Milestone 1

Team Number: 112 (4)
Team Name: Give Us A Bit
Team Members:

- John Fletcher
- Brett Denson
- Drake Morley
- Yin Zhou

Application Name: BiObserve

BiObserve Description

BiObserve will allow animal enthusiasts to keep track and be alerted of wildlife that has been spotted in real time by other users. The goal of BiObserve is to create a seamless mobile application that takes advantage of location services and networking to provide users with the ability to share wildlife sightings. Giving users the ability to share their wildlife sightings with others on the BiObserve network allows for animal enthusiasts, professionals, researchers, and hikers to decide on where they want to take their next adventure.

Vision Statement

To create the ability for wildlife enthusiasts to share sightings seamlessly.

Version Control

In order to better keep track of the different required repositories for BiObserve, we decided to create an organization through github that contains all repositories.

Organization: GiveUsABit
Repositories:

- BiObserve
    - Used for storing all code for our project
- MilestoneSubmissions
    - Used to document milestone submissions
- MeetingLogs
    - Used to document minutes of meetings
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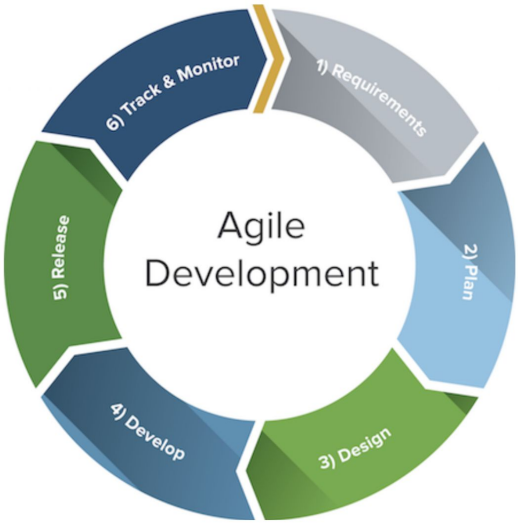
Development Method

Agile:

- Using the Agile approach, we will develop in short sprints or iterations, each of which includes a defined duration and list of deliverables, but in no particular order.

- During sprints, we will work towards the goal of delivering working software (or some other tangible, testable output).
- Valuing the methods reliance on collaboration, we will meet frequently and often, working to accomplish one task as efficiently and quickly as possible to deliver a product which potential users will love.
- We will test early and often, constantly using the sprint process to integrate designs for the best final product.
- Using the agile method allows us to go through many iterations of our product as opposed to not having a deliverable until the very end. We value the testing and refinement of our product because we know our skills and knowledge with software development will only increase as we work on the product and we want to be able to have as many iterations as possible. However, we will be working with the time constraints in mind.



Communication Plan

Our team has agreed to form a channel on Discord. We have mutually agreed to check this chat often as it is our primary touch point, aside from class, to plan meetings and answer questions. Additionally, we use the chat to keep each other constantly update on individual projects we might be working on separately. This proves to be beneficial to maintain a good pace and prevent something from not getting done because someone got stuck and has to wait until the next in person meeting to ask for assistance or inform the group of the problem.

Proposed Architecture Plan

Macroscopic system structure

- Backend technologies: Although we are having ongoing discussions about the specific technologies we will use to help implement our backend, we are looking into Hasura and Postgres to deal with our queries and databases. The backend will need to be able to return specific data based off the users location.

- Front end technologies: An interactable map that will show the user recently spotted wildlife from other users on the network. Location services to better populate the user with relative information. An account where users can see what they have posted and commented on. The option to post a link to wikipedia or something of the like, explaining the plant, and a commenting system to allow for changes and updates.

Meeting Plan

Tuesdays: 7:00-8:00 p.m face-to-face at UMC Meeting Room

Thursdays: 7:00-8:00 p.m group voice channels Discord

Fridays: 11 a.m -12:40 p.m touch base in weekly class recitation