SW Engineering CSC648/848 Summer 2021

FitHub

Project Application And Name: Find a fitness partner - "FitHub"

Team Info: Team 07 | Error 404

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1. Data Definitions

- 1. Guest user: A user who hasn't registered or provided their information to FitHub
 - 1.1 Registration: Ability to register for an account
 - 1.2 User name: Necessary to have username
 - 1.3 Email: Necessary to have email
 - 1.4 Password: Necessary to have password
 - 1.5 Accept terms of use: Necessary to accept terms of use
- 2. Registered user: A user who has successfully created their account with FitHub and can access all the app features
 - 2.1 Login: Necessary to have username and Password
 - 2.2 User interests: This information will be used by FitHub to show recommendations of people with similar interest
 - 2.3 User Profile: All the user-related information that can be used to create its profile
 - 2.4 User logs: Previous workout partners or events that the user has been to can be looked at in the user logs
 - 2.5 Activities: All the indoor and outdoor activities that Fithub allows a user to search or select as interest.
- 3. Gym membership: A user's gym membership information. This information will be used in order to sent buddy pass request by other users
 - 3.1 Buddy Pass Owner: A user having gym membership and willing to share his gym pass with a friend so that they can workout together

4. Events:

- 4.1 A user shall post events
- 4.2 Events shall be viewed by other users
- 4.3 Users can join the event

5. Friends:

- 5.1 Users that match based on interest
- 5.2 Users that match based on location
- 5.3 Users can send friend request
- 5.4 Users can accept friend request

6. Friend List:

6.1 User shall have a friends list

7. Private chat:

- 7.1 Users shall be friends
- 7.2 Users can send private messages from friends list

8. Group chat:

- 8.1 Users shall be friends
- 8.2 Users can have group conversation
- 8.3 Users can invite other friends

9. Clubs:

- 9.1 Users can create clubs
- 9.2 Users can join/send request
- 9.3 clubs can be public/private

10. Club owner:

10.1 Clubs can only have one owner

11. Club List:

- 11.1 List of clubs users can view
- 11.2 List of clubs users can join

2. Prioritized Functional Requirements

P1 (Mandatory)

Guest User:

- 1. Guest users shall be able to view events posted by other users.
- 2. Guest users shall be able to select their interests.
- 3. Guest users shall see other users' user names of people looking to work out nearby.
- 4. Guest users shall be able to register.
- 5. Guest users shall be able to Log in as registered users.
- 6. Guest users shall be able to access the homepage.
- 7. Guest users shall be able to access the About us page.
- 8. Guest users shall be able to access the Contact us page.
- 9. Guest users shall be able to access the Support page
- 10. Guest users shall be able to delete their account from FitHub

Registered User:

- 11. Registered users shall be able to access homepage
- 12. Registered users shall be able to access About us page
- 13. Registered users shall be able to access Contact us page
- 14. Registered users shall be able to access Support Page
- 15. Registered users shall be able to send workout invites to other users.
- 16. Registered users shall be able to select their interests
- 17. Registered users shall be able to edit their information
- 18. Registered users shall be able to update their profile picture
- 19. Registered users shall be able to delete their profile picture
- 20. Registered users shall be able to deactivate their account
- 22. Registered users shall be able to change their account passwords
- 26. Registered users shall be able to delete their account from Fithub

Searching People

- 27. Registered users shall be able to have a certain number of swipes per day.
- 28. Registered users shall be able search for buddies with similar interest
- 29. Registered users shall be able search for buddies nearby
- 30. Registered users shall be able to filter search options based on their interests.
- 31. Registered users shall be able to filter search options based on how far they are willing to travel.

Friends

- 33. Registered users shall be able to find friends to exercise with.
- 34. Registered users shall be able to add other registered users as friends.
- 35. Registered users shall be able to access their friend list
- 36. Registered users shall DM (direct message) other registered users only if they are friends.
- 37. Registered users shall have multiple friends if they choose to.
- 38. Registered users shall have 0 friends if they choose to.
- 39. Registered users shall have the ability to unfriend a former friend.
- 40. Register users shall have the ability to block a former friend.
- 41. Register users shall have the ability to report a former friend.
- 43. Registered users shall view friend's event postings.
- 44. Registered users shall be able to decline friend requests.
- 45. Registered users shall be able to accept friend requests.

