

The Social Meet



Bryant Matt
Stephanie Sears
Julie Thompson

Capstone Project Fall,2020

The University of West Florida

12/01/2020

CIS4595 Capstone Project

Dr. Bernd Owsnicki-Klewe

Executive Summary

This project will involve the design, development, and deployment of a server-client web application. This application's primary goal is to create an online environment for people to interact with friends and make new friends. The project will be developed in three main phases; text-based rooms, video-based rooms, and the integration of auxiliary functions.

Table of Contents

Executive Summary	2
List of Figures	3
1 Requirement Comparison	4
2 Expected Project Requirements	Error! Bookmark not defined.
2.1 Original Uses Cases	Error! Bookmark not defined.
2.2 Final Requirements	6
3 Timeline Comparison	6
4 Project Results	8
5 Project Process Review	8
6 Work to be done	8

List of Figures

1. Uses Cases
2. Preliminary Timeline

1 Requirement Comparison

Our original goal was for users to be able to:

- Create and Manage profiles
- Create and Join chat rooms
- Create and Join games

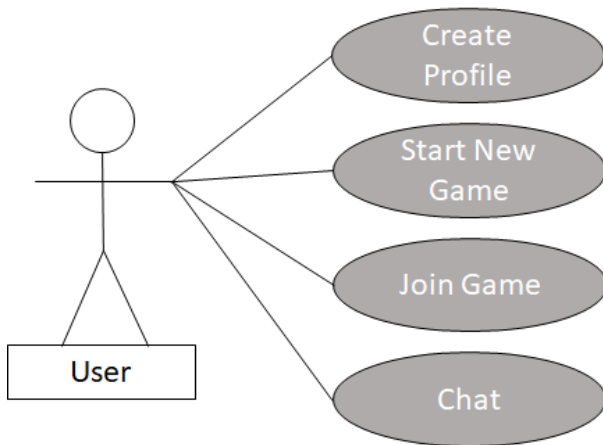
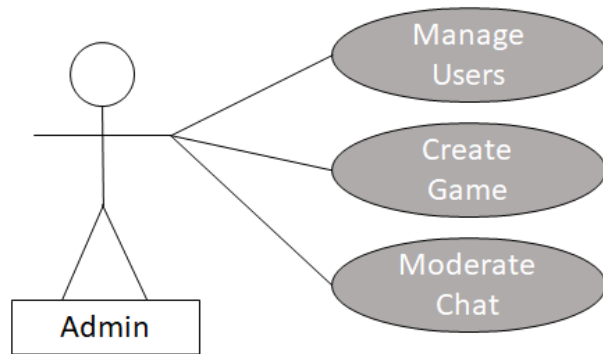
In our final submission users can:

- Log in (sessions are saved, not profiles)
- Create a chat room
- Join a chat room

We were able to complete the video and text chat room functionality but have not successfully implemented the gaming API or completed the user profile functionality.

