

Hugbúnaðarfræði  
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# Meet4Real

Hópur 10

Aron Elí Ragnarsson Herreros - aronr23  
Bjarni Anton Bjarnason - bjarnib23  
Edda Eik Vignisdóttir - edda23  
Kristín Anna Sigurðardóttir - kristinas23  
Tómas Karl Róbertsson - tomasr23  
Vigfús Haukur Hauksson - vigfus23

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# Introduction

This project focuses on developing a social networking app that connects users based on shared interests, fostering meaningful friendships and communities. The app allows users to create profiles, highlight their hobbies, and match with others who have similar passions, from sports and outdoor activities to book clubs and gaming. The goal is to facilitate natural, interest-based connections by enabling users to filter and search for people who share the same hobbies. Key features include creating and editing profiles, swiping to match with others, messaging, and filtering by various criteria such as interests, location, age, and gender.

# System Scope

## Included in the System:

### 1. User Profiles:

- Users can create profiles with personal details such as name, age, and interests (e.g., hobbies or activities).

### 2. Matching System:

- Users will be able to filter through profiles based on shared interests, allowing them to find and connect with people who have similar hobbies or preferences.

### 3. Messaging:

- Once matched, users can send messages to each other to socialize and get to know one another better.

## Outside the Scope:

### ● Database Integration:

- All data (e.g., user profiles and matches) will be stored in JSON files. But we plan on eventually using a real database

### ● Advanced Security:

- Basic authentication (e.g., username and password) will be included, but advanced security features such as encryption or two-factor authentication will not be implemented.

### ● Real-Time Features:

- The app will not include real-time chat or notifications. Users will send messages, but they will need to manually check for replies.

# Requirements List

No.	Requirement	Priority
1.	User can create a profile	A
2.	User can sign in	A
3.	User can sign out	A
4.	User can see other users	A
5.	User can swipe left or right	A
6.	User can edit their profiles	A
7.	User can see friend matches	A
8.	User can message other users if they've matched	A
9.	User can go back to desired page	A
10.	User can select interests when changing profile	B
11.	User can search for other users	B
12.	User can use a filter: Interests	B
13.	User can filter by: Location	B
14.	User can filter by: Age	B
15.	User can filter by: Gender	B
16.	User can unmatched a friend	B
17.	User can change their password	C
18.	User can see their match stats	C
19.	User can see their friendship status	C

# Elicitation Methods

## 1. Brainstorming:

- We held brainstorming sessions to identify key features, such as user profile creation, interest-based filtering, and messaging. These discussions helped us prioritize what the app should focus on for connecting people based on shared hobbies and interests.

## 2. Scenario-Based Design:

- We created scenarios to visualize how different types of users might interact with the app. For example, users could filter profiles based on shared hobbies like hiking or gaming, allowing them to connect with others more effectively.

## 3. Competitive Analysis:

- We analyzed similar apps like Tinder and Bumble BFF to understand how filtering and connecting people based on interests works. This helped us refine our approach to matching users by shared hobbies and keeping the interface simple and user-friendly.

# Personas

Name:	Jónatan Freyr Arnarsson
Age:	24
Occupation:	University Student
Interests:	Basketball, football, computers
Background:	<p>Jónatan didn't know many people when he moved to a new city for his studies.</p> <p>Although he has always liked to play basketball, but he struggles to find friends or people to play with.</p>
Motivations	<p>Jónatan is looking for others who share his interests in playing pickup basketball or engaging in other outdoor activities. He believes it would be less awkward and more natural to make friends through shared interests than to approach strangers.</p>

Name:	Hrefna Sif Björnsdóttir
Age:	29
Occupation:	Graphic designer
Interests:	Art, drawing, reading
Background:	Hrefna is a freelance graphic designer who works from home and frequently feels alone. She enjoys reading and going to art galleries, but she finds it difficult to connect with others who have similar interests in books and the arts.
Motivations	Hrefna wishes to join a book club or make connections with other book readers or people who like to read. She wants to go to different cafes and talk about the newest exhibits in town with friends.



Name:	Jónas Magnússon
Age:	18
Occupation:	High school student
Interests:	Gaming, streaming
Background:	As a passionate gamer, Jónas plays online games with friends for the most of his free time. He wishes to make friends who are as passionate about gaming as he is, but who also want to get together in person, as he feels cut off from real-world connections.
Motivations	Jónas is looking for other local gamers who would like to form a gaming group or even launch a streaming channel together.

# Stakeholders

## **Primary Users (Friend Seekers):**

- Individuals who are looking to make new friends based on common interests (e.g., hobbies, activities) and want a simple, fun way to meet new people.

## **Developers:**

- Our role is to design, build, and maintain the app, ensuring it functions smoothly. We're responsible for fixing bugs, implementing new features, and improving user experience as the project evolves.

