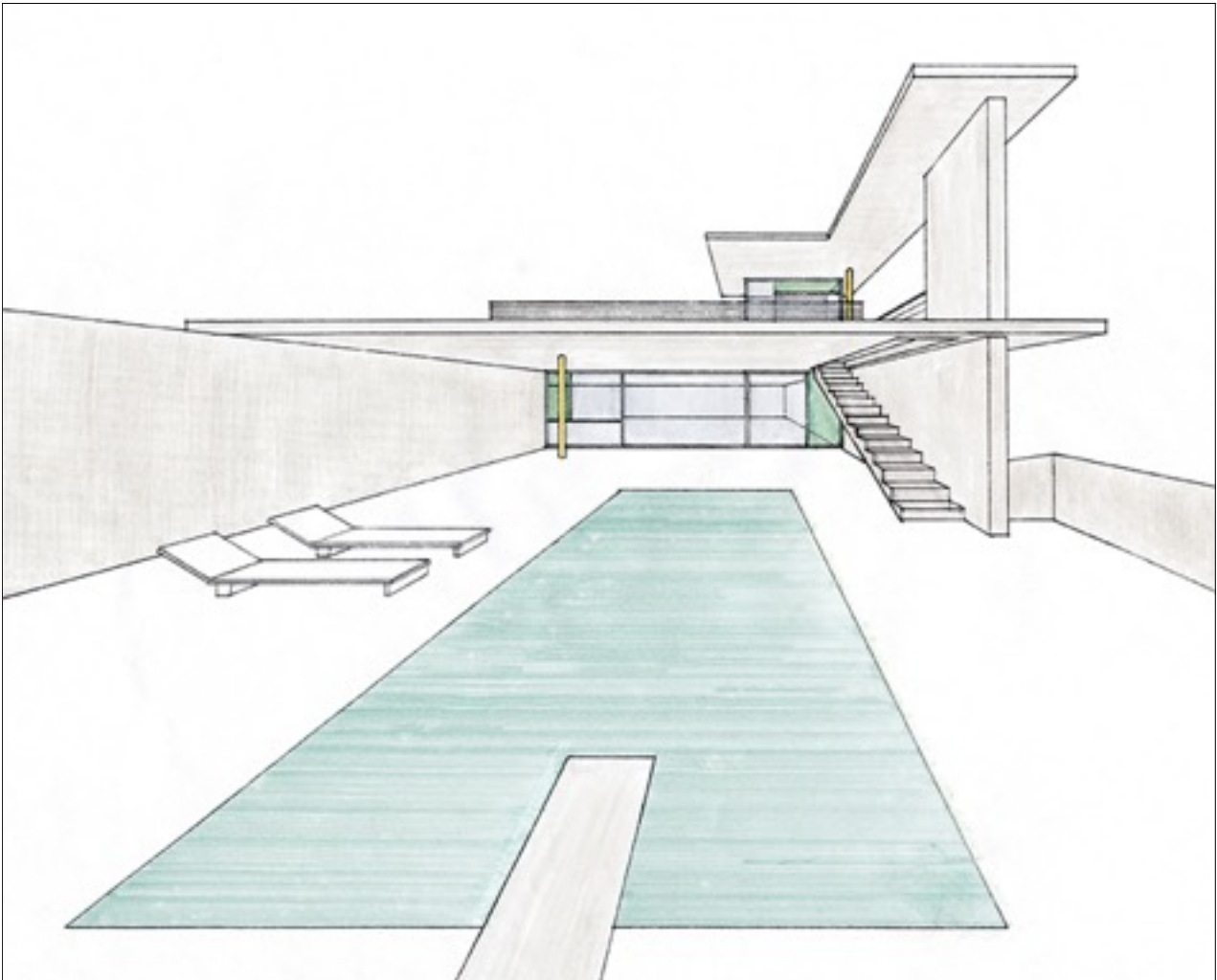

//TODO: TEAM NAME



Project Proposal: Wishbucket

Prepared for: Object Oriented Programming Class

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21 October 2016

PROJECT SUMMARY

Objective

Wishbucket is a social media application which aims to connect people in order to give best birthday present recommendations. Since the interest for social media applications grows exponentially, it would be great to use social media in order to come up with a creative presents for someone's birthday, and Wishbucket will surely help out with that.

How?

The first version of the Wishbucket app should be integrated with Facebook. Once the user logs in, he can see the upcoming birthdays of his friends. Through the dashboard, the user can pick a friend and depending on the friend's interests, the Wishbucket suggests a few birthday presents, which can be categorised. The suggestions will be based on users previous activities. For example, if a friend likes a certain book author, our app will accordingly suggest a book for him. The user can pick a present out of the list generated by Wishbucket for his friend and buy the item. The mutual friends can see which items will the birthday person get, so that they do not buy the similar present for them. The birthday person can not see which presents will he/she get, to make sure he gets the best experience possible on his birthday. The Wishbucket will offer data analytics dashboard for tracking which kinds of presents are most often bought etc.

Requirements

- Facebook module for using Facebook Graph API
 - Backend module with database (built in JSP)
 - MySQL database
 - Swing library for the desktop app GUI
 - Material Design components and utilities for Swing.
 - Analytics module for graphical representation of different chart types
 - Recommendations for birthday presents for each friend
 - Integration of simple payment system
 - Upcoming birthdays module which enables users to see upcoming birthdays of their friends
 - Ability for mutual friends to see bought gifts of a mutual friend
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Timeframes

	Start Date	Deadline
1st Project Review	22 October 2016	21 November 2016
2st Project Review	22 November 2016	26 December 2016
Project Submission	27 December 2016	2 January 2017
Presentation and competition	9 January 2017	9 January 2017
