

Team Number: Group 102-2

Team Name: 6D1A

Team Members (github accounts):

Rami Mouro - ramalamadingdong

Kyle Stewart - <https://github.com/VersatileKyle>

Yair Bennaim - yairbennaim

Josiah Graham - JosiahGraham

Rohan Suri - rohansuri17

Ian Bell - NaiKai237

Application Name: LoChat

Application Description: Chat room where you can choose to be public or anonymous. Chats are localized based off of users location and distance radius. Users will create accounts and log in before they can chat with other users. Chat rooms will be sure to not overlap, so that users can always see the full scope of the chat, and the chat can always see them. Safety features included in the app will be to ensure that messages are encrypted and all messages stay local. We will be using salted hash tables for logging in for account security, so each user is accountable for what they say. Messages will only be viewable for the current session in the chat, so users can only see chats from the time they choose to be in the group. Only text can be sent in the chats for now, no multimedia capabilities. Users will have the ability to mute, block, and report other users if they believe they are abusing the use of the application.

Vision Statement: Localized chat made easy & safe

Version Control:

Meetings Log:

https://github.com/NaiKai237/102-2_MeetingLogs.git

Milestones:

https://github.com/NaiKai237/102-2_Milestones.git

Source Code:

https://github.com/NaiKai237/102-2_Project_Components.git

Development Method: Agile/Scrum method of development where team members will get together each week to work on small milestones towards the overall

Communication Plan: Our first form of communication is simply text communication. We have a text group chat for all of us to coordinate urgent matters about the project. Things not so urgent and moreso project related can be communicated through our discord server. We elected to a discord server over slack because they are similar, but more of us have discord. This platform allows us to meet over video/voice call as a group and have a shared feed if we

decide we don't need to meet in person that week. Everyone will be expected to communicate with each other at the very least weekly for updates. Discord will allow for communication of team members and sharing of work with their file upload capabilities as well. This decision could be changed to Slack if we decide it would be a better fit.

Proposed Architecture Plan: <https://piratebox.cc/faq> - open source location chat room box implementation

For user interface and front-end, we will most likely be using HTML and CSS and for back end we will be using C++ and/or potential python. For integration layer, we will most likely be nodeJS, possibly Flask, and SQL for the database.

Meeting Plan:

- Day(s): Monday
- Time: 4-6pm
- Place: CSEL common room
- Mode: Normally in person, but occasionally meet over Discord voice/video if needed