Events

- 46. Registered users shall be able to create events
- 47. Registered users shall be able to delete events they created
- 48. Registered users shall be able to edit the events they created
- 49. Registered users shall be able to join an event
- 50. Registered users shall be able to exit from an event
- 51. Registered users shall be able to rejoin an event
- 52. Registered users shall invite people to events they created

Chats

- 70. Registered users shall be able to create a private chat
- 78. Registered users shall be able to reject to join in a private chat
- 80. Registered users shall be able to accept to join in a private chat

Web Application

- 89. Web Application shall have About us Page
- 90. Web Application shall have Contact us page
- 91. Web Application shall ask user to log in
- 92. Web Application shall display user's profile
- 93. Web Application shall show notifications to the user
- 94. Web Application shall show friend requests
- 95. Web Application shall allow user to check their messages
- 96. Web Application shall allow user to check event dates they are planning to go
- 98. Web Application shall allow user to change password of their account
- 99. Web Application shall allow user to deactivate their account
- 101. Web Application shall show the logs of user activities
- 102. Web application shall show events occurring nearby
- 103. Web Application shall show people recommendation with similar interest
- 104. Web Application shall allow user to log out
- 105. Web Application shall allow user to delete the account
- 106. Web Application shall allow user to see list of friends
- 108. Web Application shall allow user to search for people using various filter options

P2 (Desired)

Registered User:

- 24. Registered users shall be able to send an introductory message to a different user in their search result.
- 25. Registered users shall be able to share their real time location with FitHub

Buddy Pass

- 82. Registered users shall be able to view people with gym membership
- 83. Registered users shall be able to put request to access buddy pass
- 84. Registered users shall be able to accept the request to access buddy pass
- 85. Registered users shall be able to reject the request to buddy pass

Web Application shall show buddy pass requests

History logs

- 86. Registered users shall access their event visits in logs
- 87. Registered users shall access their workout pairing information in logs
- 88. Registered users shall be able to access their workout partner's information from logs

P3 (Opportunistic)

Registered User:

21. Registered users shall be able to save their frequent searches

Searching People

32. Registered users shall be able to remove people from their search results

Friends

42. Registered users shall view friend's club postings.

Clubs

- 53. Registered users shall be able to create the club
- 54. Registered users shall be able to update the picture of the club they created
- 55. Registered users shall be able to edit the club name they created
- 56. Registered users shall be able to delete the club they created
- 57. Registered users shall be able to delete the club picture they created

- 58. Registered users shall be able to send request to join the club
- 59. Registered users shall be able to leave a club
- 60. Registered users shall be able to send request rejoin a club
- 61. Registered users shall be able to add members to the club they created
- 62. Registered users shall be able to remove members from the club they created
- 63. Registered users shall be able to post in club
- 64. Registered users shall be member of multiple clubs
- 65. Registered users shall be admin of multiple clubs
- 66. Registered users shall be able to invite people to club
- 67. Registered users shall be able to accept the joining request for club they created
- 68. Registered users shall be able to reject the joining request for club they created

Chats

- 69. Registered users shall be able to create a group chat
- 71. Registered users shall be able to invite friends to the group chat
- 72. Registered users shall be able to remove people from group chat
- 73. Registered users shall be able to add unknown people from the chat
- 74. Registered users shall be able to post in the group chat
- 75. Registered users shall be able to leave a group chat
- 76. Registered users shall be able to dissolution the group chat they cheated
- 77. Registered users shall be able to recall their posts
- 79. Registered users shall be able to reject to join in a group chat
- 81. Registered users shall be able to accept to join in a group chat

Web Application

- 97. Web Application shall allow user to check updates of the club
- 103. Web Application shall show people recommendation with similar interest
- 107. Web Application shall allow user to see list of clubs

3. <u>UI Mockups and Storyboards (high level only)</u>

Use Case 1: Finding the Fithub Website

116 (1.5 5: 1.	T'IL 1	٨	
Use Case: Finding the	Fithub	A	PP
Youtube 1	1701	ne.	Account (Events)
6 min Abs	Find Buld	0	(Account) (Events)
Find Your Buddy	The same	Y	(ECONII)
1888	*		
	1 f. kiva	^	checks out Fithub by
2. Kiven Sed an ad	clicking	la la	on the link of the add,
for Fithub while	From +	he	homepage he can alloss
Watching Workout	events	0	nd see what Fithup has
Videos	to Off		
Event Page			Event Page - Details
	7-1		20
Biking @ Golden Gate Park	Details		Biking @ Gollan Gate
Yoga @ The Beach	Details		·Meeting at 6 am
Zumba, 24 Hour Fitness	Details	>	Jon't be lote!
10.			0 16 61 11
A. k. Ven Picks an event +	nat 1 6 a		X Kiven Shores the event
interests them and click	(s to see		with his friend Kelly by
the details			using the space icon
			and they both register to be able to commant/like
			the event
			THE CYMI)
			10

