Pet Clump Release Plan

Extended Abstract†

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ABSTRACT

This app is used for people to make connection and friends through their pets, find out their common relations and interests based on the short quiz.

KEYWORDS

Date, pets, quiz.

1 INTRODUCTION

The Pet Clump app is a social mobile application for people and are centered by pets. Nowadays, pets are more and more common in human society, and many people treat them as their family members, unlike in the past, where dogs are trained for purposes of door keeping, cats are trained to kill rats, etc.

Currently, most of the social app on the market are focus on human being him/her self instead of things around them, and most of the app does not do a good job of taking care of users' privacy data, and security.

Pet Clump would like to develop an app that focus more on pets instead of human beings, so that when users are using the app to find their matches, the app will only show the profile of the pets instead of the actual person before you get a match! And we will also try to build a more trustable social network by verifying incoming new users and making sure the user is not a robot or some kind of scam.

Our goal is to extend people's social network further by exploring more common interests shared between them, essentially pets.

There will be a detailed description about what functions will the app have in the following section.

2 Analysis of Existing Systems

Currently, most social application are based on the only the person self, and make connections among people solely on their personal interests, appearance, etc. And they usually collect user's data and use them to make profits and sometimes sell them to advertising company.

What we want to do is to make an app that satisfies the needs of modern people, since more and more people have pets, treat them as families, and their decision of making connections with others are now not only based on themselves, but also care about how their loved one feels.

3 Who Are Your Target Users?

Our target users are anyone who has pets, any pets. However our primary functionality will focus on

pets that are sociable, that means, pets that you can bring out to see other people.

4 General Timeline of Specific Components of Our App

The followings are the proposed functions we plan to implement, we use story point system to measure the effect a story may take in the development phase. Each week, we target to finish 30 story points (60 points per sprint).

Sprint 1:

- 14pts - As a user, I want to have an easy and secure login system.
- 7pts - As a user, I want to sign-up without using a social media.
- 8pts - As a user, I don't want to reenter my information to re-login
- 9pts - As a user, I want to enter basic information about myself when signing up and be able to update it anytime I want.
- 8pts - As a user, I want to use the app that supports my language of preference.
- Total: 46 story points

Sprint 2:

- 9pts - As a user,I want to enter my weekly free time to match with people.
- 10pts - As a user, if I have more than one pet, I would like to be able to create individual profiles for each pet under the same account, so each account could have multiple profiles for different pets. (Matching will only be between individual pets, not individual account)
- 13pts - As a user, I want to answer a list of quiz problems regarding my pets, such as the pets' habits, sizes, personality, favorite food, usual walking time, and so on, then to match with other people based on these information.
- 22 pts - As a user, I want to see the user profiles that match with me based on my quiz answers and location. (Ranking optional)
- Total: 54 story points

Sprint 3:

- 12pts - As a user, I want to add friends and have a friend list where I can see friend requests.
- 24pts - As a user, I want to chat with my friend one on one.
- Total: 36 story points

Sprint 4:

- 15pts - As a user, I want to have an easy to use interface that are creative, gorgeous, and functional.
- 10pts - As a user, I want the app to adapt location to the matching system.
- Total: 25 story points

5. Technology

The main technology besides Swift for our iOS version development will be Google Firebase. We will use Firebase for user authentication and modify cloud messaging system to provide secure end-to-end encryption. We choose to use Google Firebase to eliminate the cost of server host and maintenance.

6. System overview

Figure 1 shows the system overview. There are two entry points: login and sign-up. For the sign-up, we will use Google Firebase to process authentication. If possible, we will extract user's basic information from the provided account and provide a better user experience.

Our sign-up page is our setting page, user can enter their information, weekly schedule and profile picture. Under the owner's profile, an owner can create up to 6 pet profiles.

When creating the pet profile, there are 3 sections. The photo of pets only. The photo of owner and pet, and pet's information. The photo of owner and pet will be hidden from public. At the pet's information, owner can answer some quiz problems about them and their pets for matching purpose.

In the main page, owner can choose which pet he or she wants to view match and friend list. The system will download other profiles from same local area and calculates the match percentage on client's devices.

