

# CSCI 3308: MILESTONE ONE

**Team Name:** Ox2B

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## **Description:**

Our team aims to create an application that allows students to connect with one another through common studying interests. We want to create a virtual space that will allow students to create events which will show up on a digital map of the University of Colorado Boulder. We believe this application will have the ability to make a strong impact on the social dynamic at our university. Specifically, looking at the process to get help with studying if that takes form of organizing your own or teaching others.

In any case the software will take form of of a mobile application. We anticipate to incorporate a smooth and simple to use GUI for our frontend. The main purpose of our frontend is to collect necessary information of the students who use the app. We need to collect the information so we can store it in a database. Our database would contain keys with their names, classes, and other comments (Hobbies or a short bio). For our database it will most likely use MySQL as its a free source and it is very widely used.

When using the application a user will be able to navigate an interactive map of our University and be able to locate nearby events. If a event hotspot is clicked on. It will trigger a popup which displays important details about the event will be displayed. Those details can entail the topic they are studying, allotted time, and number of students there. Anyone with the application can create an event and invite their friends.

This application will serve a greater purpose than just allowing students to meet up and study. We are striving to create a community that focuses on relationships hoping that through their academic struggles they gain a greater appreciation for the value of one another. Not just using the application to do assignments, but rather focus on gaining a strong connections and striving to surround yourself with people that are better than you.

## **Vision Statement:**

Provide students with a readily available tool to design and streamline their own study dynamic and become more efficient with hanging out with one another to accomplish common goals.

## **Motivation:**

The primary motive for this application is to see students connect in real life and work together. Many members of our team can recount an experience when they were struggling with an assignment late at night past office hours or what have you. And when you hit a roadblock

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it's easy to give up or settle on the fact that you have not entirely grasped an important concept. This app allows for flexibility with personal schedules and creates a network for users to take ownership of their studying with others.

## **Risks:**

So many of our preliminary concerns might be around authentication with our given user base feature. We aren't entirely experienced with this aspect of software development and we already think it's going to be more backend related than anticipated. Our direct estimate was about 75% backend and 25% frontend. As we aim to use FourSquare API which will map out the closest events. In this case we are worried about the fact that anyone who has the application can make an event. So we may potentially restrict it to certain emails or have a verification process.

Another risk is being able to learn how to store so much information about our users. From pictures, courses, and interests we don't feel like we have a tangible understanding quite yet. Which is concerning since its foundational for creating our main database.

Lastly, a risk that we don't necessarily anticipate to happen is the amount of users and if our backend will be able to handle it. I'm assuming we will be making a backend that can support a reasonable amount of people, however, that amount for certain could change given the scope of the project within the time frame.

## **Risk mitigation Plan:**

We want to meet with a few TAs and get their insight on many of these assumed risks. They might not even be risks and we want to know risks we didn't even consider. For the concern on the amount of users it's ideal that we discuss estimates and design our backend to avoid any crashes. We should not rush this phase of the project as it's crucial that its clean and functional.

## **Version Control:**

We plan to use GitHub. The repository will be updated with pull requests so we can avoid breaking the master branch. Also aiming to test out each phase of the project before merging and having discussions on what is going well on each version.

## **Development Method:**

Attempting to use Agile. However, with a group this small we are concerned it might not be as efficient to use it.

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But we created a Trello with a (Kanban) method so that is the route we will pursue. We also established that we will do our best to confront one another on goals and mistakes we make so each phase of the project the overall team chemistry is positive.

## **Collaboration Tool:**

We are currently using Slack, but anticipate to use Skype when necessary.