Food From Friends

Project Charter

Version: 1.0

CMSC 495

Section: 7980

Group 2: KISS

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Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Date | Version | Description | Author |
| 27 October 2019 | 1.0 | Initial Charter Creation | David Batdorf – Project Manger |

1. **Purpose and Project Justification**

This project is designed to tackle two large issues that face society today, by bringing people together. The first issue is food waste. According to the USDA somewhere between 30 and 40 percent of the US food supply is lost to waste. The second issue is hunger, which according to USDA 11.1% of Americans lacked enough food to sustain themselves at some point last year. That means over 36 million Americans lack access to an adequate and stable food supply.

We at KISS are developing the “Food From Friends” web application to coordinate individuals to combat these societal issues. The application will use geolocation services to pair individuals, givers, with those who are in need of a food, [recipient](https://www.thesaurus.com/browse/recipient)s. Users will be required to create an account, with authentication provided by (GOOGLE?). Once a user is authenticated, they can set the app to either giver, or recipient mode. Giver mode will allow the user to post available food to users in the [recipient](https://www.thesaurus.com/browse/recipient) mode. Recipient mode allows users to view a local map with pins denoting the recently posted food offerings.

1. **Objectives and Success Criteria**

The objective of the project is to create a functioning web application using HTML and Javascript that allows users to select either giver, or recipient mode. In giver mode the user will be able to post a food offering that will be visible on a map, via geolocation, to users in recipient mode. Initially the project will be available in a single metropolitan area, with roll out to additional areas based on project success. A successful initial release will be a functioning product meets all required requirements, along with meeting at least 1 optional requirement.

1. **Requirements**

* Allow users to authenticate using an existing google account.
* Allow users to select giver or receiver mode.
* Allow giver users to post food to be given away.
* Allow giver users to remove their own posts.
* Allow giver users to edit their own posts.
* Allow giver users to post photos of available food (optional)
* Allow giver users to rate, and block recipient users.
* Allow recipient users to view giver posts via pins on an integrated google map.
* Allow recipient users to export food locations to mapping applications(optional)
* Allow recipient users and block giver users
* Allow recipient users to rate giver users on a 5-star scale (optional)

1. **Project Assumptions and Constraints**

* **Assumtions**
  + Googles authentication and location services will remain freely available
  + Users will not use the application for nefarious porpoises
  + Client-side input checks will be sufficient for database security
  + Initial release in a single location will allow for controlled growth
* **cONTRAINTS**
  + Testing will be limited to browser base, due to the sheer number of possible devices
  + Initial limited release to a single city with a gradual scale up

1. **Preliminary Risk Statement**

All projects must have some risk. The key to a successful project is the identification and mitigation of as much risk as possible. Risks will be identified both during initial project creating, and also weekly, during project updates.

1. **Summary Milestone Schedule**

|  |  |  |
| --- | --- | --- |
| Sprint Cycle | Deliverable | Date Range |
| 1 | GIT setup  Trello setup | October 21 –  October 27 |
| 2 | [Project Plan](https://learn.umuc.edu/d2l/lms/dropbox/user/folder_submit_files.d2l?db=830386&grpid=0&isprv=0&bp=0&ou=415364) | October 28 –  November 3 |
| 3 | Peer Review #1 | November 4 –  November 10 |
| 4 | Project Design | November 11 –  November 17 |
| 5 | Phase #1 Source  Peer Review #2 | November 18 –  November 24 |
| 6 | Phase #2 Source | November 25 –  December 1 |
| 7 | Phase #3 Source | December 2 –  December 8 |
| 8 | Peer Review #3  Finial Product Submission | December 9 –  December 15 |

1. **Team members and responsibilities**

David Batdorf Project Manager

Git Setup

Trello Setup

Andrew Delgado UX/HCI

Ray Gutierrez Technical Writer

David Markowski Software Engineer

Marcus Jones Integration Engineer

James Boehm Test Engineer