Stax Milestone #1

Vision Statement:

We will provide a free service to connect users with relevant instore deals in their area.

Description:

We want to create an iOS app that finds the user instore deals in their area. We will use the Google API to first get the user's location, then determine what stores are within a certain radius of the user. At this point, we will use the Google API to access the store's website and then scrape them for instore deals. Depending on the user's choice, they will be able to receive notifications about certain business' deals, or open the app to search for deals in their area. They will also be able to limit the amount of notifications they receive or disable them for certain stores they aren't interested in.

There will also be circumstances where the user doesn't want to receive deals, for instance, while they're driving. If the user chooses, we will use their location changes to determine their speed and not give them notifications if they're moving at a speed that indicates that they are driving. It's also very likely that many users will not want the app to be operating all the time, whether for concerns about constant location tracking or for phone battery life. Therefore, we will include an option to turn on and off the service, or to only have it run while the app is running on the user's phone.

Motivation:

We want to give users a tool to make more informed buying decisions. By giving them notifications for deals in their area, we can hopefully encourage business and save the user money on products they want simultaneously.

Risks and Mitigation:

The main risk is that within our group, only a couple of us have any past experience with app development or using Swift, so there may be a learning curve before we're really able to get going on the front end of this project. We will also have to spend time figuring out the best way to go about the web scraping to retrieve the deals for the user. In both cases, the only effective risk mitigation is spending the time to learn the necessary languages and correct techniques. One final risk is that while four of us have iPhones and will be able to test the app on our own phones, two of us do not. For them to test the app, they will have to run an iOS emulator or meet with one of the other members to test their features.

Version Control, Development, and Collaboration:

For version control, we're just going to use GitHub. For our development methodology, we're going to use Agile, meeting once a week on Thursdays to discuss our progress and where to go from that point. For collaboration and communication, we will be using Slack for any discussions outside of weekly meetings and Trello to organize the project requirements.