# Introduction Milestone #1: Project Proposal

As gamers we have always wanted a social media website dedicated to gaming, so that we can connect and enjoy discussing our hobby with fellow like-minded people. Therefore, we decided to design our very own social media website dedicated to gaming or better known as Game Hub, we will start off by developing the backend by using node.js and mongo DB, we will then develop and design the frontend using JavaScript, HTML, CSS, and React. Finally, we will use socket.io to work on adding a messaging feature, so that you can message your friends on the website. We believe this product will help connect and foster relationships between gamers all around the world.

Complete list of technologies we will use: JavaScript, React, Node, HTML, CSS, and Socket.io

A picture containing graphical user interface

Description automatically generated

Core Features:

* Log in and Registration
* Follow and Unfollow people
* Home Page to post stuff

Viable Features:

* Messaging
* User profile contains gaming platforms
* Notifications

Stretch Features

* Feature to suggest games to other users
* Add gaming list to user profile that is shareable
* Tab to show all the games on sale on different platforms
* Finding gamers of similar interests

# The 6th Man Dynamics Team Milestone #1: Project Proposal

Our team will follow the Pod structure with Jaylon Long as our Team Leader, while also working on his own development tasks. Jaylon will delegate tasks to everyone on the team evenly, so that we all do our fair share of the work.

Team Members: Jaylon Long, Abdel Rahman Mansour, Ravi Stimphil, Hanson Pham, Brandt Boudreaux, and Trace Mitchell

Team GitHub Link: https://github.com/Graycouch/CSC-3380-Project

# System Requirements Milestone #1: Project Proposal

## User Stories

### User Story #1:

*As a gamer, I want to use Game Hub, so I can find people who share a common interest with me.*

### User Story #2

*As a game developer, I want to communicate with customers, so I can better understand what they want from our games.*

# Project Management

## Continuity of Operations Plan (COOP) Milestone #1: Project Proposal

Communication and Coordination Plan: Our team will communicate through discord daily using our project specific channel and give constant updates on the project. We will hold virtual calls through discord in the case of not being able to meet in person.

Contingency Plan: If a team member is suddenly unavailable, then we will split up the work evenly amongst those available. However, if the task is something only one person can do then the most qualified team member will take over the task.

## Project Plan

### System Architecture Design and Development Milestone #1: Project Proposal & Milestone 2: Architecture

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **#** | **Activity** | **Pre #** | **Estimated**  **Effort** | **Actual**  **Effort** | **Estimated**  **Start Date** | **Estimated**  **Finish Date** | **Actual**  **Start Date** | **Actual**  **Finish Date** |
| 1 | Design the System Architecture | 0 | 5 |  | 2/8/2022 | 2/10/2022 |  |  |
| 2 | Capture the Component Diagram in Enterprise Architect | 1 | 10 |  | 2/10/2022 | 2/18/2022 |  |  |
| 3 | Fill out the project milestone template to finalize submission | 2 | 2 |  | 2/18/2022 | 2/20/2022 |  |  |