Use Case 2: Registration and Login

Use Case: Registrati	ion and Login	
Homepage	Login/Roister Pao	ve
Tog in	Email	Rob @ Mail- Com
Sign up	Username	Rob 123
	Password	
A. Rob Clicks on	Confirm Password	
Sign up to make	& ROB enters his	
an account	l'create an al	
V		
Login/Register Page	- Profile	
First Name		
Ald Picture Birthday		
CHY		
Hobbies		
L. Rob edits his Profi	le So he Can	
begin using Fithub pr		

Use Case 3: Finding a Partner

Use Case: Find a Port	ner.
	Home Page - Langed in User
Home Page log in	Home Page - Lagged in View
g o sign up	(Find Buddy) (Account) (Events)
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	
- Jim and Jack login	* Jim is looking for a
to their account from	work out bully, so he selects
the homepage	Find Bully
4	
Find Bully Page - Workout	Find Buldy Page - Profiles
	[Extra Filters]
Surprise Workout V	1 · Location ,
Weigh Lifting	1 · Location
Out soor running	·Bio
Reset Find Bubby	
	Skip Pair UP
* Jim selects his	L. Jim likes Jack's Profile and
proferred workouts	Sends him a Friend (Pair up) request
11 1	1 (1,4,5) 0 0 0 0 0 0 0
Home Page - logged in vser	Account Page - Pair UP Requests
(Find Budby) (ALLOWA) (EVE	and Franklin Skip
Find Buddy Chillothe Eve	
of Jack notices a new	1. 1510 Accept
pair up request and	A. Jack Accepts Bob's
clicks on it to see it	request
VIII 10 20 11	
the state of the s	the second secon

Use Case 4: Posting Events

Use Case: Post events	
Home page Homepage	-logged in view hogeut)
Sign up Find Buddy	(Account) (Flients)
It Maalolena Iras in	
to her account \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	a Selects Events to go
to the Eve	ent Page
To De	Da Frak Da
Event Page (Post Event)	Post Event Page
(05T L VU)T)	Title
Toga & The Beach Details	
2 Zumba, 24 hour Fitness Details	Details
X-Magdelena doesn't see any	
biking events so she will	Post
Create her own using Post Event	A. Magdelena creates a
	title and letals for
Frat Da - Metill	her event
Event Page - Details Bikin @ Gallen Gate Park	D. Macdalana
Biking & Golden Gate Park Meeting at 6 am, don't be late	A. Magdelena can
1.0011-10 Q. 2 3011 1 00 1010	and Comments and
Comments Likes 17	likes from other users
	(100,000)

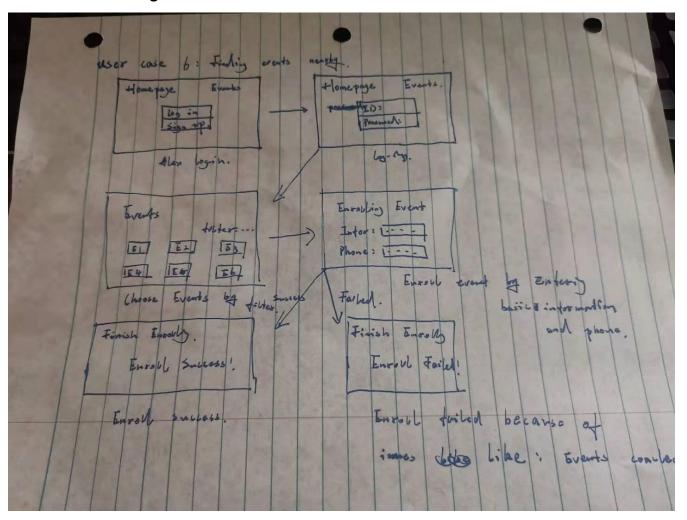
Use Case 5: Private Chat

	Use Case: Private Chat			
	Account Page	TA.	clount Page -	- Bullies
	Profile Bullies Chats			
			& Mike	Block
	f. Bob is going to be	K	· Bio	Message
	late so he is going to	THE RESIDENCE	0	BIOLK
	sent Mike a message		Bio	Message
	from his Buddies List	2	·Bob Selects	to mesage Mike
	V			
	Account Page - Chats	Home	page - logged	in view
			1	NEW MESSAGO
	Mike	Find	Bully Acco	(Eveny)
	(Hi)			
		3.1	Mike notices	he has a new
	I'm going to be	1	nessoine and	clicks on it
	late 15 mins	to	See from 1	who
	* Bob let Mike Know			
	be will be late			
	Account Page - Chats			
	Bob I'm going to be			
	I'm going to be			
-	Vate 15 mins			
1	TOP			
+	(0) (0) (1)			
1	·Mike responds to Bob's			
1	message			

