

# Problem Statement and Goals

## Flick Picker

Team 7, 7eam  
Talha Asif - asift  
Jarrod Colwell - colwellj  
Madhi Nagarajan - nagarajm  
Andrew Carvalino - carvalia  
Ali Tabar - sahraeia

Table 1: Revision History

Date	Developer(s)	Change
Date1	Name(s)	Description of changes
Date2	Name(s)	Description of changes
...	...	...

## 1 Problem Statement

[You should check your problem statement with the problem statement checklist. —SS] [You can change the section headings, as long as you include the required information. —SS]

### 1.1 Problem

### 1.2 Inputs and Outputs

[Characterize the problem in terms of “high level” inputs and outputs. Use abstraction so that you can avoid details. —SS]

### 1.3 Stakeholders

### 1.4 Environment

[Hardware and software —SS]

## **2 Goals**

### **2.1 Cater to Users' Interests**

Allow for a wide variety of different categories and subcategories that a user may choose, in order that the system may provide a list of relevant recommendations.

### **2.2 Find Common Interests**

Find content that meets some common criteria of all users in a group.

### **2.3 API Data Collection**

Will obtain all necessary information on shows and movies through API services.

### **2.4 Group Compromise**

Should there be no overlapping interests between two or more users in a group, the system will either provide show or movie recommendations that are of a similar genre to what was selected (an "inbetween" solution), use a tie-breaking mechanism (if one set of categories have more popularity in the group), or select options from the non-overlapping categories.

### **2.5 Web App Compatibility**

Will work on multiple web browsers, such as Google Chrome, Firefox, etc. on desktop devices.

### **2.6 Create Account and Login**

User will be able to create an account with their saved preferences and account settings that are stored and will persist for future logins.

## **3 Stretch Goals**

### **3.1 Mobile Web Usability**

System could be optimized for easier use on web browsers for mobile devices.

### **3.2 Mobile App**

An app may be made available on the Apple and Android stores for download.

### **3.3 Login with Other Accounts**

Ability to log on to the system with another account, such as Facebook, Google, or Netflix.

### **3.4 Separate Dev and Prod Deployment**

For the purpose of allowing developers to push up code without harming user experience if errors arise from it.