

Milestone 1

Team Number: 106-3

Team Name: The Drinksta Dudes

Team Members:

- Andrew Yee
- Trevor Stanley
- Holden Kjerland-Nicoletti
- Teagan Peters
- Joshua Hamel
- Maxwell Sechelski

Application Name: Drinksta (like drink instagram)

Application Description: *A short (2-3 paragraphs) overview description of the application. Provide enough information to explain what functionality and value your product will provide to users of your application.*

→ Website based application for finding drink/food recipes based on the ingredients you have (e.g. mint leaves and rum = mojitos!)

Our project idea involves creating a website that's accessible via the internet (by phone or computer). This website requires that you make an account if you don't have one and when you login into your account you can subscribe to different "playlists" for drinks. These will have different drink recommendations based on the theme you might be going for and based on what kind of alcohol/mixers you have available. Another advantage of having an account is the ability to favorite and save specialty drinks. Users can rate their friend's drink making abilities. Theme/"playlists" include different kinds of parties, social events and promotions, and dinner parties/potlucks.

- Potential for a user created recipe section where users can upload and share their drink mixes. Other users can vote and review recipe ideas
- Unlock fancy/elite drink mixtures
- Earn points/rewards with your favorite local liquor store
- Earn fancy badges based on "drink streaks" (e.g. hitting a certain number of mixed drinks in a month or through sharing drinks/doing challenges).
- Connect with friends through seeing what drinks they are mixing and or helping them find the drinks that can be made with what they have

Vision Statement: *A simple, one or two sentence statement describing the clear and inspirational desired state resulting from your team's efforts to create your application. Use the format/template provided in lecture.*

Our goal is to create a simple/easy to use website that makes drinking more fun and sociable, while being able to work with what the customer has for ingredients and wants in terms of mood. This website (and hopefully future application) will allow friends to share their favorite drinks and earn reward points with their local liquor stores.















Version Control: *Identify the three repositories your team has created in git. (One for team meeting logs; one for Milestone submissions, and one for all project code/components.) Verify that you have shared access to the repository with your TA and all your project team members (screen shot.)*

Github Repository: <https://github.com/the-drinksta-dudes>

Meeting Logs → https://github.com/the-drinksta-dudes/Meeting_Logs

Milestone Submissions → <https://github.com/the-drinksta-dudes/Milestones>

Project Code → https://github.com/the-drinksta-dudes/Project_Code

7 people in the the-drinksta-dudes organization				Role ▾
	AndrewYeeYee	 Private	Owner	0 teams
	hameldacamel	 Private	Member	0 teams
	Holden Kjerland-Nicoletti holdenKjerland-Nicoletti	 Private	Member	0 teams
	msechel	 Private	Member	0 teams
	Sharan Srivatsa sharans003	 Private	Member	0 teams
	Trevor Stanley T-Man-Stan	 Private ▾	Member	0 teams
	tepe5782	 Private	Member	0 teams

Development Method: *Describe the software development methodology will your team follow. Describe the methodology and the features/steps you will follow. Common methodologies include waterfall, agile/scrum, iterative. You may choose to follow your own hybrid version of these methodologies as best suits your Team.*

Our team plans on utilizing the Agile methodology as our primary development method, along with some iterative elements. We chose the Agile methodology because it allows us to be flexible in our development while providing the tested and verified structure for effectively developing a software project over a condensed timeline.

Features/Steps:

- Satisfy the client and continually develop software:
 - Our primary clients are college students and 20 somethings
 - UI/UX should be tailored to them and ideally parallel
- Changing requirements are embraced for the client's competitive advantage:
 - We plan to be flexible as we go with regards to development tools and additions/omissions of various features we believe the client wants
- Delivering working software frequently:
 - We plan to develop in bursts, ideally producing a new iteration of the MVP every 2-3 weeks
- Teamwork & communication throughout the entire project:
 - None of us have a lot of experience with frontend development. Hence, we will all be working hard to develop these capabilities and share the workload with this.
 - We will meet weekly on Sundays in Norlin Library and can also meet at the end of lab each week if necessary
- Project environment and support/resources:
 - We will meet weekly in a study room in Norlin, which allows a quiet and isolated space for us to collaborate.
 - We can also check out various hardware from the desk in Norlin that may be of use to us
 - Our TA, Sharan, along with the CAs for this class will be a primary resource for when we get stuck.
 - Several of our team members are also in Database Systems with Prof. Paradise. Hence, those members and the resources from that class will be invaluable for the SQL database requirement for this project.
- Mission Achievement & Evaluation:
 - Creating a working website with the aforementioned features/functions.
 - Having an acceptable and visually appealing UI/UX
 - At the end of development sprints, the team will assess what we did well, what we need to do, and what kind of time constraints we are under.