Use Case 6: Group Chat

Use Case: 6 Group	Chat
	Home Page - logged in user
Home page log in	(Find Buddy (Account) (Evants)
Sign up	END WOOD (ACCOUNT) LVOIN!
7. Sally logs into her	2. Sally Clicks on Account to
	2/1011 La vica la formation
allount	alless her personal information
New 1	
Account	Account - Chats
Profile Buddies (Chats)	Britney
	See You Soon!
2. Sally Selects Chots	Britney Bob, Mike
	Bob-running late
	2. Sally selects her group that
	1 that includes Briting Bob, Mike
V	
Account - Chats	Home Page - logged in vser
Britney, Bob Mike	(New Melshot)
A Bob (running late)	(Find Buddy) (Account) (Events)
17.000) vonis
(Sovry Even ave	1999 British Rob and Miles
I can't make it	A & Britney Bob, and Mike all recieve Sally's message
C DOIT THURSTY	The test sally mosage
f. Sally lete Built	
I. Sally lets Britney Bob, and Mike know	
that She World Show	
up in 1 message	

Use Case 7: Finding events



Use Case 8: Buddy Pass System

USE Case: Bubby Pass System	m
Homepage - logged in user	Account
	Try Bushy Pass
(Find Buddy (Account) (Events)	3
	Profile Bublied Chats
X-Eddie wants to try the	
Bully Pass so he goes into	2. Eddie Clicks on Try Beddy
his Account to subscribe	Pass
V .	
Payment Page	Homepage - logged in User
- Eddie	(Find Buddy Account)
Eb@ mail. Lom	
Credit Card Number	0 = 11
MM/YY Cord Security#	2. Eddie Can now Find a Buddy
Confirm	With the Buddy Pass that will
8-511	give him access to a
* Eddie enters his	hearby sym
payment information	
1	-

Bully Pass		
Find Buddy Page - Workout		Find Buddy Page - Profiles
		Bully Pars @ Extra Filters
Surprise Workout		9 . Justin
weight Lifting /		1 Location
Cardio	->	Gyms: 24 hour Fitness Planet Fitness
Yoga		·Bio
2. Ellie selets a		Skip Pair Up
Workort	-1	A. Eddie can toggle on and off
		Profiles that have or don't have
		gym member Ships

Use Case 9: History Log

Use Case: History Log
Use Case: History Log Homepage - Logged in Usar Account Page
History
Find Buddy (Account) Events , Profile Buddies Chot
2. Bob wants to find the 2. Bob can see his account history
last bully he worked out from here
with so he checks his account
4:
Account Page - History
Profile Bellies Chat
Cardio with Alice ()
Weigh lifting with Mike (8)
R. Bob finds Alices profile
in his history and can now
Send her a friend request

Use Case 10: Friends

Use Case: Friends
Homepage - logged in user Account Page
Find Buddy (Account (Events) , Profile Buddies (Charles)
2. Samantha had a great 2. Samantha selects Buddies to
time with Claire so: See a list of people she worked
She goes to Account Out with
Account Page - Bublies Add Friend
2. Claire Options 19 Block
· Bio Message
Z. Samantha souls Claire a
Friend invite So they can
Continue working out together

Use Case 11: Selecting Interests

Use Case: Selecting Interests	5
Homerane	Registration Page
Jogin / Sign up	
(Find Bullies) Account (Events)	Email
->	Vername
2. Lindsey wants to find	Password
Other people to run	Confirm Password
and surf with so she	
Creates an account	Lindsey provides her basic account information
V	
Registration Page - Profile	Homepage - logged in User
12 Fills	
All Pictor (city) devening	(Find Buddy) (Account)
Add Picture City running	
Hobbies / Surfine	X. Lindsey Selects Find
Preferances Yoga	Buddy to find Someone
2. Lindsey inputs her	hevself that has her
profile information	interests
and selects has preferred	
workouts So Other people	Find Buddy Page - Workout
Can find her	
	Running
	Surfing V
	1000
	[Weight lifting]
	A-Lindsey Selects hav interests

