**Goal:**

* Create a high-quality, user-friendly, and efficient travel reimbursement app.

**Guidelines:**

* Meet Mondays and Wednesdays at 5:00p.
* Find some backup, both for development and for if something doesn’t work.
* Do **Pair Programming** as much as possible it will be beneficial since someone would always be able to look at your coding.
* If a teammate feels he is about to fail on something, ask the entire team for help.

**Technologies:**

* Benjamin and Cameron will use MySQL for Databases, on Ubuntu for Virtualbox. Use Ruby and if it will not work, Python.
* Alex and Chris will use Ruby.
* Joey and Ravi will use Bootstrap (with Atom?).
* **Everyone will learn a little bit of MYSQL, Ruby, and Bootstrap.**

**Functional requirements:**

* Database that holds it all.
* Keep track of trips.
* Categories of expenses.
* Generate PDF.
* Statistics options.
* User access and admin access. (Make a distinction)
* Ensue database searches starting with any attribute that is unique with everyone, preferably with an ID.
* Have quality assurance, both with team members and with friends.

**Non-functional requirements:**

* Keep database safe from public, only admins can see it.
* Admin needs to confirm a form before it can be released, in the meantime basically store it in an admin’s central mailbox.
* Every two weeks, show Armando our progress.
* Finish this before finals.

**Misc.:**

* Meet Armando at Thursday 2:30. Upload this paper to Ole Miss Github before then.
* Database can slow it down, find an efficient way to navigate through it.
* Maintain and test the connection of each part at particular time phase ( if something goes wrong we would be able to figure that out at a time)
* Find out where to put the database.
* Ensure the output of the program is some sort of PDF.
* Compare our software with other forms, make sure ours are better than the ones Ole Miss has.