

Cliquer

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Problem Statement

The use of social media to interact with others is now seen as a regular activity throughout any day. However, many of these applications tend to only connect existing groups of people, rather than provide a way for new groups of people who have never met to easily connect with others that share similar interests or skills. For this reason we will create an application that specifically aims to allow users to group with others based on skills and interests.

Project Objectives

- Facilitate the grouping of users with similar interests and skills
- Allow users in a group to communicate effectively through a chat service.
- Provide a way for users to rate each other's skills for future matching
- Encourage the building of many groups where users may earn a reputation
- Allow users to easily broadcast public events to their entire community
- Provide a system to eliminate false information given by a user

Stakeholders

- Users: Anyone who wants another way to easily connect to others
- Developers/Owners: Jordan Reed, Shawn Montgomery, Kevin Nagar, Jordan Buckmaster, and Paula Farkas Toth
- Project Coordinator: Miguel Villarreal-Vasquez

Project Deliverables

- A front end website built with React and Redux aimed at delivering intuitive group-management, profile-management, and chat interfaces.
- Java server built with Spring that allows users to create lobbies for their group, and matches other eligible users with these groups. Also manages the chat lobbies within the groups.
- NoSQL database to store account information for making matches
- Machine learning applied to group matching to increase user satisfaction.