Project Milestone 1

Team #	204-1
Team Name	#1
Team Members	Milo Boyer, Jacob Smith, Jacob Kohav, Kody Quintana, Ailish Skinner, Noah Svensson
Application Name	Safety First
Application Description	Develop a training website to help employees learn how to properly respond in the case of an active shooter. Create a website that provides proper training and possibly a quiz to test for admins to keep track.
Vision Statement	For: California Active Shooter Preparedness Training Who: Provide a Training Platform for Employees The is a Training Platform is a Tutorial Sequence. that trains California employees for Shooter Preparedness. Unlike current shooting Preparedness our product provides state-of-the-art workplace violence prevention virtual training.
Version Control	GITHub 1. Team Meeting Logs: https://github.com/JacobKohav/NuMem_Logs 2. Milestone Submissions: https://github.com/JacobKohav/NuMem_Milestones 3. Project Code/Components: https://github.com/JacobKohav/NuMem_Components
Development Method	Waterfall and Agile Combination
Communication Plan	We will communicate through Slack, GitHub, and in person. Slack will be used to share code along with message each other in order to check in with how we are progressing on our parts. If we need help, those messages will be sent through Slack. If someone is unable to make it to a meeting, we will communicate this through Slack in order to keep one platform of communication.
	If we are unable to make the meeting physically, we will use Skype and/or another video chat app to make sure that they are included. If they are unable to meet via a call app, then they will have to look at at the log submitted. Additionally, they will meet up/check-in with the other members of the team if there is additional information that they need to know.
Proposed	Django/Python with PostgreSQL database for backend

Architecture Plan	HTML with javascript for frontend Communication through http POST requests Tutorial Sequence, Login System
Meeting Plan	Day/Time: Fri. 1 - 3, Mode: In-Person, Video Call