

Project Title: Bonfire Messaging



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Problem Statement:

- Intended users
 - College students
 - Young adults
 - Casual Chatters
- problem being solved/addressed
 - Ease of communication
 - Simplified experience compared to applications like Discord

Project Goals / Objectives

- By the end of the first sprint, we will have a plan in place with each person assigned a section of the project to work on, an understanding of what we believe to be attainable by the end of this project, and an understanding of what the steps forward will look like.
- By the end of the second sprint, the back end database and authentication will be built, the front end login and register pages will be designed, and the basic foundation for the project will be built.
- By the end of the third sprint, the API for real time messaging will be implemented, successful implementation of log in/ out on front end, and user interface layout for messaging on both mobile and web planned for implementation.
- By the end of the fourth sprint, we will have a working chat interface for both mobile and web, messages will be sent and received in real time with verification on both ends, and the user experience will be clean and responsive on both platforms.
- By the end of the final sprint, the project will have finished debugging with all critical bugs fixed, feedback will be collected from test users, and be ready for deployment as a functional application.

Proposed Features / Scope

The scope of this project is to create a program that can be used on both web and mobile for sending and receiving messages. The project will include features like private chats as well as group chats, a login and accounts, and the ability to personalize your profile picture. Any additional features are considered out of scope with the deadline of this project but may change as the project progresses.

Tools / Technologies Expected to use

- Firebase
- Java
- Javascript
- Visual Studio Code
- CSS
- HTML
- JetBrainsSuit
- Kotlin

Risks or Challenges

- Technological

This project is dependent on free trials for all software used which can cause a challenge of limiting capabilities for feature implementation. There is also the challenge of sizing issues between different device windows since monitor sizing is not standard. A potential problem and challenge towards the end of this project is setting up the communication and ability to switch between mobile and web when sending messages.

- Logistical

The main logistical challenges of this project is the fact that we are college students and have homework outside of this project to work on. Another challenge is that some of our group members have work obligations outside of the project and making sure everyone has an even part in this project with these challenges in mind.

- Team related

The biggest challenge relating to the team is the lack of consistent timing between all group members to meet. Many of our schedules are conflicting and the group is spread across two sections of this course.