PetFriendr

https://github.com/morettiamye/petfriendr

Group 3
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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 will allow users to swipe to approve or decline pets to connect with owners or not.
    - 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.
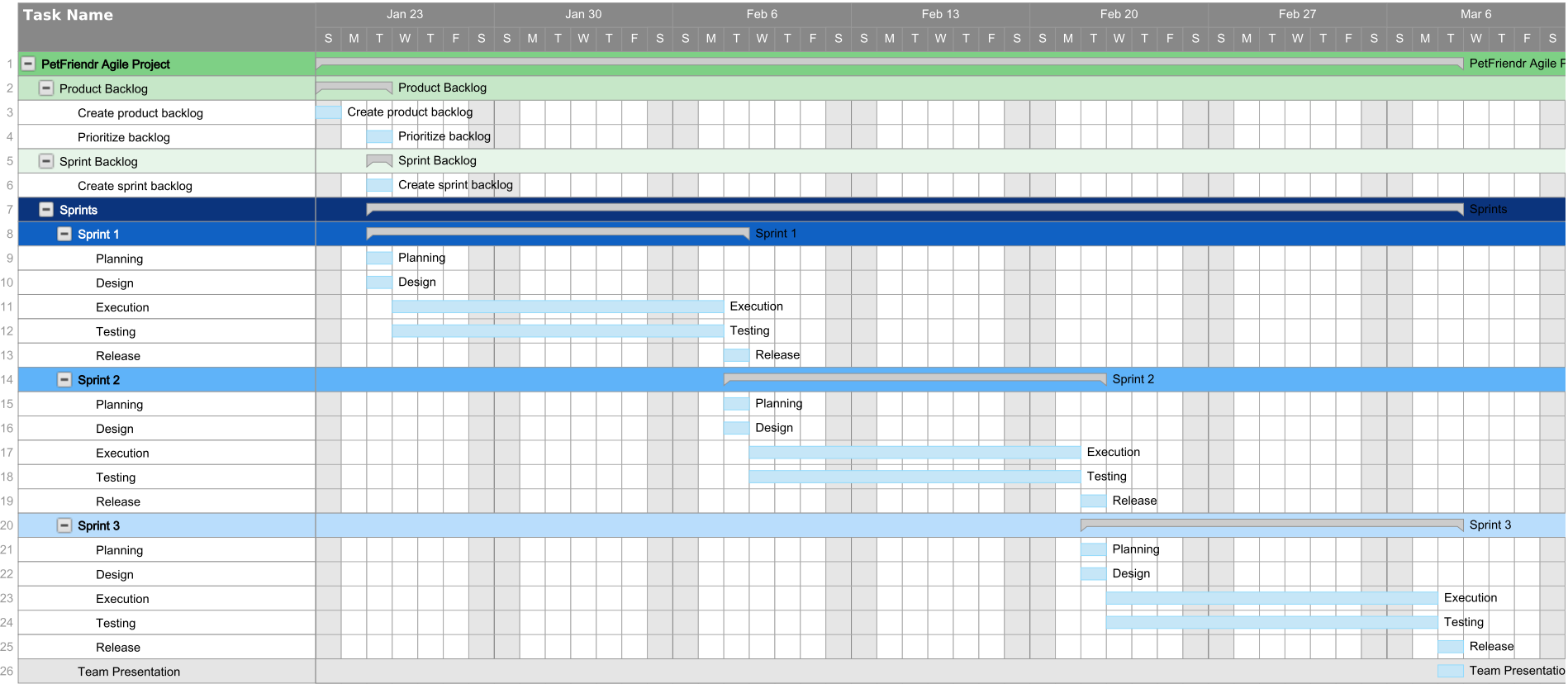
Objectives -
- Include Android layouts for each feature that requires an interface
- Write server that can store and access user information
- Build client that allows users to connect and chat

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

#	Task Name	Jan 23	Jan 30	Feb 6	Feb 13	Feb 20	Feb 27	Mar 6
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				