

Team 24 Project Charter

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Problem Statement:

At Purdue, computer science students enroll in many courses that require teamwork to build software. The current method of forming groups involves the use of Piazza, a Q&A web service that is not primarily built for team building. Students can only view existing teams, as well as other students looking for teams, by relying on those people to post a comment. Groupr aims to solve this problem by allowing students to easily organize and communicate on one platform, built specifically for forming teams for classes at Purdue. Students will be able to see exactly which teams are looking for members, as well as everyone who is still looking.

Project Objectives:

- Build an application that connects students with the same classes, allowing them to communicate and form teams easily
- Allow team memberships to change dynamically
- Allow students to chat with others in their classes
- Students can display their skills and interests on their profile page
- Allow students to view existing teams that are looking for members
- Automatically generate teams at the end of a team creation deadline
- Automatically submit team data to the instructor
- Allow collaboration between users in their teams
- Allow instructor and project coordinators to communicate with the teams
- (Time Permitting) Automatically provide a class list for a user

Stakeholders:

- *Users:* Users of this application would include any Purdue Students taking CS courses that are project based.
- *Developers:* Aditya Vaidyam, Alex Aralis, William Huang, Jeremy Lehman, Zach Perry

- *Testers:* Aditya Vaidyam, Alex Aralis, William Huang, Jeremy Lehman, Zach Perry
- *Communicators:* Aditya Vaidyam, Alex Aralis, William Huang, Jeremy Lehman, Zach Perry

Project Deliverables:

- A web application that allows users to easily find classes, and create teams.
- A class overview page where all teams in a class are displayed
- Front-end user interfaces built with React that will display classes, teams, students, and the relationships between them.
- Back-end system built with Swift and the Vapor framework to handle student and team information.
- A SQL database that stores student and team records.
- Facilities, within the application, to communicate with the whole class, instructor, or individual teams
- Ease of use for both students and professors to be superior to Piazza
- Easily integratable to the class introduction