4. High level database architecture and organization

• <u>DB organization:</u>

1. Business rules:

a. Guest User:

- A guest shall have one account
- A guest shall be at most one registered user
- A guest shall be able to search many Users
- A guest shall be able to view many events

b. Registered User:

- A registered user shall have one account
- A registered user shall be able to search many Users
- A registered user shall be able to create and delete many events
- A registered user shall be able to send, cancel, accept and reject many workout requests
- A registered user shall have many gym memberships
- A registered user shall send, cancel, accept and reject many friend requests

c. Account:

- An account shall be associated with a guest user or a registered user
- An account shall have all the information of a user
- An account shall be accessed by a single credentials combination only (username-password)

d. Events:

- An event shall be created and deleted by a Registered User
- An event shall be viewed by many Users

e. Clubs:

- An club shall be created and deleted by a Registered User
- An club shall be joined by many Registered Users

f. Gym Membership:

- A gym membership shall belong to a registered user
- A gym membership shall have option for atmost one buddy pass

g. History Logs:

- A history log shall belong to a registered user
- A history log shall have information related to user activities

h. Blocked Users:

- A block list shall have many users blocked by other users
- A block list shall be used by many registered users

i. Buddy pass:

- A buddy pass belongs to a gym membership
- A buddy pass shall be used by any registered user

j. Friend request

- A friend request shall be sent by a registered user
- A friend request shall be canceled by a registered user
- A friend request shall be accepted by a registered user
- A friend request shall be rejected by a registered user

k. Workout request

- A workout request shall be sent by a registered user
- A workout request shall be canceled by a registered user
- A workout request shall be accepted by a registered user
- A workout request shall be rejected by a registered user

2. Entities:

- a. Guest User (Strong)
 - user_id: unique user id to identify the guest user
 - email id: unique email id associated with a user
 - is_registered: if the user is a registered user

b. Registered User (Weak)

- reg id: unique user id to identify the registered user
- user id: id associated with a guest user
- phone: contact no of the registered user
- address: address of the registered user
- location: city name of the registered user
- zipcode: zipcode of the registered user
- activity type: like if the user is interested in indoor/outdoor activities
- workout_type: kind of workout user prefers to carry out

c. Account (Weak)

- acc_id: unique id for the account entity
- reg id: id associated with a registered user
- username: used to log in account
- password: password to log in account

d. Events (Weak)

- event id: unique id for the events entity
- reg_id: id associated with registered user
- description: more info about the event
- start time: start time for the event
- end time: end time for the event
- from date: start date for the event
- to date: end date for the event

e. Clubs (Weak)

- club_id: unique id for the clubs entity
- reg id: id associated with a registered user
- description: more information on the club
- open to all: if other registered users can join without invite

f. Gym Membership (Weak)

- gym id: unique id for the gym membership info
- reg_id: id associated with a registered user
- gym name: gym name the user has membership for
- gym_loc: location of the gym
- gym_zipcode: zipcode in which the gym is located
- buddy pass: does it have the option for buddy pass
- share_pass: if the registered user is willing to share his buddy pass
- membership start date: start date for gym membership
- membership_expiry_date: end date for gym membership

g. History Logs (Weak)

- log_id: unique id to identify the log of a registered user
- reg id: id associated with a registered user
- activty info: information on the user activity
- is workout request: if log is for workout request
- is friend request: if log is for friend request
- is_buddy_pass_request: if log is for buddy pass request
- is block user: if log is for blocking a user
- is club request: if log is for a club request

h. Blocked Users (Weak)

- block id: unique id to for blocking entity
- block from reg id: id associated with a registered user who is blocking

- block_to_reg_id: id of the registered user who is being blocked
- block date: date the user was blocked
- block_time: time user was blocked

i. Buddy pass (Weak)

- bp_id: unique id for the buddy pass entity
- reg id: id associated with a registered user
- gym_id: buddy pass belong to which gym
- to reg id: registered user id with whom the buddy pass is being shared
- date_used: the date on which the user is sharing buddy pass
- amount: amount user collects for the buddy pass mechanism