2 Expected Project Requirements

2.1 Original Uses Cases

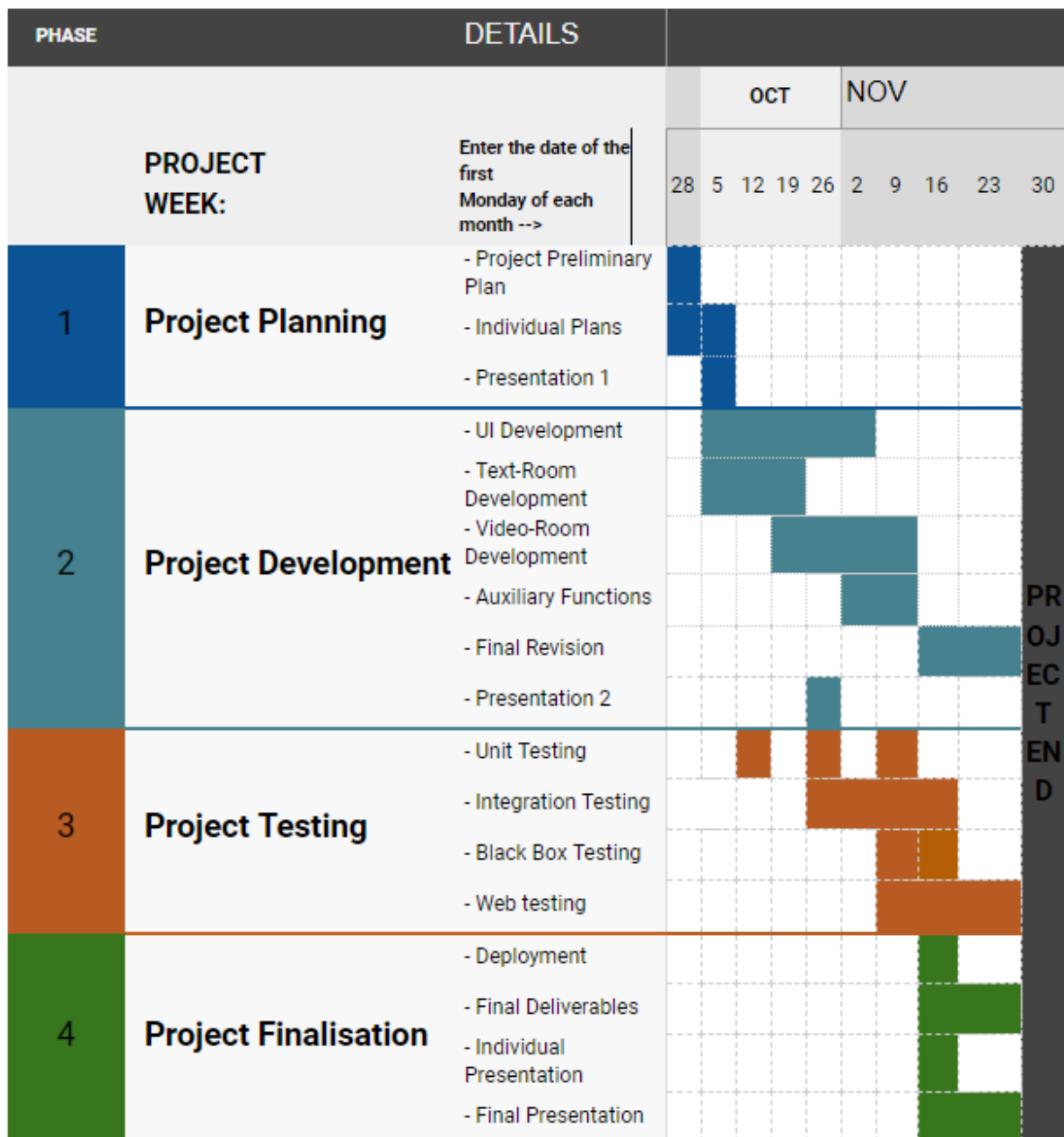


2.2 Final Requirements

In the current version of the application, we largely have the primary backend implemented; this includes working video and text chat rooms, and the backend to handle dynamic creation of the chatrooms.

3 Timeline Comparison

Below is the initial schedule from the project plan. We were on schedule for most of the semester however, the development of the auxiliary functions was pushed back to the last two weeks. For all other components of the project, we stayed on schedule throughout the semester.



4 Project Results

Our original plan was to have chat rooms, video-based rooms, and integrations of auxiliary functions such as games . We have successfully created the chat rooms and video-based rooms. We still have to work on phase three which would be the addition to the auxiliary functions. With that said, the main goals to complete for this project (the chat and video-based rooms) have been met , which means our original expectations have been met. Overall, we have met our goal to create a new platform to allow connections between individuals that have been lost due to Covid-19.

5 Project Process Review

As our group utilized Kanban, we participated in weekly meetings to discuss the tasks outlined on our Kanban Board, supplemented by continuous communication through the discord server text chat, and a few voice chat discussions when developing the artifacts for the project. The first 7 weeks were focused on development and unit testing, and the last 3 weeks were focused on testing and finalizing UI development. We stuck with our chosen development method throughout the project, this method worked well for the distributed team structure caused by this project being performed solely online. The method allowed for team members to work autonomously for most elements of the project.

6 Work to be done

1. Database Implementation to store user profiles
2. Auxiliary functions such as games
3. Improvements to graphic design and layout