1. Team number: 2

2. Team name: Girlbosses

3. Members:

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4. Application name: SkillSwap

5. Description:

SkillSwap is an application that seeks to connect individuals who desire to develop a new skill! The main functionality that our application will have is for users to establish two sets of skills and find connections with other people through their interests. First, the user will list their skills by including a bit of information about things such as what got them into that skill, their personal rating of expertise on that skill, and for how long they have been doing it. The second set of skills the user will include will contain the skill they want to learn, along with a reason for pursuing that skill.

In addition to SkillSwap's connection feature, it will include a way for the user to schedule a time to meet with their connected user. This will allow for SkillSwap to foster connections between users who have one user interested in the other user's skill set and vice versa. The scheduling feature will include options for setting up virtual or in-person meetings, along with reminders to help users stay on track with their learning sessions. A built-in messaging system will enable users to communicate directly with their skill-swap partners, making coordination simple and efficient.

SkillSwap aims to create a community where people can share knowledge and grow through peer-to-peer learning. By making it easy to connect, schedule, and engage with others based on mutual skill interests, the application will provide an accessible way for users to expand their abilities while forming meaningful connections.

6. Target Audience:

SkillSwap's target audience is quite large! It will include people of any age who possess certain skills and want to develop a new one. We plan to make the interaction very simple and intuitive, enabling this wide audience to use it, since some users will have lots of experience with computers and some will have guite minimal.

7. Vision Statement:

SkillSwap connects people in order to exchange skills through simple, personalized interactions, making learning more accessible and engaging.

8. Version Control:

Done

9. Development Methodology:

We would be using an agile methodology. We'll use scrum meetings to log our meeting times. And the Kanban board to track the progress for our project.

10. Communication Plan:

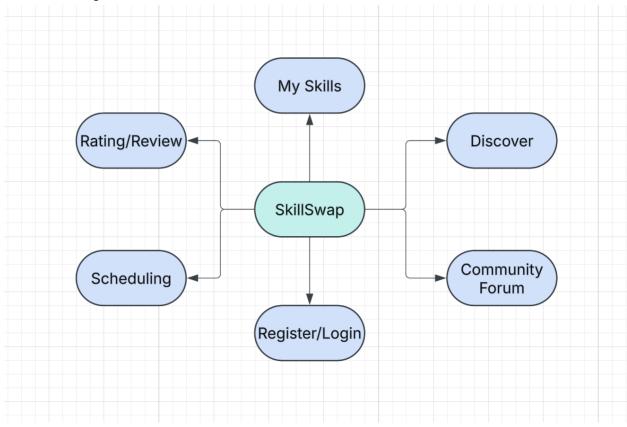
We will create and use a Slack channel in order to complete our project. This will allow us to communicate in a group and one-on-one. We also feel like Slack is a well organized tool that will allow for us to stay organized in order to complete sections of the application.

11. Meeting Plan:

Weekly Meeting With Bhargov will be on Thursdays in person, for the 15 minutes immediately after recitation. (6:50)

For our team meetings, we will meet on Sunday afternoons (from around 3 to 4 (or until finished)) on Zoom.

12. Use Case Diagram:



13. Wireframe

