Team Name: Yogitha's A-Team

Members: Ha Tran, Zhi Jie Huang, Karros Huang, Bryan Gonzales, Elijah Fisher

Description:

Our product is a mobile app that enables the user to quickly find events that are happening nearby based on their current location. Our app will utilize currently existing Google Maps and Facebook(Graph) API to gather information and build the user interface. The user will have to link their Facebook account to the app, and then on launch, our app will find the geolocation of the user. Once determined, it will find facebook events close to the user based on their location and interests. We will have a notification option that the user can set that will send notifications about events that are coming up.

Our target audience are for those who often find themselves bored and need ideas of what to do. This app gives the user a wide selection of parties and events that they may be interested in. Our app makes it easy and convenient to find a nearby event. It also fosters community involvement by promoting public events and engaging members of the nearby area. It can also be used for when the user is in an unknown area and want to find something exciting to do.

Vision Statement: Connecting and engaging people of the community, in one simple click.

Motivation:

At times, college students don't have any great plans for the weekend-- or they don't know of any events that are relatively close or cheap. In our modern age of technology, we wanted to create a solution for finding an event that interests the user fun and easy.

Risks:

-Our team does not have a lot of experience in SW development
-Limited experience in HTML, Javascript, CSS, or any front end development
-A lack of a formal workplace environment (limited in-person collaboration)

Risk Mitigation Plan:

Our risk mitigation plan will include both Assume/Accept and Control handling strategies. Since our assumed risks are not ones that we can ignore or avoid, we must choose a mitigation plan that combats the risks actively. The Assume/Accept strategy allows us to acknowledge that there is a lack of experience and formal work environment throughout our project execution. This acceptance, then enables our team to tailor our project approach to minimize the impact of the lack of experience and formal collaboration.

This is where our Control strategy comes into play. As team members, we will be taking action to learn the proper tools and skills that will be needed to complete our project successfully. Control will be our most effective strategy in managing our assumed risks, because we are able to implement actions to counter our current discrepancies. All three of our stated risks can be mitigated using the aforementioned strategies. The lack of experience can be dealt with by team members learning and researching to gain the skills needed to complete the tasks. As far as the limited amount of in-person collaboration goes, that is a risk that will have to be accepted, but also can also countered by using Slack and GitHub.

Version Control: GitHub

Development Method: **Agile methodology**

The agile development method will be the most effective strategy because our project will be completed through a multistage process. Because we are collectively as a group inexperienced with this project, we may not have an assigned scrum master or product owner, but we'll be collaborating as a group and deciding what our user stories are. Our user stories will layout the objectives that need to be accomplished to have a successfully working program. Upon agreement, we will have a our product backlog. Then each week, we will vote on a product backlog to work on and decompose it into a sprint backlog. Finally we will carry through with the sprint and finish with a working product. Then the cycle repeats and we vote on another product backlog to make a sprint out of.

Collaboration Tool: Slack