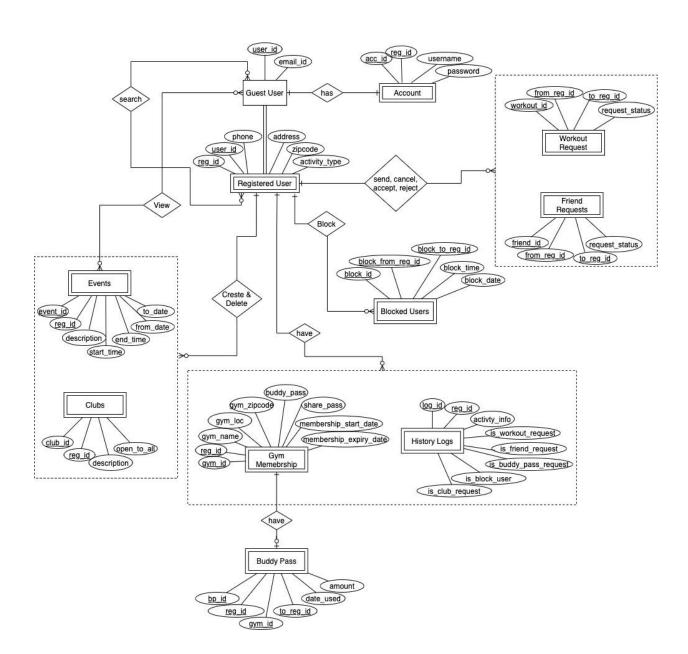
j. Friend request (Weak)

- friend id: unique id for the friend entity
- from_reg_id: id of a registered user who is sending friend request
- to reg id: id of a registered user to whom the request is sent
- request_status: status of the request as sent, cancel, accept, reject

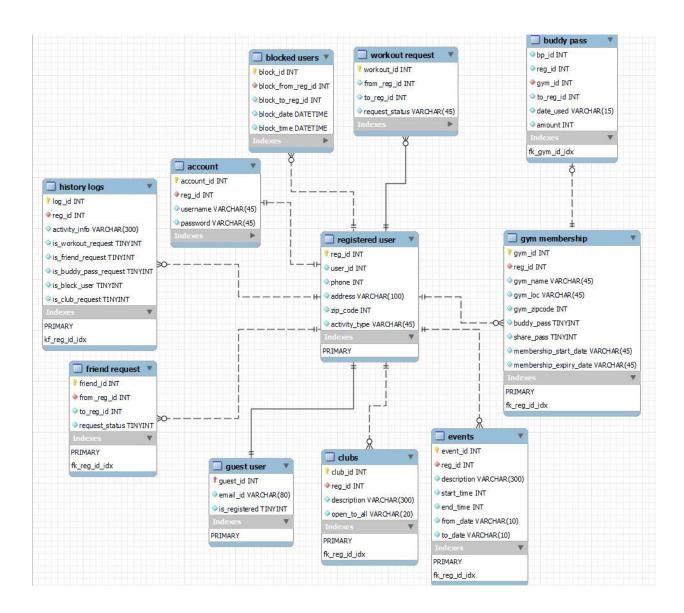
k. Workout request (Weak)

- workout_id: unique id for the workout entity
- from reg id: id of a registered user who is sending workout request
- to reg id: id of a registered user to whom the request is sent
- request status: status of the request as sent, cancel, accept, reject

3. ERD:



4. Database Model:



5. DBMS:

The database chosen to develop the project is MySQL since it is well known RDBMS, easy to use and many GUI tools are available for the development and maintenance of the MySQL database.

• Media storage:

- The media used in the FItHub app will be images of the profile pictures and club pictures.
- They will be stored in the **file system** and the format of image will be JPEG/JPG/PNG.

Search/filter architecture and implementation:

· Search Algorithm:

- The input to the search algorithm shall be provided from the search bar.
- The user will input only usernames to search from the search bar
- The input will be looked into the database
- The output for the search algorithm will be the list of usernames that fully / partially matches the user input in the ascending order

The DB fields that will be searched here is:

Table: Account

→ username

• Filter Algorithm:

- The input to the filter algorithm shall be provided by clicking on search button from the filters section
- The user will be given the option to search based on the location, indoor/outdoor activities, workout type by selecting the appropriate filters.
- These filtered inputs shall be looked into the database. These fields shall also be indexed in the database for quick search results.

 The output for the search algorithm will be the list of items that match the user's filter input. The information in each item fetched from the database will have the username, location, zip code, activity_type, workout_type.

