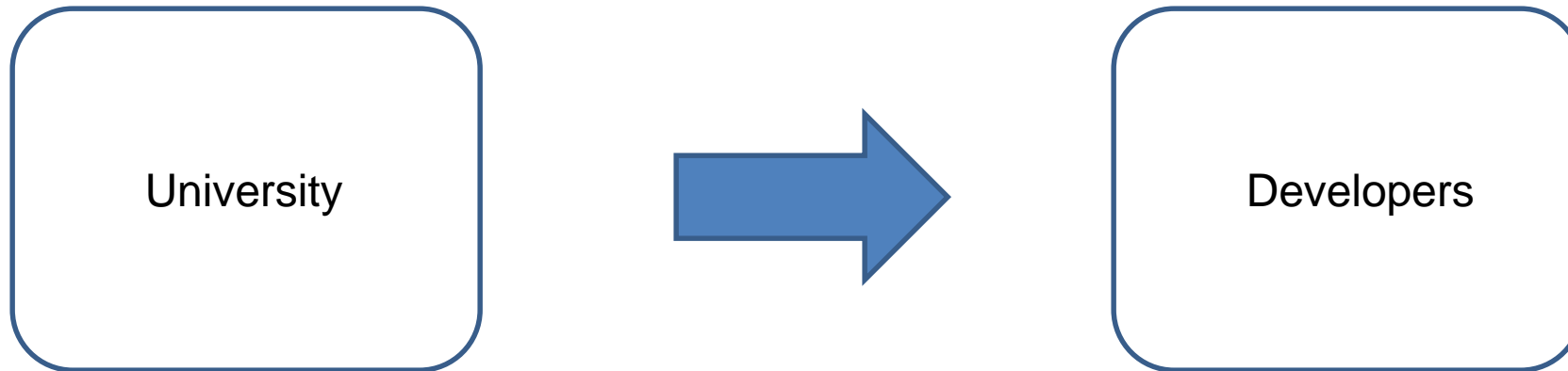# merge!

merge! is a team matching service that builds an **optimal** development team based on a **matching algorithm.**

Target user

Any developer who needs team building

In order to strengthen the matching algorithm, the target users were changed from professors and students to developers.

University ➡ Developers

mechanism

Core mechanics remain the same

Except for the change in the service name to specify the target user, the matching algorithm and UX flow remain the same.

differentiation

Automatic matching

Unlike other team matching services in which the host directly selects team members, team matching is automated with a elaborate matching algorithm.

differentiation

Teams with the same purpose

In addition, there are several teams in one class with the same purpose, which can be motivated and is highly likely to expand other services such as competitions.

Host flow

Set project type

e.g. Web, App, Game

Host flow

Set name and purpose

e.g. Overseas travel plan generation service created in 1 minute

프로젝트 이름

프로젝트 이름 *

프로젝트 설명

프로젝트 설명

Host flow

Set details about project

e.g. react.js + node.js + mongoDB + aws + figma

Host flow

Set the number of people per positions (teams)

e.g. 4 people, 2 front 2 back

Host flow

Set the registration period and activity period

e.g. Registration Period: 2023.05.26 ~ 2023.06.09,
Activity Period: 2023.06.10 ~ 2023.08.10

Host flow

Create questions for users to answer

e.g. Coding Experience?
["0~1", "1~3", "3~5", "5~10", "10+"]

 ** No more Custom Questions

Member(Guest) flow

Before forming team

1. Agree to the purpose of the class
2. Answer Questions
3. Wait until registration is done

Member flow

After Team formed

Start a team activity with the chat function

Dev Status

Frontend

Dev Status

1. Login and Register (Done)
2. Create Class (Done)
3. Join Class (Done)
4. Forming Team (Improving)
5. Chat Service (In progress)

Thank you