1. Team number
   a. 7
2. Team name
   a. Macro-Managers
3. Team members
   a. Ishita Mehta, ishita.mehta@colorado.edu, Ishita7078
   b. Ragan Lee, ragan.lee@colorado.edu, raaganl
   c. Alexander Nguyen, alng6160@colorado.edu, TheAlexN
   d. Deep Singh, Prsi1503@colorado.edu, Prsi1503
   e. Sepehr Rezaei, Sepehr.Rezaei@colorado.edu, sepehrRez
   f. Quinn Turner, quinn.turner@colorado.edu, qturner390
4. Application name
   a. Whiteboard
5. Application description
   a. Whiteboard is a teamwork/collaboration platform that allows you to manage group progress more easily. The goal of the Whiteboard is to add a visual component for effective group project management and to enhance accountability. We want to include a variety of features dedicated to helping improve teamwork. There will be an interactive "whiteboard" that everyone can see, edit, and discuss, dedicated to brainstorming and problem-solving as a group. There will be a calendar where users can log in when they are free and the group can plan deadlines and events. There will be a pipeline where you can track progress and todos to see how close you are to your goal. Users can add and remove group members, create subteams, and designate roles to users. There will also be an area to store project files. Also, users can link files to tasks or calendar events.
6. Vision statement
   a. For students who want to improve their productivity when working in a team. Whiteboard is a collaboration product that helps visualize and simplify group projects. Unlike Canvas, it can help you track your group's progress, clearly break up work, and the features apply to both academic and extracurricular settings.

Whether you are on a leadership team for a club or in a class project group, Whiteboard can help balance workloads and clarify your goals.

7. Version Control
   a. https://github.com/Ishita7078/SoftwareDevProject
8. Development Methodology - Quinn
   a. Using Agile Methodology:
      i. Plan → Design → Develop → Test → Deploy → Review → Plan…
      ii. Each weekly meeting will be a Scrum Sprint Planning meeting, during which we will define the priorities for the next week and delegate responsibilities for the current sprint. Our overarching goals will be more adaptive than predictive, leaving room for creativity and flexibility.
      iii. During each weekly meeting, we will look back at the previous sprint and see what went well and where we can improve.
      iv. In development, we will use iterative, incremental, and evolutionary processes, focusing on individuals and interactions, working software, and responding to change.
9. Communication Plan
   a. We will use Zoom to communicate and host meetings with each other, and we will also use messages to communicate in emergencies or discuss meeting times.
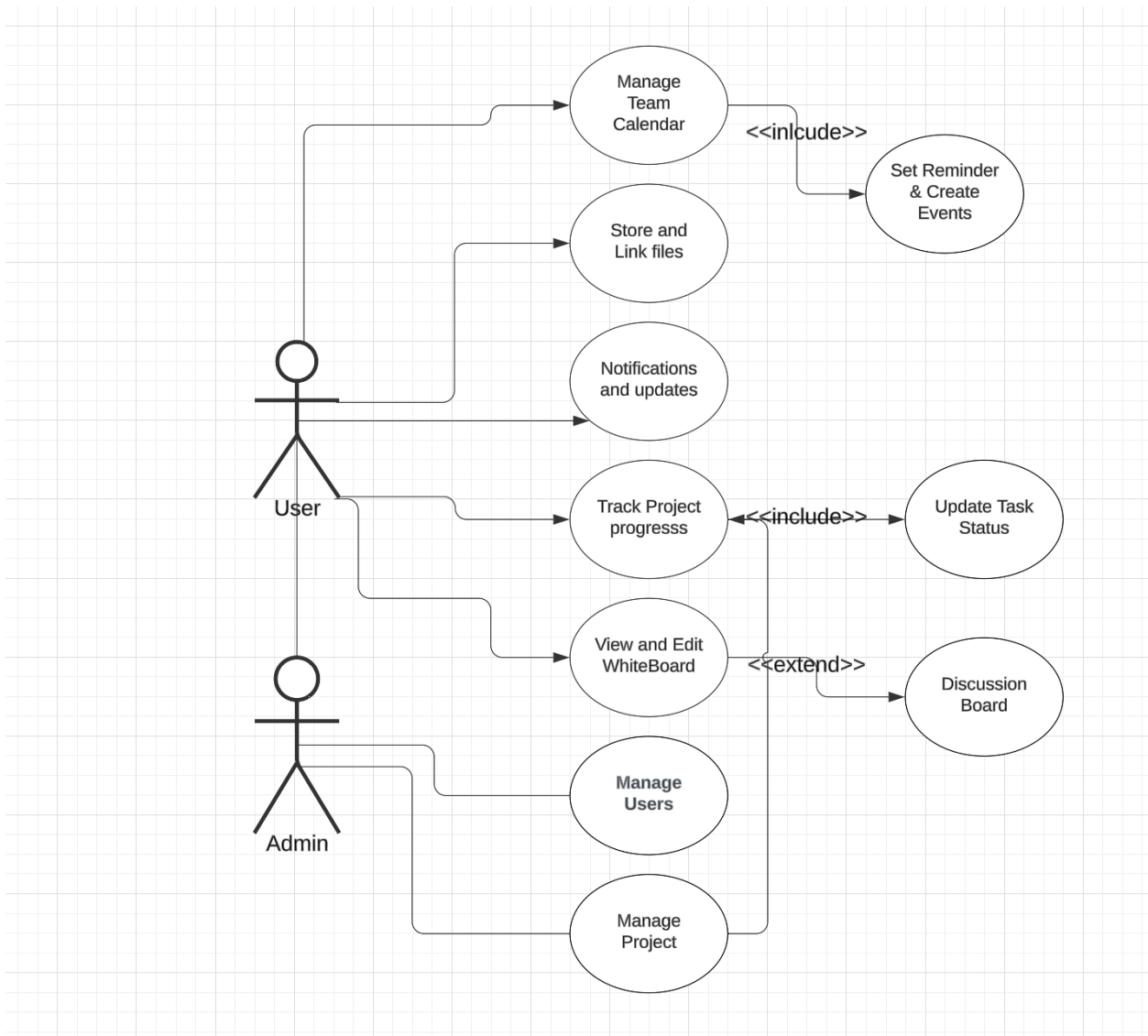10. Meeting Plan
   a. Team Meeting: Friday's 4:00-5:00
   b. Weekly meeting with TA: Fridays at 3:45 - 4:00
11. Use Case Diagram - Deep
   Link and Screenshot of diagram
   https://lucid.app/lucidchart/60793185-0ad6-4ff1-bb4e-52342d872e33/edit?viewport_loc=91%2C-129%2C1663%2C908%2C1BVmGIvXUZej&invitationId=inv_115eb597-135c-4fed-a02c-0b318ef0289b

12. Wireframes - Ragan and Ishita

Wireframe:

https://www.figma.com/design/o46v9QcsQwwiOx9YTqcaM7/Whiteboard-Wireframe?node-id=0-1&t=bK43cVhg73sB13RF-1