**BICKER QUICKER**PROJECT CHARTER

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CS407 Purdue University

horizontal line

# **Problem Statement**

Sometimes when you have a disagreement with someone, you just want a third opinion. Often this opinion comes from friends that have a bias or from strangers online who only hear one side of the story, which then usually leads to meaningless back and forth arguments. Bicker Quicker aims to provide a platform that promotes hearing both sides of an argument, as well as non-argumentative resolution to disagreements. Most arguments online are held on social media, but Bicker Quicker provides a place for streamlined arguments and less toxicity.

# **Project Objectives**

1. Produce an application that allows for users to resolve disagreements while providing even more people with entertainment value.
2. Ensure the application minimizes confrontation as opposed to most other discussion apps. This should not be a hostile environment for users. Users should remain protected through anonymity.
3. Develop pleasant user interfaces and front end that allows for easy navigation and intuitive use for users as well as developing with expandability in mind for developers.
4. Manage a well organized and secure database to hold user information as well as information that will run the app including bickers, bicker information, statistics, and other important data.
5. Include a proper moderation system that monitors posts in order to create a non-toxic environment for users of the app.

# **Stakeholders**

* **Users:**
  + Users that create the bickers to be voted on. These are people who have disagreements that they want solved or supported by public opinion.
  + Users that view and or vote on bickers. While providing a resource to other users, viewing and voting will be great entertainment for users.
* **Developers:** Brendan Raftery, Benjamin Loisch, Kyle Booth, Blake Thomas, Edward O’Neil, Ali Gaildon
* **Project owners:** Brendan Raftery, Benjamin Loisch, Kyle Booth, Blake Thomas, Edward O’Neil, Ali Gaildon

# **Deliverables**

* Android application
  + User can sign up and log in with their account details (username and password).
  + Alternative login via Google/Facebook.
  + Push notifications for alerting users.
  + Written in Java.
* User can create a bicker with a specified time frame for voting
  + Other bickerer gets to approve/disapprove of bicker.
  + When creating a bicker you pick the other bickerer by using the username they gave you.
  + Other users can vote on a winner once per bicker.
  + After voting, users get to see how others have voted.
  + At the end of the time frame the original users are notified of who won.
* A database hosted by firebase
  + Allows for saving of bickers and bicker data.
  + Saving user stats and data needed to generate a user profile.
* A flushed out user profile
  + Shows all bickers you have participated in.
  + Statistics showing categories you most often participate in, how often you are on the winning side of bickers, etc...
* Search past bickers based on categories, tags, title, or number of votes
  + Pre-defined categories for bickers (relationship, politics, etc...).
  + Search for past bickers or bickers currently being voted on.
* Moderation to prevent toxic bickers
  + Automatic input sanitization to remove “bad words”
  + Users can flag inappropriate bickers
  + Moderators review and potentially remove flagged bickers

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# **Member Past Projects**

Brendan Raftery (braftery@purdue.edu) : Elementrium

https://github.com/doctorb77/Elementrium-Phone-Game---307Project-

Elementrium is an educational phone application that allows users to learn chemistry while having fun. Users are able to combine atoms together to create new atoms through nuclear fusion and then use combinations of atoms to form compounds. Learning facts along the way and solving quizzes to earn more points and unlock even more atoms and compounds to explore.

Blake Thomas (thoma558@purdue.edu): Pilot

<https://github.com/dmorton2297/Pilot>

Pilot is a Project Management utility as a web application. The purpose of this system is to provide a platform for managing small software development teams by offering commonly needed tools: team management, task management, team communications and productivity statistics.

Kyle Booth (booth16@purdue.edu): Wandr

<https://github.com/lucastao/stalkr>

Wandr is an android application that automatically matches users with other users who are within a certain distance. Users are able to view each others interests, and choose whether they want to accept or reject the match. Users who have accepted a match with each other can chat and see where they matched.

Ali Gaildon (agaildon@purdue.edu): ParkHere

<https://github.com/NikhilNarayana/ParkHere>

Parkhere is an Android mobile application that monitors parking spots on Purdue’s campus. The database holds the location of all applicable parking spots on campus which a user can “reserve”, if it is not already reserved by another user. Real time scheduling and tracking was added so users can identify which spots are open for parking at in advance by at most 12 hours.

Edward O’Neil (oneil4@purdue.edu): ParkHere

I was on the same team as Ali so the project description is the same as above.

Benjamin Loisch (bloisch@purdue.edu)

I received special permission to take this class before taking CS 307.