The db terms that will be searched here is :

Table: Account

→ username

Table: Registered User

→ location

→ zipcode

→ activity_type

→ workout_type

5. <u>High Level APIs and Main Algorithms</u>

a. API.js File

i. Register

1. Post request:

a. When a user registers to our web application, we would receive a post request with the user's username, email, along with their password. We will check to see if the user is valid, which will then correspond with the database if it is successful. Else, it will throw an error.

ii. Login

1. Post request:

a. When a user logs into our web application, we would receive a post request with the user's username and password. The backend will interact with the database to ensure that the information entered exists within our database. If the database has the correct info that was inputed, it will not throw an error.

iii. Logout

1. Post request

a. When a user logs out of our web application, we would receive a post request. Session will be destroyed in the database resulting in them being logged out.

iv. Posting Events

1. Post request:

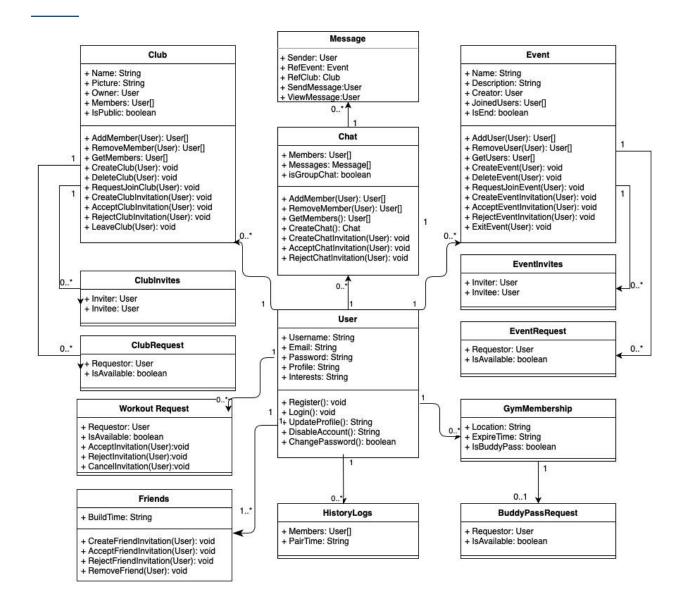
a. The backend will receive a post request. It will communicate with the database and store the information.

v. Search by Filter

1. Get request

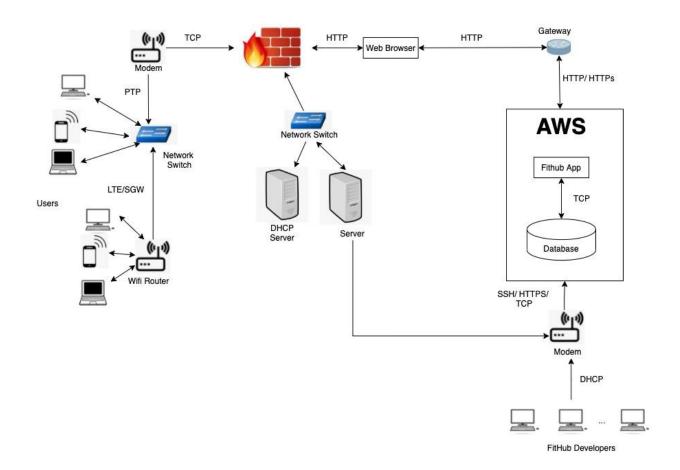
a. When users search by filter, the backend will receive a Get request. If the filter is in the database, it will send data back. If it does not, it throws an error

6. <u>High Level UML Diagrams</u>

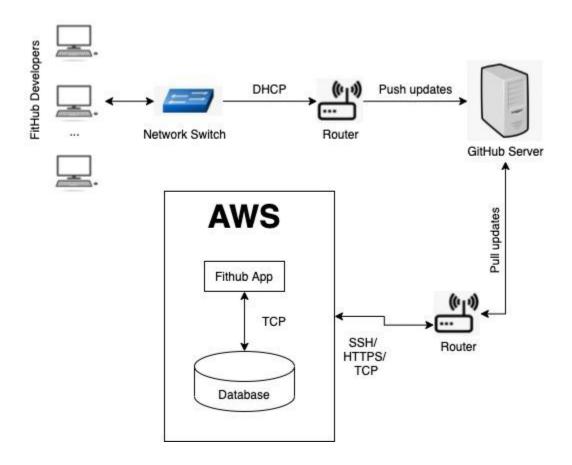


7. <u>High Level Application Network and Deployment Diagrams</u>

Application Network Diagram:



<u>Deployment Diagram:</u>



8. <u>Identify actual key risks for your project at this time</u>

1. No Legal/Content Risks

2. Skill risk: New Tech

We are using frameworks/technologies that are new to some members. Those members will have to learn the frameworks. If they fall behind they will have a harder time contributing and understanding the project.

