Project 1 Milestone: Project Proposal

Team Number: 014-02

Team Name: Broncos

Team Members:

- Danny Geisz
- Daniel Pearsall
- Aaron Grissom
- Oliver Doig
- Jacob Pierson

Application Name: MassLFG

Application Description:

As implied by the name, MassLFG takes the concept of an LFG ("Looking for Group") and brings it to the masses. Specifically, MassLFG allows users to find groups of other people who enjoy the same types of video games as the user.

The user interface will be quite simple. After authenticating, the user will either manually select their favorite games from a list of the most popular video games at the moment, or they will hit a button to import their video game library from Steam. Regardless of the method, users will have a very simple way to show which games they enjoy most.

After they have specified their preferred games, the user will then hit another button to join a group. MassLFG will then pair this user with a group of other users based on their game preferences, allowing people to quickly and easily find gaming groups with people who share their preferences.

Vision Statement:

"To be the internet's most dynamic gaming hub by providing the easiest way for gamers to find like-mined players and gaming groups."

Version Control:

https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-014-02

Development Method:
We will be using the scrum method, in the traditional way (epics, user stories, sprints, backlog, etc.)

This is the link to the Jira board we are using:
https://csci-3308-fall21-014-02.atlassian.net/jira/software/projects/B00/boards/1

Communication Plan:
Our primary means of communication will be on a Discord server we created for this project. We will be using this server to facilitate our actual meetings, but it will also serve as our primary asynchronous method of communication throughout the week as well.

Meeting Plan:
We will be meeting weekly on Tuesday from 4pm to 6pm. Our mode of communication will be an online voice/video chat through our Discord server.

Our meeting with our TA Tzu-Chi will be held on Thursday at 4pm at the Zoom Link: https://cuboulder.zoom.us/my/tzuchiy. We also plan to briefly meet as a group after the meeting with the TA to debrief.
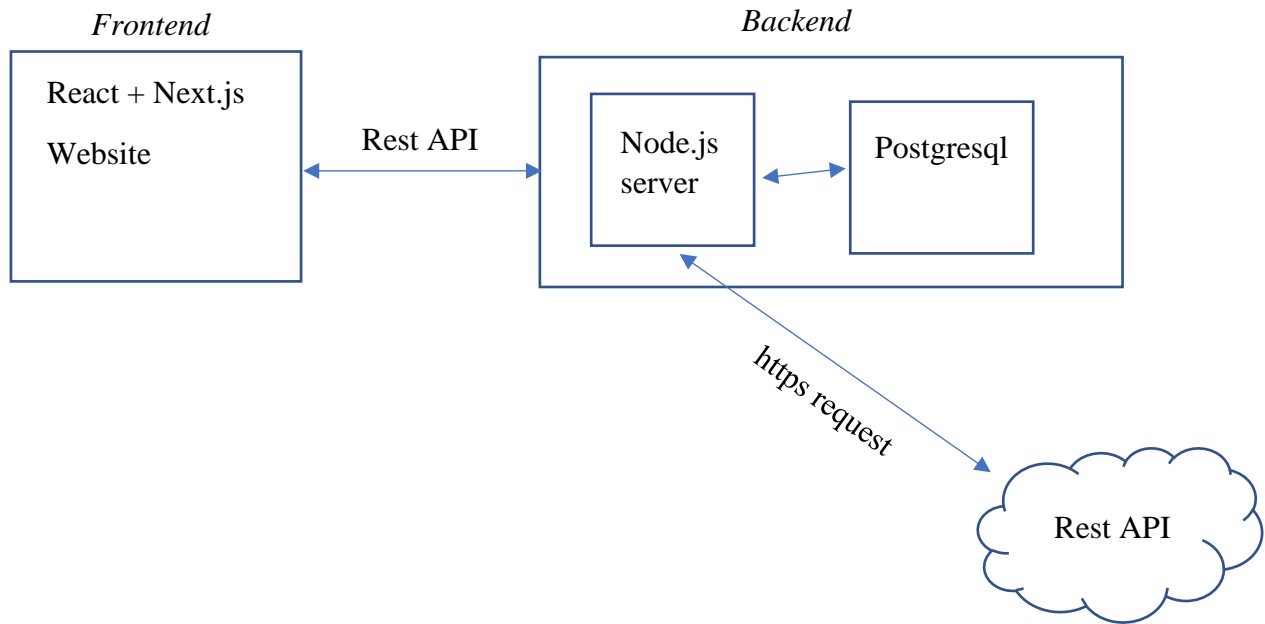
Proposed Architecture Plan:

Frontend: We'll be using React and Next.js hosted on Vercel to create the frontend. Vercel will host the static pages for our website, and our site will connect with our backend via our REST API.

Backend: We'll use a Node.js server hosted on Heroku as the REST API for this project. The Node.js server will communicate with our database and the Steam API to serve the data to our frontend.

Database: We'll use a Postgresql database hosted on the same Heroku instance as our Node.js server.

Integration: The various components of this web app will communicate via http(s) requests.

Architecture Diagram:

Frontend

React + Next.js

Website

Rest API

Backend

Node.js
server

Postgresql

https request

Rest API

Use Case Diagram:

Actors   *Use Cases*

Unregistered User

Sign up

Verify email

Sign in

Select preferred games

Import Steam Library

Set User Bio

New User

Log out

Delete Account

Join Group

Report group member

Leave Group

Existing User

Change Game Preference

Friend Users

Refresh Steam Library

Chat with Group Members