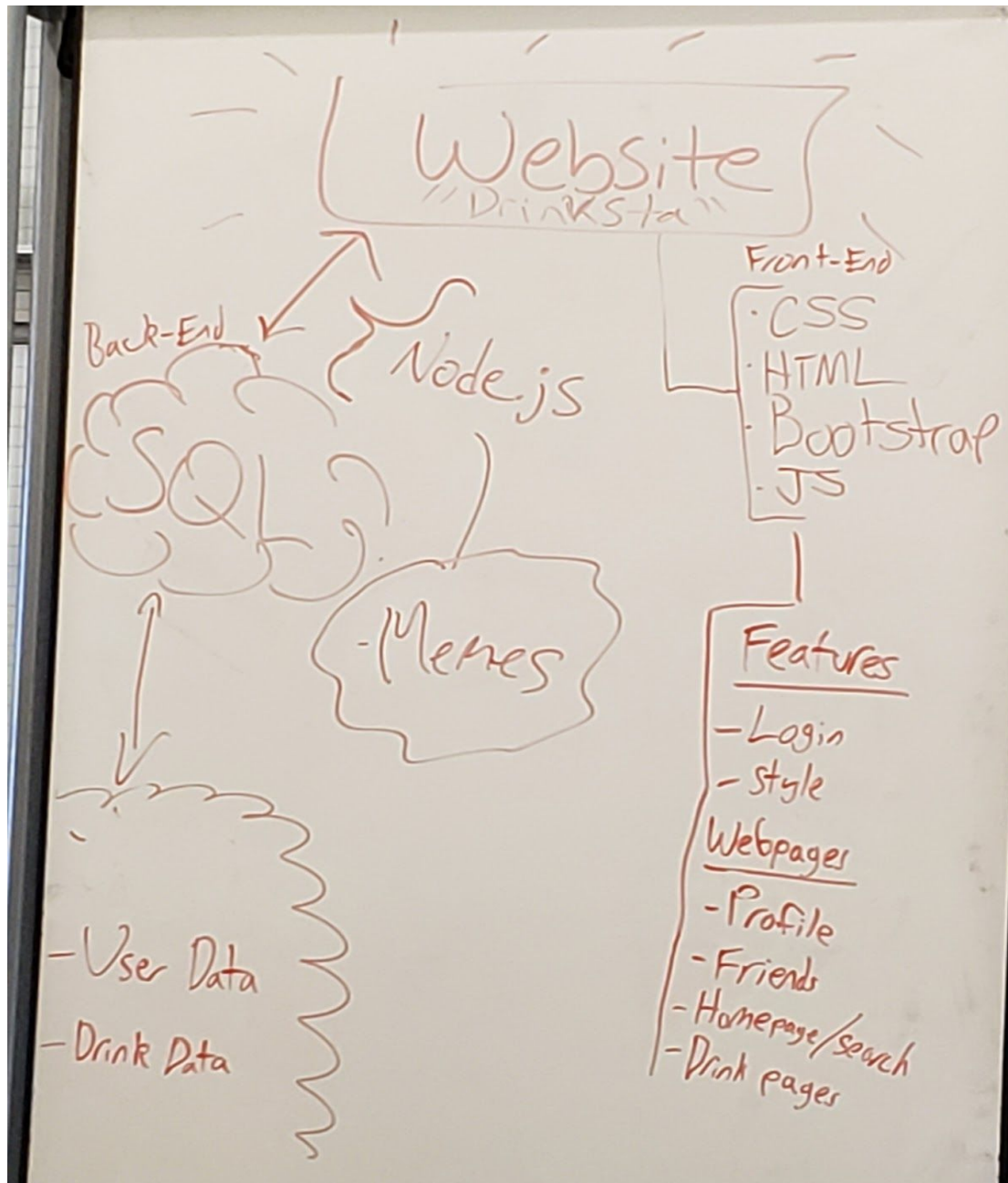
Communication Plan: *Describe in a paragraph or two how your team plans to communicate with each other during the course of the project. You may identify a collaboration tool for team members to utilize for coordination of their work and communication among team members. Such tools are Slack, HipChat, Google Groups, etc.*

Our Communication Plan is as follows:

- We have set up a groupme with all members so that we can easily and quickly get in touch with one another. Each member has each other's email and phone number.
- We see each other regularly in recitation and have also scheduled weekly 2 hour meetings on Sundays where we go over and delegate tasks, check on our progress, and strategize for the coming weeks. These weekly meetings will be held in a study room in Norlin Library.
- We have also set up a shared folder in google drive where we add all of our documents, progress reports, etc.
- We have also set up a github repository for all of our data with detailed description. Commenting code so that other team members can follow it easily is another form of communication we have implemented.

Proposed Architecture Plan: *Propose an architecture for your app. What technologies will you be using on the backend? What technologies on the front end? How will they communicate with each other? Which technologies will be responsible for which functionalities?*

- *Front End: Web Page*
 - HTML, CSS, Bootstrap, Java-script
 - Website functionality and looks
 - Login, User Access
- Back End:
 - SQL
 - User Data: Name, Email, Password, Points, Favorite Drinks, etc.
 - Drink Data: "Category of Drink", ingredients, etc.
- Integration:
 - Node JS
 - Connection between our web application and database



Meeting Plan: Identify and describe your team's agreed-upon meeting schedule and mode. Identify the day(s) and time(s), mode, and location your team has agreed upon for regular meetings. "Mode" refers to how you are meeting (face-to-face), group video chat (like Skype), etc.

- Weekly Meetings for 10 minutes after recitation on Thursdays and for 2 hours on Sundays
- Skype/calling/google hangouts for members that can't be there in person
- Location: Study room in Norlin Library

Mission Statement: Simple, easy to use application that provides customers with a drink for any occasion.