→ Solution:

We have already decided what frameworks we will be using so that everyone has time to freshen up on them. We are also splitting work in a way so that more experienced members tackle the more technical tasks and we will have many meetings and discussions to make sure everyone is on track.

3. Schedule risk: Time constraints

We are working with tight deadlines and our goal as a team is to create an exceptional project. To achieve this goal we are meeting constantly throughout the week which has been difficult or stressful for some members.

→ Solution:

Our meetings now have a detailed schedule of topics that we need to cover so that we can get through them quickly. We will also be having less impromptu meetings and instead plan out meetings based on how we are doing, so that everyone has enough of a notice.

4. Teamwork risk: Team member contribution

Some members are difficult to contact through email and discord. We also have a problem with participation and attendance in team meetings.

→ Solution:

We will look for alternative methods of contacting team members like getting cell phone numbers in case they aren't responding back within an acceptable time frame. We also keep track of meeting attendance and work contributed so we can talk with any team members that are falling behind.

5. <u>Technical risk: Map Integration</u>

We are interested in having a map on the website that allows users to see the nearby gyms or the events that are happening. The simplest solution seems to be to use the Google maps API, but that will require learning it and possibly paying for access.

→ Solution:

We are learning more about how to integrate Google Maps and the various options and services they provide. We are also discussing alternatives such as linking to Google Maps search results or using a different service.

9. Project management

- → For every milestone received, the tasks are created and assigned to the team members
- → The team meets every monday to plan and divide the weekly tasks
- → There is an internal deadline set each of the tasks
- → There are team meetings conducted on frequent basis in the week in order to track the ongoing progress, resolve any queries, discuss the concepts taught in class and how to implement them in our project
- → Also, the team members are available on discord for any instant meeting, updates, announcements, queries and to ensure everyone is up to date
- → The team uses Github inorder to manage the development of code for the project. There are two branches created 1. Master and 2. Develop. The users take the pull of the develop branch, write down their code and then push the changes to develop branch. These changes are merged with the master branch by the github master and then the server instance is restarted.
- → For task management purposes, we use Asana. It helps us to keep track of who is doing a task, and what is the progress of it.
- → For team meetings, we use zoom and discord.

10. <u>Detailed list of contributions (this section must be done by the team lead)</u>

Team Member	Contribution
Vidhi Vora (Team Lead)	 As a Team Lead: Ensuring all the requirements are met and adhering to the M2 guidelines Assigning and supervising the task progress, organizing regular team meetings and the agenda Assigning internal deadlines, resolving querries, discussing the concepts for the M2
	As a Team Member (Milestone 2): Full Contribution to following sections: Project management Detailed list of contributions
	Partial Contribution to following sections: Prioritized Functional Requirements High level database architecture and organization High Level Application Network and Deployment Diagrams
	Vertical Prototype:Setting up the node express (api.js)Connecting to the database
Johnson Nguyen (Backend Lead)	 Milestone 2: Full Contribution to following sections: High Level APIs and Main Algorithms Partial Contribution to following sections: - Vertical Prototype: Developing and inserting data into the database for the registration page
Roberto Simental (Frontend Lead)	Milestone 2:

	,
	Full Contribution to following sections: UI Mockups and Storyboards Identify actual key risks for your project at this Partial Contribution to following sections:
	Vertical Prototype:
Michael Satumba	Milestone 2:
(Frontend Member)	Full Contribution to following sections:
	Partial Contribution to following sections:
	Data definitionsUI Mockups and Storyboards
	Vertical Prototype: → Developing the home page and the registration page
Eduardo Hernandez (Backend Member)	Milestone 2:
	Full Contribution to following sections:
	Partial Contribution to following sections: Data definitions High level database architecture and organization
	 Vertical Prototype: Developing and inserting data into the database for the registration page
Zhinan Zhao (Backend Member)	Milestone 2:
	Full Contribution to following sections: High Level UML Diagrams
	Partial Contribution to following sections: High Level Application Network and Deployment Diagrams
	Vertical Prototype:

	> -
Ziming Wang (Frontend Member)	Milestone 2: Partial Contribution to following sections: → Prioritized Functional Requirements Vertical Prototype: → -