

Project Name: **Reunion**

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#### Abstract:

The purpose of this Application is to allow family and friends an easier way to plan and budget for different activities that they plan together. This should solve issues with trying to find a good spot for everyone to meet up at. And meeting the budgeting goals of everyone involved.

#### Background:

We already know how to properly plan and implement code. The things we don't know are how to code in the **dart language and flutter framework**. That will be an obstacle to overcome.

This application will be built from the ground up. We will not be using any other code from anyone to begin. Additionally we have not worked on this before this class.

What inspired this application was talking about family reunions and how the family needed to start saving money to plan for a trip. We also talked about how each family would pitch in for food and depending on how many people were in their family they needed to pay a certain amount of money. This is where the idea came from and was inspired by a small family/friend problem that we think is a common problem that could be simplified by the creation of an app that handled this.

After some research we found that there isn't an app that does this. There are some applications that are budgeting apps and planners but they don't cross those paths and allow families to plan together and budget together.

#### Description:

Why? - To simplify the complex problem of bringing multiple families/friends together with different budgets and allowing them to plan and budget so a reunion can be planned.

What? - This app will allow the users to create an account, add friends and family into different groups. The groups will be able to see each other's location and find the optimal spot to have a reunion. There will also be other features such as budgeting for the trip that they will be planning for. As well as giving recommendations to the families. We also want to implement a feature of point based interests. Each family or individual will get favor points that they can put towards different interests that they have. Those points will be shared and shown to other families and friends in the group so everyone can make the best decision based on everyone's preferences.

Who? - Anyone that likes to plan events with their families or friends! If you like to plan big events or even small ones and have other people participate in the planning then this app will help these people plan and budget and allow others to see what is happening!

Where? - This application will be used on both Android and IOS. That is the goal at least! But it will be a mobile app because most people have access to phones and can plan easy on them.

How? - They will Interact with the application interface and be able to see the information that is there.

When? -

Goal 1: Users can make an account and input their account preference and family/individual interests.

Goal 2: Be able to link up with family member and friends and be able to see shared interests and hobbies

Goal 3: Be able to plan recommended activities.

Goal 4: Budget for those activities

Goal 5: Location recommendation for families and friends.

(what if's?)

- we put a chat feature?
- we added 3rd party payments?

Significance:

This project is significant because it solves a planning problem within families and friends. It helps people visualize similarities between friends and family. It helps people respect and work together to help everyone meet their budget goals.

This would be great to put on our resume and show future employers. It shows that we can solve problems and work in a team to build something that is beneficial to society.

New CS concepts:

Learning a new programming language. Learning to work and build an effective product from the ground up. Learning to work in a team with very little supervision and instruction. This will allow us to improvise and solve our own problems and will translate into the work field where employers are looking for these skills.

Interestingness:

Ammon - This project is interesting because it solves a problem that my family has and my family likes to do a lot of fun things together. I also think that friends getting together for the first time can use this app to see what they have in common and can plan different activities. So this app could be used by a lot of my family members. I know that other families have this same problem and could also benefit from an app that is built well.

Roberto - I love this project proposal, since I can see it actually solving a real problem that family and friends do have when planning for an activity/trip. From my view, this app has the potential to be used by a vast amount of people. I generally get excited for projects that will allow me to move forward in the type of career I'd like to have and this project fits within that category.

Tasks and schedule:

Learning Dart and Flutter through Udemmy course	43 Hours Per person	Jul 1, 2022
Landing page creating and implementation:	10 Hours Per person	Jun 1, 2022 check in- if not done hyper focus and be done by june 7th
Setting up databases:	10 Hours Per person	Jun 21, 2022
Account creation:	2 Hours Per person	Jun 24, 2022
Encryption for pass/ 2FA:	15 Hours Per person	Jul 31, 2022
User preferences:	5 Hours Per person	Jun 30, 2022
Writing tests for app so far:	10 Hours Per person	Jul 25, 2022
Creating family/friend groups:	5 Hours Per person	Sep 28, 2022
Creating plan recommendations:	5 Hours Per person	Oct 15, 2022
Creating location recommendations:	10 Hours Per person	Oct 30, 2022
Tests for app:	15 Hours Per person	Dec 1, 2022
Budgeting development:	10 Hours Per person	Nov 15, 2022
Total:	140+ Hours Per Person 280+ Hours Together	Dec 14, 2022

Resources:

Flutter - Free

Dart - Free

Android Studio - Free

Android toolchain - Free

VS Code - Free

Visual Studio - Free

Java - Free

Google Firebase - Free service

Google GPS - ??

Udemy Course to learn Dart and Flutter \$16.99 x 2  
Weekly Drinks - \$2.99

References for learning and later use in code

Possible 2FA for Dart: [https://pub.dev/packages/dart\\_otp](https://pub.dev/packages/dart_otp)