Project Part 2

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Project Summary:

PetMatcher is an app that allows clients to find pets (either a snake or a dog) that match the requirements they desire. There are two kinds of clients/users: 1) pet seekers and 2) shelter administrators. Pet seeking clients can login, create a profile, enter what pet they want, enter what qualities they are looking for in a pet, and enter their family, housing, and a bio. Shelter administrator clients can create accounts (for either a snake or a dog) with their contact information and upload pets to the database along with their qualities and descriptions. Pet seeking clients can swipe right (to match) or left on pets from the database. If their profile matches the pet's needs, they have a match. Pet seeking clients can message their match to inquire more about the pet from the shelter.

Project Requirements:

User ID	User Requirements
UR-1	Users should be able to create an account using their email and a password.
UR-2	Users should be able to login using their email and a password.
UR-3	Users should be able to create a profile.
UR-4	Pet seeking users should be able to write a bio and select preferences.
UR-5	Pet seeking users should be able to select if they want a snake or dog.
UR-6	Pet seeking users should be able to select the age range of the pet they want.
UR-7	Pet seeking users should select the kind of home they live in.
UR-8	Pet seeking users should be able to select if they have children in their home.
UR-9	Pet seeking users should be able to select the temperament/role of the pet they want.
UR-10	Shelter administrator should be able to create a profile for their shelter.
UR-11	Shelter administrator users should be able to select if they want to create a profile
	for a dog or a snake.
UR-12	Shelter administrator users should be able to create pet profiles with name and breed.
UR-13	Shelter administrator users should be able to write a bio for the pet profile.
UR-14	Shelter administrator users should be able to select the age range of the pet.
UR-15	Shelter administrator users should be able to select the kind of home the pet can
	be in.
UR-16	Shelter administrator users should be able to select if the pet can be around
	children or not.
UR-17	Shelter administrator users should be able to select the temperament of the pet.
UR-18	Pet seeking users should be able to select or reject a pet when they see it.
UR-19	Pet seeking users should be able to message their pet matches to inquire more
	about the pet.

UI Mockups:

First, the user will see this home page when they download the app.



Before they sign up, they will choose what type of user they are.



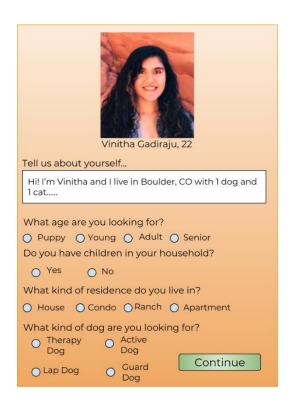
Assuming a pet seeker user wants to sign up, they will be taken to the following sign up page.



After signing up, the pet seeker is prompted to pick what pet they are looking for.



Depending on which pet they choose, they will be led to a profile page, where they can enter a bio, information about the pet they want, and information about themselves. (This is assuming dog was chosen).



After a shelter administrator chooses what kind of pet they want to upload, they will be shown a similar profile page (assuming dog profile).



After the pet seeker hits "continue" on their profile page, they are taking to the main page where they can see potential matches. Here is an example of a dog. To accept this dog, the user

will press the green smiley face. To reject this dog and see another one, the user will press the red "X" button.



After a match occurs, the pet seeker will see this messaging screen where the can inquire about the pet.



After hitting the orange send button the user will return to the main screen where potential pets are shown and continue to pick pets. To access their messages, they would swipe the screen to the left.

Class Diagram on next page.

Class Diagram:

