**Project Title:** ScheduleSwift

**Team 5**: Micky Santiago-Zayas, Dominic Nale, Jenny Ha, James Corder

**Problem Statement:** The current system of making and scheduling reservations, particularly for Union Rack and Roll, is old, inefficient, has too many moving parts, and requires too much manual labor and time to do simple tasks. ScheduleSwift utilizes a friendly user interface and condensed efficient technology to make the process of scheduling events in a calendar, sending reminders, viewing account statistics, and making changes as quick and simple as ever.

**Project Objectives:** The overall project objectives include developing a software product that will help us schedule events more concisely and efficiently. ScheduleSwift seeks to combine the many moving parts currently required to make or change a reservation into one component that is easily navigable. ScheduleSwift seeks to allow its users to see available times and other important information regarding specific events, schedule events, get reminders sent directly to their emails, and make changes to the reservation as well as allow business owners to move reservations around in the case of previously unforeseen restrictions. Other features ScheduleSwift will have, include a pricing interphase, a score/leaderboard for accounts, and a loyal/rewards system.

1. The Account Creation and Sign-In will allow users of ScheduleSwift to link all their reservations to a single account to keep track of everything all in one place.

2. The Unique Reservation Number or Account Creation and Sign-In will also allow them a way to easily get back to all their reservations in case they need to change or cancel them.

3. The Reservation Creation will allow ScheduleSwift users to create a reservation for a specific time slot on a specific day as well as select pertinent additional information about specific reservations such as number of people, number of bowling lanes to reserve, etc.

4. The Reservation Manipulation will allow ScheduleSwift users from the customer side to view and modify their reservations by either cancelling them or changing specific aspects about them, such as time or day.

5. The Reservation Manipulation will allow ScheduleSwift users from the business side to view all current reservations and make reasonable adjustments to them if things arise that prevent a specific reservation from being upheld, such as having to close early so they move a reservation time slot.

6. The Reservation System will allow ScheduleSwift automated messages towards the users to confirm, update from changes, or announce any changes made by the staff.

7. The Account Information and Statistics will allow ScheduleSwift users to see information regarding their account information, such as username, password, email, phone, etc., and make changes to those fields.

8. The Account Information and Statistics will allow ScheduleSwift users to see information about certain statistics such as total number of reservations, current reservations, cancelled reservations, in-game statistics, etc.

**Project Deliverables:** The development team for ScheduleSwift is planning for this project to be a website that will contain four major features. Account Creation and Sign-In, Reservation Creation, Reservation Manipulation (both from a user side and from a business side), ability to see Account Information and important or interesting Account Statistics. We plan to use React for the front-end framework with Mongo DB for the back-end database.

**Project Stakeholders:**

Users: People seeking to make reservations with a given company.

Customers: Businesses who seek to use a condensed, user-friendly reservation system.

Software Developers: Micky Santiago-Zayas, Dominic Nale, Jenny Ha, James Corder

Development Managers: Sayali Aniket Kate

Project Sponsor: Professor Jeffrey Turkstra

Product Owners: Micky Santiago-Zayas, Dominic Nale, Jenny Ha, James Corder