# Scenarios

## **Scenario 1**

Jónatan creates a profile highlighting his interests in basketball and outdoor activities. He filters his search to find people who share the same interests. After finding someone he likes, he matches with them and sends a message asking if they would like to play basketball. The person responds positively and agrees to join. Jónatan continues this process, finding a few more friends to organize a game. In the end, he successfully makes new friends through shared activities.

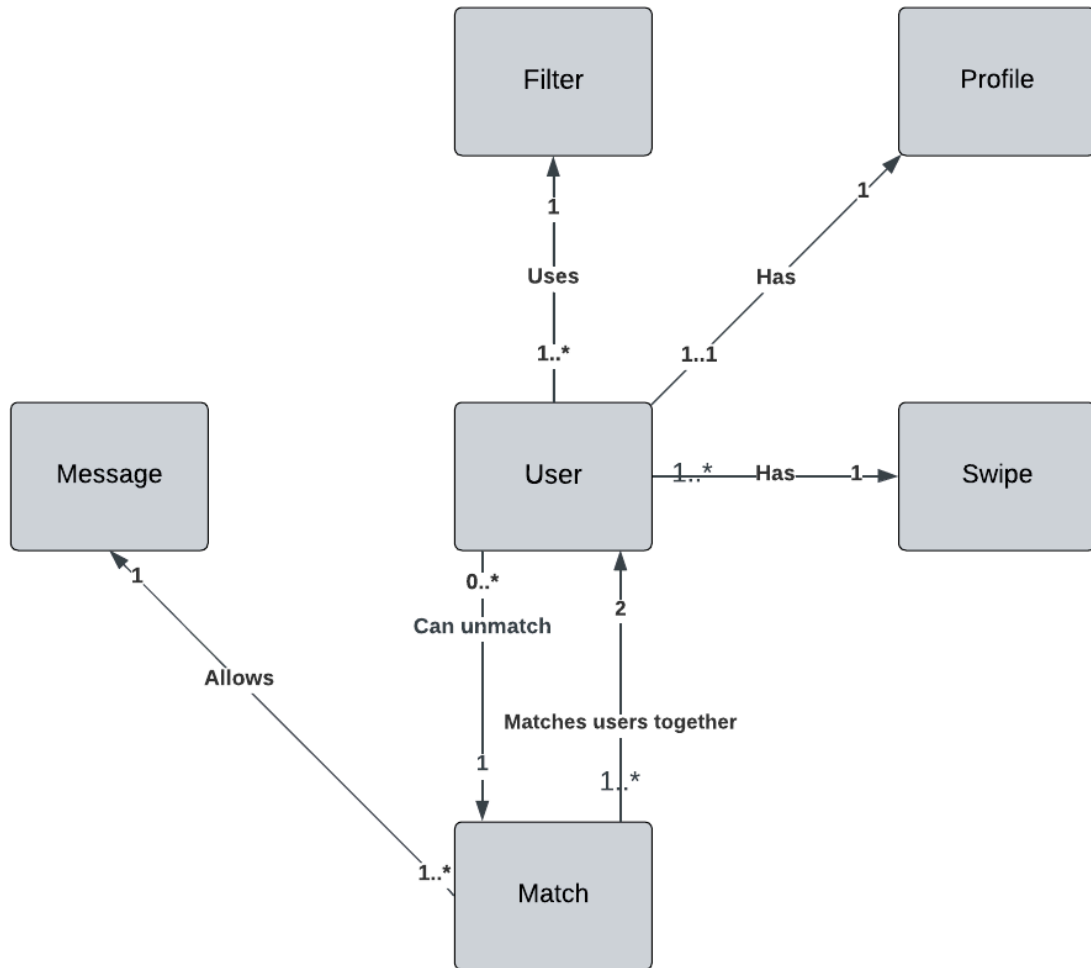
## **Scenario 2**

Hrefna creates a profile to find people who enjoy reading as much as she does, setting her interests to books and book clubs. After swiping, she gets five matches. She starts chatting with the people she matched, but one person in particular doesn't appeal to her. Not liking them, she visits their profile and unmatched them. However, she arranges a meeting with the other four and starts her own book club at a café.

## **Scenario 3**

Jónas signs up for the app and creates a profile. After setting it up, he realizes he forgot to include gaming as one of his interests. To update his profile, he goes back and adds gaming and streaming channels to his list of interests. However, after making the changes, he doesn't get many matches, so he decides to log out of the System.

# Domain Model



# Summary

The app successfully bridges the gap between online networking and real-world connections by leveraging shared interests to bring people together. Through various scenarios, users like Jónatan, Hrefna, and Jónas demonstrate how the app enables them to find and engage with others who have similar hobbies. With features such as customizable profiles, swiping, messaging, and detailed filters, the app promotes community-building while ensuring ease of use. The domain model also helps with understanding our vision for the functionality of the app. Ultimately, this project highlights how a well-designed social app can help individuals form genuine friendships around shared activities.