Group: Eason, Katie, Kulsoom, Patrick, Ben

To address stakeholders and potential partners invested into the app, many possible points of harm may occur. In terms of those affected by the product, it could very much include the users who use it, similar apps on the market and their creators or society at large as with any social networking platform. Also users of the app can be affected negatively by other users posting negative things. On most social media platforms there are community guidelines ones must agree to before using the app. Given that it is a platform where all sorts of people will take part, there is an obvious risk of discriminatory behavior, bullying, harassment, and negativity.

Some positive effects that could come from this is the increased social networking of people in the same area who are looking for friends to make or share interests with. This isn't just limited to the younger generation but also older ones who can utilize this platform to find commonalities with those in their age range around them. Society could be affected by this negatively in the sense that with any social networking platform, there are risks when meeting people. Some could serve as catfish, others could have negative intentions when pursuing matches or meetups for concerts and shows.

In order to address some ways to mitigate these harms, if a user does not follow the app's guidelines their account will be banned. Our app will have the same procedure and we will have guidelines put in place to monitor how users are allowed to use the app. We will also allow users to report other users if people are acting inappropriately on our app. This is acting in accordance with clause 1.02 of the IEEE/ACM code which states "Moderate the interests of the software engineer, the employer, the client and the users with the public good."

In order to address the issue of potential negative intentions of users through the app, it's not something that can be entirely avoided as when creating an app, you can't stop people from utilizing your features for harm but what we can do is send alerts or tips throughout the app to warn people of those who mean harm, urging them to be vigilant and aware. This is acting in accordance with clause 3.03 of the IEEE/ACM code which states "Identify, define and address ethical, economic, cultural, legal and environmental issues related to work projects."

If their user finds that there are problems with the app, there are security concerns, a kink in the app, some part that's bugging out, or an improvement can be made, they'll be able to make an adequate report for it to the creators and engineers. This is acting in accordance with clause 3.10 of the IEEE/ACM code which states "Ensure adequate testing, debugging, and review of software and related documents on which they work."

Overall, the risks and harm are always there but we can take active efforts in our functionalities like tips and alerts, quick reporting, a strict rulebook for users wanting to use the app, and repercussions for their actions like banning to mitigate and minimize these occurrences.