When viewing profiles, there will be an "Add Friend" button. User can view their friends and requests at the "Friend" tab in the matching view. Clicking any friend will open the chatting system. Where message are encrypted and delivered by Google Firebase. At this point, they can view friend's owner's photo.

Finally we will look into Yelp's API to recommend a location, such as a park, for the owners to meet up.

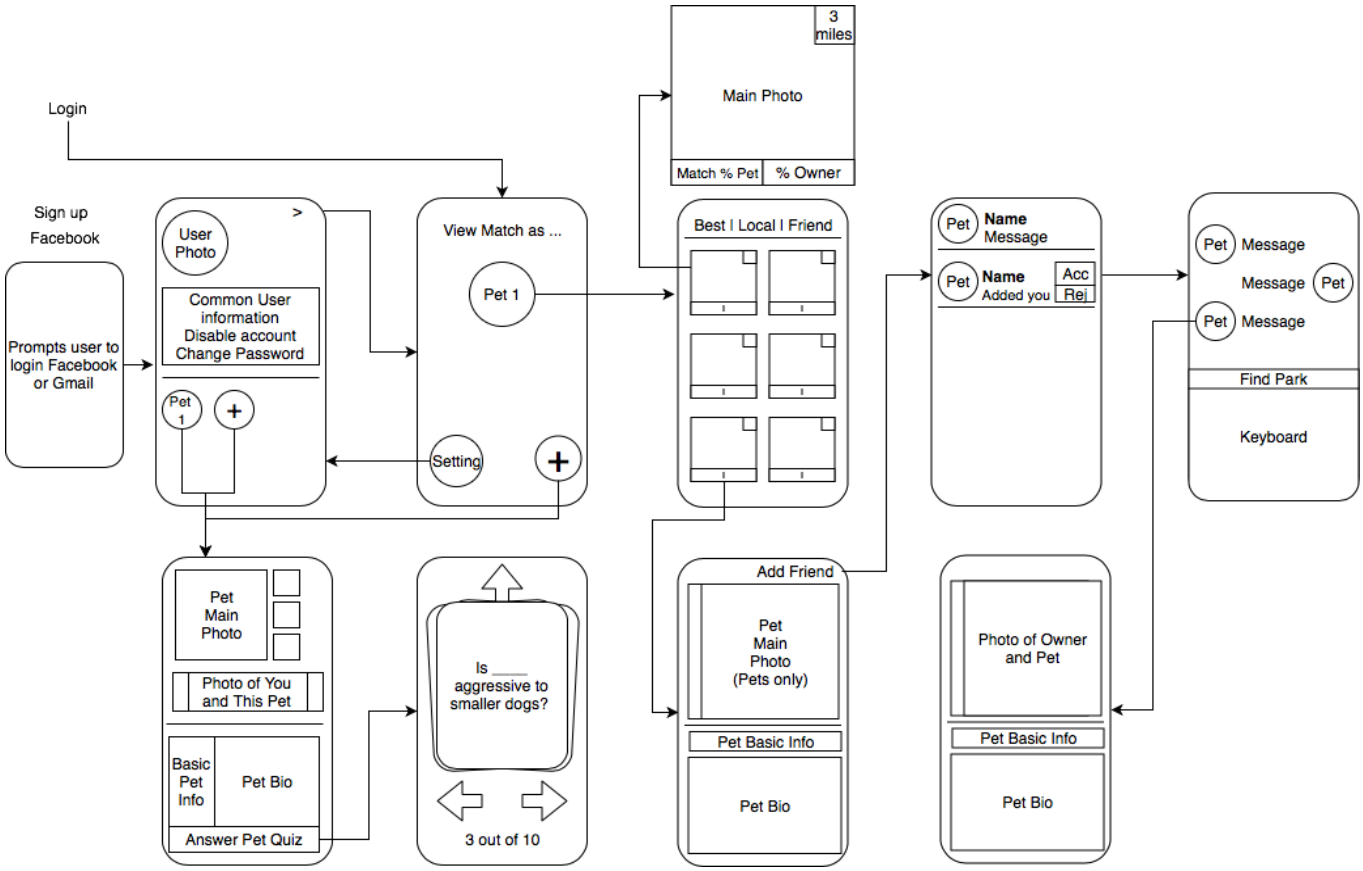

Figure 1. System Overview

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