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Revision History  
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| --- | --- | --- | --- |
| *Date* | *Version* | *Description* | *Author* |
| 3/3/2022 | 1.0 | First Draft | Naomi Nash & Daria Pacheco |
| 3/22/2022 | 1.1 | Cleanup of Roles | Naomi Nash |
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**------------------------------------------------------------------------------------------------------------------------------------------1. INTRODUCTION  
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**1.1 PURPOSE**

The purpose of Drip Cards is to allow users to plan their outfits for the week without touching their closet. By uploading their clothing pieces into the website, these turn into “Drip Cards” which then can be combined into “Outfit Cards” as they plan their outfits for the day, week, or any occasion. The “Drip Cards” combine into a “Deck of Cards” which represent the user’s closet.

**1.2 DEFINITIONS, ACRONYMS, AND ABBREVIATIONS**

Drip Cards = Individual clothing item cards

Outfit Cards = Collages of drip cards that make a full outfit

Deck of Cards = a swipe-able menu that filters through all clothing items in the user’s closet

**1.3 INITIAL SCENARIOS**

Planning outfits for the week from their closet

Finding what clothes someone does not wear a lot

**1.4 INTIIAL FEATURES**

Google lens to find prices and brands of clothing

Upload and collage uploaded photos

Timer that says how long an item has not been used for a collage

**1.5 USER STORIES**

Users use Google lens, or similar image scanning tool, to discover similar clothing they can buy online from other people’s outfit cards (a complete styled look)

Users take pictures of their clothing items (their clothing cards) then choose the clothing cards they want to use out of a carousel of cards (their entire closet) and combine them together into an outfit (an outfit card)

The user checks the timer present on clothing card (which increases in time as a card is not chosen) to see if they have not worn an item for an extended period of time, which helps decide if they want to get rid of clothes

**------------------------------------------------------------------------------------------------------------------------------------------2. REQUEST OVERVIEW  
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**2.1 BACKGROUND INFORMAITON**

Brand new website

**2.2 SPECIFICIATIONS**

2.2.1 Major Features

|  |  |  |
| --- | --- | --- |
| Number | Major Feature | Level |
| MF-1 | Google lens to find prices and brands of clothing | N/a |
| MF-2 | Upload and collage uploaded photos | N/a |
| MF-3 | Timer that says how long an item has not been used for a collage | N/a |

2.2.2 Functional Requirements

MF-1 – Understanding of Google Lens in required and implementation of a recognition system is required, as well as a database for matching clothing

MF-2 – An uploading portal is required as well as a simplified collage maker. This also means there needs to be a location where the individual clothing cards, outfit cards, and deck of cards is to be located.

MF-3 – A simplified timer is required to count up from the last time a clothing card was used. It may also require the ability to send a notification to the user when it hits a certain max time.

**2.3 PROJECT PLAN SCHEDULE**

Week 3 - Getting feedback from peers concerning project and making necessary changes

Week 4 -

Week 5 –

Week 6 –

Week 7 –

Week 8 –

**2.4 DATA DISCTIONARY**

**2.5 ROLES AND RESPONSIBILITIES**

|  |  |  |
| --- | --- | --- |
| Role | Name | Responsibilities |
| Team Lead | Naomi Nash |  |
| Release Manager | Daria Pacheco |  |
| Documentation and Tester | Naomi Nash and Daria Pacheco |  |
| Coder and Tester | Naomi Nash and Daria Pacheco |  |

**2.7 INFRASTRUCTURE DIAGRAM**

**2.8 APPLICATION DIAGRAMS (UML)**

**2.9 CONTEXT DIAGRAM**

**2.10 MEETING NOTES**

**------------------------------------------------------------------------------------------------------------------------------------------3. RULES  
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**3.1 CONFIGURATION MANAGEMENT RULES**

How will GitHub be used for the Team project?

GitHub will be used for code inspiration and coding assistance.

What are the rules around commits and branches?

Always issue a pull request for code changes unless working together at the time, then use commits. Make branches only when necessary, and make sure they are organized.

What is expected of commit messages, and how will this be enforced (if it is)?

Commit messages are only made when currently together or speaking over the phone, and it will be enforced with mutual trust.

What type of workflow will be used (feature branches? GitFlow/Git Actions? No branches?)

Workflow will be split up using branches by parts/sections of the project, i.e., development/production branches, Daria/Naomi branches, etc. which would eventually all go into a main/parent branch for the final product.

**3.2 CODE RULES**

What is the technology stack?

Windows (Operating system), Microsoft Office (Presentation software), HTML (Programming language), GitHub, Google Lens

How can new team members get set up (onboarding)?

New team members will meet with a current member of the team. Current member will walk new team member through each part of the current code set up, ideas that have been previously tested, and rules for handling the code and introducing new code to the project.

What linters and analysis tools will be used?

HTMLHint (<https://github.com/yaniswang/HTMLHint>) and/or HTML Inspector (<https://github.com/philipwalton/html-inspector>)

Are there other ideas for tools that need to be explored?

There are currently no other ideas for tools, although we are sure this will change during development.

What technologies do some team members need to learn?

HTML needs to be reviewed, and the linters that we discovered will need to be learned. Also, GitHub will need to be practiced more as well.

How has this been factored into the project plan?

We will be reviewing technologies before we begin working on the project, during the initial stages, so that we will be prepared later. We will also learn and research more as we go.

**3.3 TESTING RULES**

At a high level, how will you test your product?

By running the code personally and testing each step of the apps use in order so that we can catch earlier problems in the program’s use.

You need to automate at least part of this this semester, so how can you automate?

One idea that we have to automate our program would be that when someone uploads a photo of their clothing, it will be automatically displayed on a “drip card” (clothing/outfit card) within the user’s “card deck” (their closet)

How does testing interact with commits (always test before commit? all tests pass? all tests pass before merge?)

We will definitely test before committing. All tests should pass before code is committed.

Security - Think about how you are going approach this.

What aspects of the stack will need more security than others?

The uploading of pictures portion, as well as user log in.

Where do you think security factors in during development?

Security should be considered at every stage of the development process.

What tools will be used?

Windows (Operating system), Microsoft Office (Presentation software), HTML (Programming language), GitHub, Google Lens

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