feb 13							Feb 20							Feb 27							Mar 6		
		S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
1	PetFriendr Agile Project																																																PetFriendr Agile P
2	Product Backlog							Product Backlog																																								
3	Create product backlog				Create product backlog																																											
4	Prioritize backlog					Prioritize backlog																																										
5	Sprint Backlog					Sprint Backlog																																										
6	Create sprint backlog					Create sprint backlog																																										
7	Sprints																																											Sprints				
8	Sprint 1																		Sprint 1																													
9	Planning				Planning																																											
10	Design				Design																																											
11	Execution							Execution																																								
12	Testing							Testing																																								
13	Release													Release																																		
14	Sprint 2																						Sprint 2																									
15	Planning														Planning																																	
16	Design														Design																																	
17	Execution																		Execution																													
18	Testing																		Testing																													
19	Release																					Release																										
20	Sprint 3																													Sprint 3																		
21	Planning																											Planning																				
22	Design																											Design																				
23	Execution																																	Execution													
24	Testing																																	Testing													
25	Release																																					Release									
26	Team Presentation																																					Team Presentatio								

Agile Project with Gantt

smartsheet

	Hot	Task Name	Feature Type	Story Points	Duration	Start	Finish	Predecessors	Status	Sprint	Notes
1	⚑	⊟ PetFriendr Agile Project			33d	01/23/22	03/08/22				
2	⚑	⊟ Product Backlog			3d	01/23/22	01/25/22				
3	⚑	Create product backlog			1d	01/23/22	01/23/22		In Progress		
4	⚑	Prioritize backlog			1d	01/25/22	01/25/22		Not Started		
5	⚑	⊟ Sprint Backlog			1d	01/25/22	01/25/22				
6	⚑	Create sprint backlog			1d	01/25/22	01/25/22		Not Started		
7	⚑	⊟ Sprints			31d	01/25/22	03/08/22				
8	⚑	⊟ Sprint 1			11d	01/25/22	02/08/22		Not Started	1	
9	⚑	Planning			1d	01/25/22	01/25/22		Not Started	1	
10	⚑	Design			1d	01/25/22	01/25/22		Not Started	1	
11	⚑	Execution			9d	01/26/22	02/07/22		Not Started	1	
12	⚑	Testing			9d	01/26/22	02/07/22		Not Started	1	
13	⚑	Release			1d	02/08/22	02/08/22		Not Started	1	
14	⚑	⊟ Sprint 2			11d	02/08/22	02/22/22				
15	⚑	Planning			1d	02/08/22	02/08/22		Not Started	2	
16	⚑	Design			1d	02/08/22	02/08/22		Not Started	2	
17	⚑	Execution			9d	02/09/22	02/21/22		Not Started	2	
18	⚑	Testing			9d	02/09/22	02/21/22		Not Started	2	
19	⚑	Release			1d	02/22/22	02/22/22		Not Started	2	
20	⚑	⊟ Sprint 3			11d	02/22/22	03/08/22				
21	⚑	Planning			1d	02/22/22	02/22/22		Not Started	3	
22	⚑	Design			1d	02/22/22	02/22/22		Not Started	3	
23	⚑	Execution			9d	02/23/22	03/07/22		Not Started	3	
24	⚑	Testing			9d	02/23/22	03/07/22		Not Started	3	
25	⚑	Release			1d	03/08/22	03/08/22		Not Started	3	
26	⚑	Team Presentation			1d	03/08/22	03/08/22				