2019-20 Team Project Inception

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## Summary of Our Approach to Software Development

[What processes are we following? What are we choosing to do and at what level of detail or extent?]

## Initial Vision Discussion with Stakeholders

Primary Stakeholder --

The product is centered around three core features:

1. The ability to create and customize dynamic gaming events at public or private locations. This includes a number of features that would include multiple pages, user accounts and various controller methods.
2. Provide an easy and safe method for users to find and join tabletop gaming events. These events will have multiple dependencies such as: host, host reviews, location, and event date/time. This feature will also include other possible criteria as the solution continues to develop. This feature will require multiple algorithmic components and a third party API.
3. Allow users to easily add friends. The solution will also require a third party API to allow users to chat to their friends and invite them to events.

## Initial Requirements Elaboration and Elicitation

### Interviews/Questions

1. What games are most popular in the tabletop community?
2. How would you like your landing page laid out?
3. What coloring style would you like your landing page to have?
4. As a user what features are most important to you?
5. What kind of functionality do you want your users to have?
6. What are the most important things to keep track of in the DB?
7. Do you want users to be able to post private/public events?
8. Would you like to be able to have a map view of events nearby?
9. Do you have a rough idea of the time frame in which you’d like to see a finished product?
10. How many users do you expect to attract?
11. How would you like host credibility to be calculated?
12. What kind of resources would you like to have available for games?
13. What is your overall budget expectation for this project?

## List of Needs and Features

1. We want a clean, nice looking site that is easy to use while still having dynamic features. We would like users to be able to easily register an account that will be used for all available features on the website.
2. Registered users will be able to view public events and the option of a map view to see events near to them. They will also be able to post events.
3. The core entity is the event. Users that are logged in can search or post events. An event will have one host but many players, a game, a location, a date/time, and whether the event is public or private.
4. Each user will be able to add friends and chat with them through the platform. The solution should provide an easy way to invite friends to events that are created by other users.
5. Users that have hosted an event will have “host reviews” as well as a “host level” that indicates their ability to host events.
6. The website will have safety features such as public place validation, host credibility, and a chat feature to maximize the safety of users.

## Initial Modeling

### Use Case Diagrams

### Other Modeling

## Identify Non-Functional Requirements

1. Passwords should not expire.
2. The web app should not return debug error pages.
3. English will be the default language.
4. Store events indefinitely. Old events should be archived or marked as inactive

## Identify Functional Requirements (User Stories)

E: Epic

U: User Story

T: Task

1. [E] As a new user I want to be able to make an account so that I’m able to use all the features of the app.

1. [U] As a human I would like to be able to provide an email address, secure password, and optionally other personal information so that I can have a personalized account.

2.[U] As a robot I would like to be prevented from creating an account on your website so I don't ask millions of my friends to join your website and try to add comments about male enhancement drugs.

1. [E] As a registered user I want to be able to post a new public event so that I can find new friends to play games with.
2. [E] As a registered user I want to be able to find posted public events near me so that I can find new friends to play games with.
3. [E] As a registered user I want to be able to post a new private event so that I can set up a game for my existing friends.
4. [E] As a registered user I want to be able to accept or reject private game invites so that I can play a game with my friends.
5. [E] As a registered user I want to be able to add and remove other users as Friends so that I can easily invite them to games.
6. [E] As a player I want to be sure the location is a public place so I know I am not going to an unsafe place.
7. [E] As a user signed up for an event I want to be able to easily pull up the event’s details page so that I can check on it after I sign up for it.
8. [E] As a user signed up for an event I want to be able to chat with other users signed up for the same event so that I don’t have to give my personal contact information to other users.
9. [E] As a player signing up for an event I want to be able to inspect the host’s profile and/or see how many events they’ve hosted of each type so that I can have some idea of how good they are at hosting.
10. [E] As an event host I want to earn XP for each event that I run so that other users can gauge my game knowledge before they sign up for my events.
11. [E] As a host of a public event I want my players to be able to leave a rating and/or review so that other users can see how good I am at hosting.
12. [E] As an unregistered user I would like to be able to access the Codex so that I can see what games are supported before I decide whether or not to make an account.
13. [E] As a registered user I want to be able to access the Codex of all supported game resource pages so that I can research games I may be interested in.

1.[U] As a user, I want to see a list of supported games so I can see which games are available on the app

1. [E] As a user signed up for an event I want to be able to access the event’s listed game(s)’ resources from the event details page so that I’m able to prepare for the event effectively.
2. [E] As a user looking for events I want posted events I see to have a link to the listed game’s resource page so that I can check out how the game works before I sign up for it.
3. [E] As a user I would like to see the best possible strategies for creating a character and playing the game I have chosen.

## Initial Architecture Envisioning

## Agile Data Modeling

## Timeline and Release Plan

May 2020