

Rush

(Greek Life Social Media Hub)

Team Members: Jeffrey Chen, Aidan Feyerherm, Joseph DiSalvo, Grayson Gill

Team Name: Rush

Introduction

Overview: Rush will be a multi-platform-app, similar to many things like GroupMe, Google Calendar, Point Solutions, and more. We plan to combine all of these into one place, a hub for the Greek Organization, to streamline communication and bring it all to one platform. The idea originated from going through the voting process recently and realizing how much of a pain it could be, as well as finding all the events you need to attend on multiple different apps; in general, keeping things more organized.

Motivation: Create an app that assists in streamlining the rush and new member application process for Greek like and collegiate organizations. In addition, create a hub for brothers, admin, and potential new members to handle all business.

Approach: We started with getting qualitative data from fraternal organizations on campus to find out what is most stressful during the rush process and everyday daily tasks. We then began writing our code to develop a simple interface that we presented during the first presentation. We then added a database with Firebase to help store things such as username info, phone numbers, emails, and polling information. The UI interface was updated greatly with aesthetic upgrades and some new features such as a changing announcement and newsletters tab.

We completed our project goals for one page, or organization. We wish we could have been able to have a creation page for various organizations and not just hard coding in an organization. Furthermore, we also wish we could have had an option to make various accounts such as admin, current member, or PNM. Lastly, we wish we could have beta tested the app with an actual fraternity or sorority to get feedback about what we should improve on.

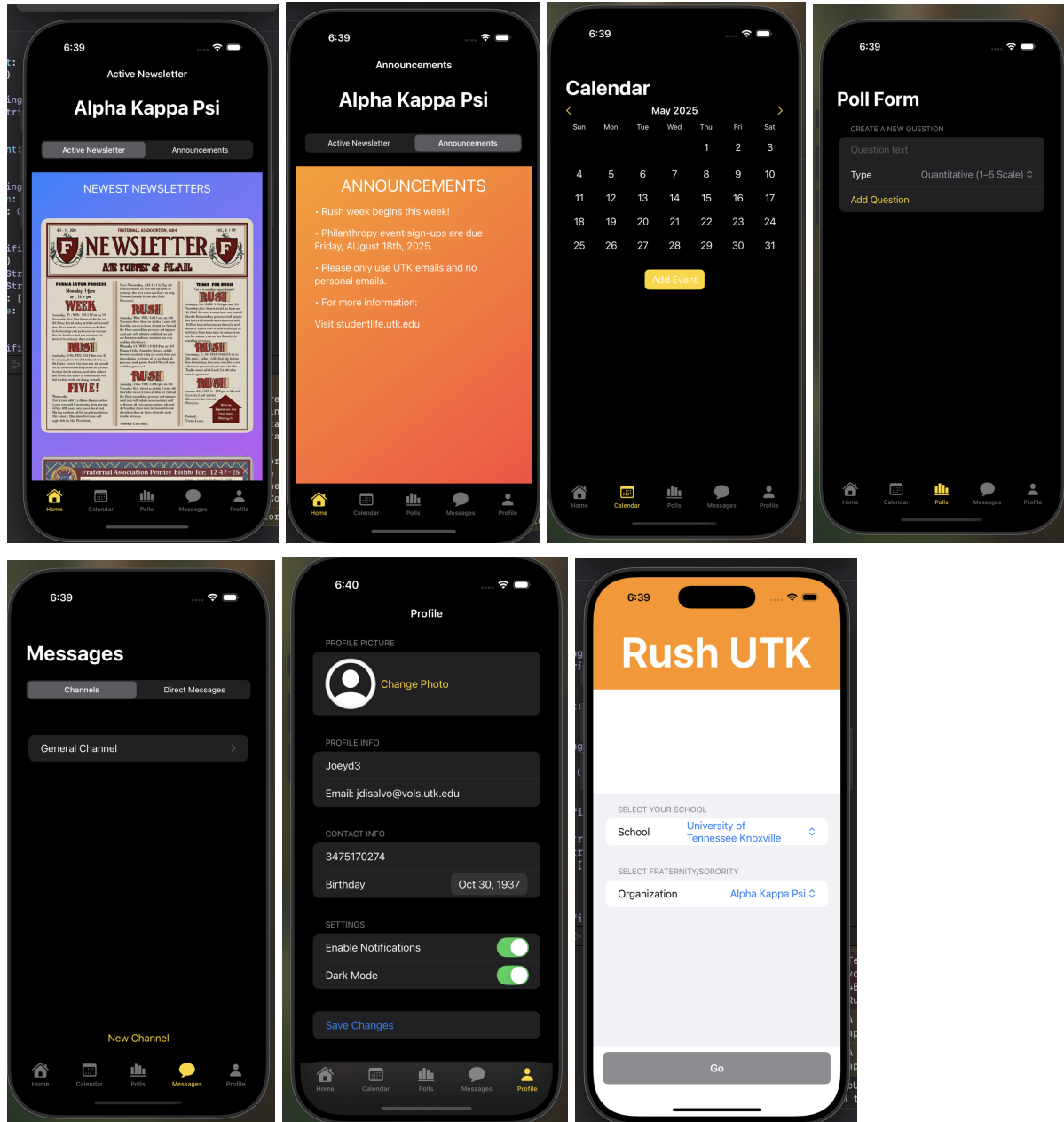
Customer Value

No changes.

Technology

- The software was written in Swift. Meanwhile we used firebase for the database.

Images of our software working!



What test have you run?

- The only testing we did was testing the app to see if it works properly on the emulator. This would signify that the app was functioning properly as intended.

What were the results of your tests?

- Sometimes the results of the tests were that it didn't have the expected results and such. But in the end, we managed to get a satisfactory result.

Team

What role did the team members have throughout the project?

- Joseph DiSalvo and Grayson Gill did the foundation of the project since the app applies more to them as they are part of Greek life. So since they have further insight, they were typically the ones to build the app. Meanwhile, Aidan and I were the ones researching on ways to implement the app and ideas and suggested it to them. Later, Aidan and Jeffrey added finishing touches wherever was needed.

Do you expect team members roles to change going forward?

- No, since we have proven that this works we think it is unlikely that any further changes will occur between our group dynamics.

Project Management

Did you complete all of your goals for the product on the schedule?

- No. We wanted to polish the app more and didn't get as far in the polling system. We also wanted to make the app more aesthetically pleasing but didn't get the time.

What were the main reasons you did not complete your goals?

- Due to balancing multiple classes, challenging course loads, and difficulty in meeting up with each other.

Reflection

What went well?

- Throh out the development, we were all on the same page on what we wanted it to be
- Throughout the development we were all on the same page on what we wanted it to be, what was needed, and what to do.
- We didn't have any disagreements with each other.
- We were efficient at whatever was asked of us.
- We didn't have any issues amongst us when it came to dividing up the workload.

What didn't go well?

- We were not consistent with our contributions. We also didn't get to meet as often as we wanted to.
- The work we did became more individual than a collaborative group work. We didn't get to do as much team collaboration as we wanted to. Whereas in the beginning we did meet and worked on the project. As time went on and the semester got busier we didn't have time to meet any longer.
- In the beginning, we took too much time planning/researching.

- Testing was left up with one group member because two of our members had windows and the other two had mac.

Do you consider the final project a success? Why or why not?

- We think it is a success. We feel it is too harsh to deem it a failure just because we didn't get to implement everything we wished, and instead feel that it is more fair for the project to be deemed a success given how much progress we made despite the situations and scenarios each member had to face.