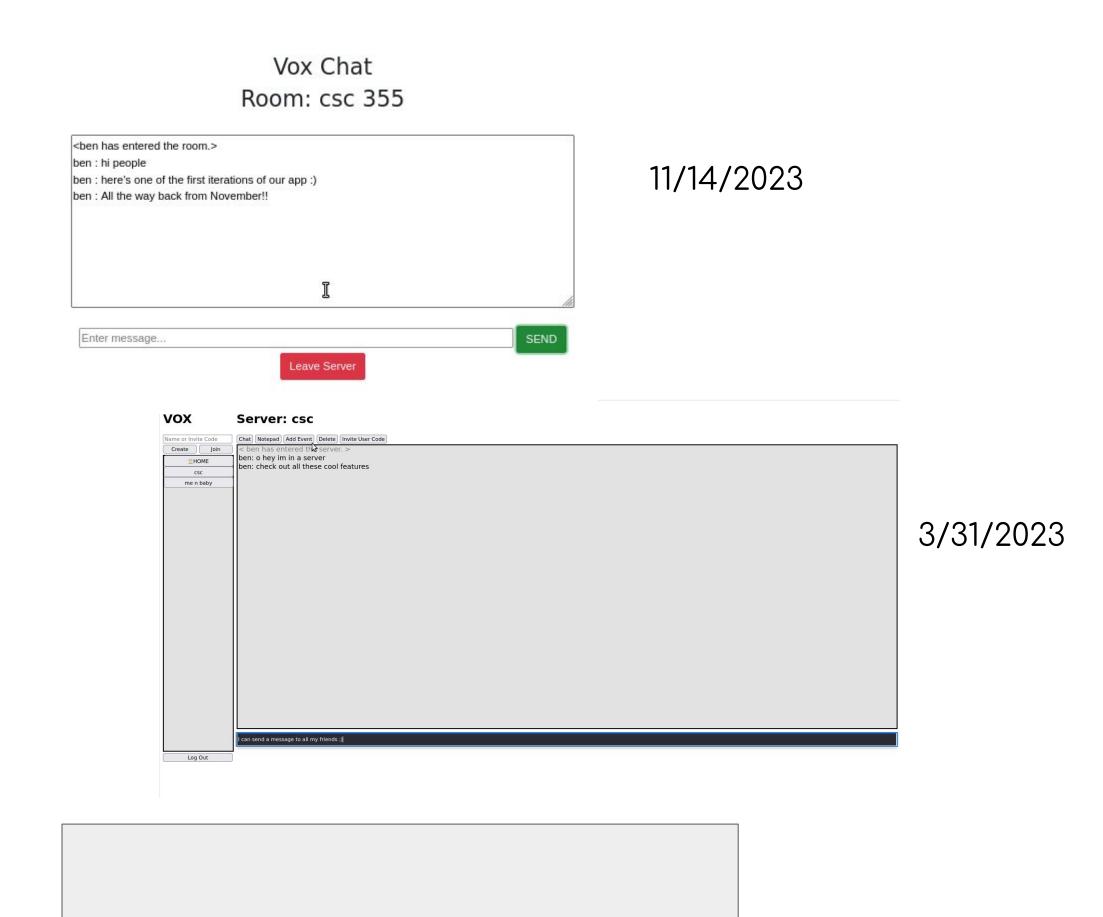
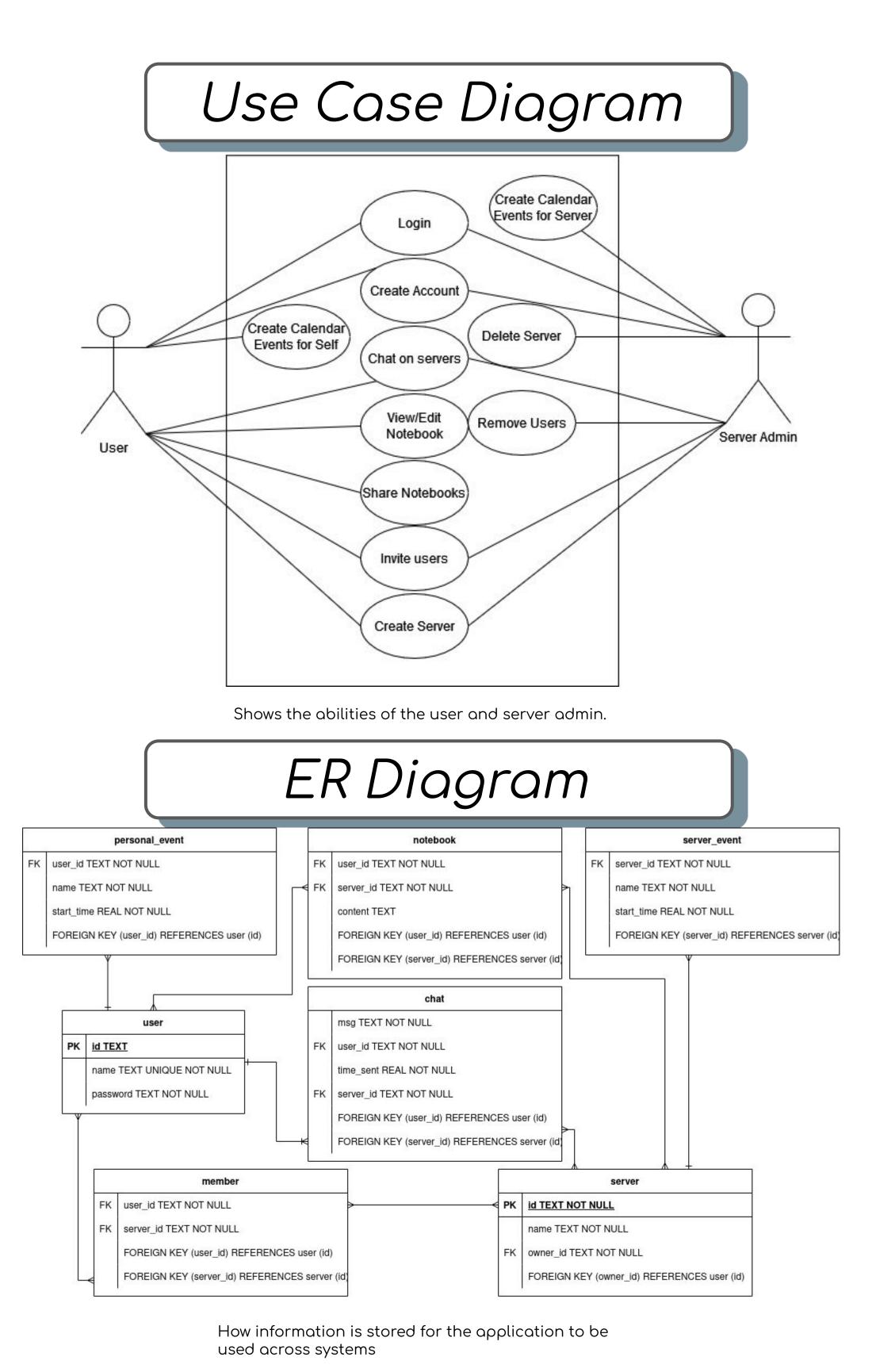
# Project Progression



Final UI Picture will go here





## real-time group chat app

Ben Lloyd, Gabe Leffew, Hamad Ahmed

### Overview

Our goal is to create a centralized location for collaboration in the classroom setting and beyond. Schedule events for your team and find the best team to tackle your toughest goals. Save notes for classes and share with your group to always be on the same page. Create servers for any group like a club, a group of friends, or your tri-annual family reunion.

#### <<Interface>> <<Interface>> New Servers Chatting Creation/Deletion «component» Needs servers Server Inviting users Setup events New/ Existing Chat Messages Servers Events <<Interface>> Registration Calendar needs Create accounts Database events from server Login into notebooks from server Notebook entries ( Server/Personal Events <<Interface>> Events Receives events <<Interface>> setup from users «component» Note taking or servers Calendar Receives personal Display events to and shared notes the user in a calendar format Allow creation of Personal Events User-generated notes Component Diagram

### Lessons Learned

- Communication is KEY to teamwork
- Testing thoroughly and tracking progress is essential
- Software Development Life Cycle
- Keep learning to fill the unknowns
- Start early and stay ahead

## Project and Team Tools

