



Bug Catchers

Final Project Pitch

Statement of Purpose

Problems with traditional social software

Social media has become something that is designed to addict its users and keep them coming back for more, all the while feeding off of their data through analytics and ads. This tends to cause anxiety, depression and stress for its users.



Our Goal

We want to create a unique localized social connection platform that enables people to communicate, communicate and share content without an internet connection within a specific localized community. By leveraging the local area network, we hope to provide users with a psychologically safer and more private way to interact.



More Specific

Specifically, our platform will allow each user to have their own account on a local public website. Users can interact on the site through their account and choose to share a record of their interaction to the home page of the site. In this way, they can enjoy a convenient social experience while protecting their privacy, all while enjoying communicating with others in their vicinity.

CRUD Components

Create

- Users can create accounts, including setting account names and passwords.
- Users can create new interaction records based on their interactions with the website.
- Users can choose to publish their record of their interactions.

Read

- Users can read their own personal information.
- Users can read transcripts of interactions shared by others.
- Users can read public elements of the site.

Update

- Users can update their personal information.
- Users can update their own interaction history.

Delete

- Users can delete their own accounts.
- Users can delete their own personal information.
- Users can delete their own interaction records.

Goals/Tasks

- ✓ A **main web page** that guides users to log in, register, check personal information, and interact.
- ✓ A **user profile page**.
- ✓ A **fortune telling page**.
- ✓ An **account management system**.

Features / Functionalities

- ✓ Feature telling through different fortune-telling methods from different cultures.
- ✓ Support personalizations on theme of the page
- ✓ Store basic user information locally like age, culture.
- ✓ Generate response base on user profile. i.e. Different age groups will get different responses.
- ✓ Educational, provided information and fun fact about culture.

User Persona

First year CS Student

- **Person Name:** Bernard
- **Age:** 18
- **Goals:** Gain more certainty about his future as a CS major - going to college for the first time can be a daunting experience!
- **Environment:** Very comfortable with using a laptop, chronically online (he is a CS major after all); he will be discerning with the apps he uses
- **Needs:** a fortune telling app that will give him meaningful answers to his questions and satisfy his various uncertainties.

Working Professional

- **Person Name:** Sarah
- **Age:** 30
- **Goals:** Struggling with work-life balance and feeling unsure about career path
- **Environment:** Busy with work and personal responsibilities, frequently on-the-go and uses mobile devices for convenience
- **Needs:** A quick and easy way to receive guidance and direction for both personal and professional matters

User Persona

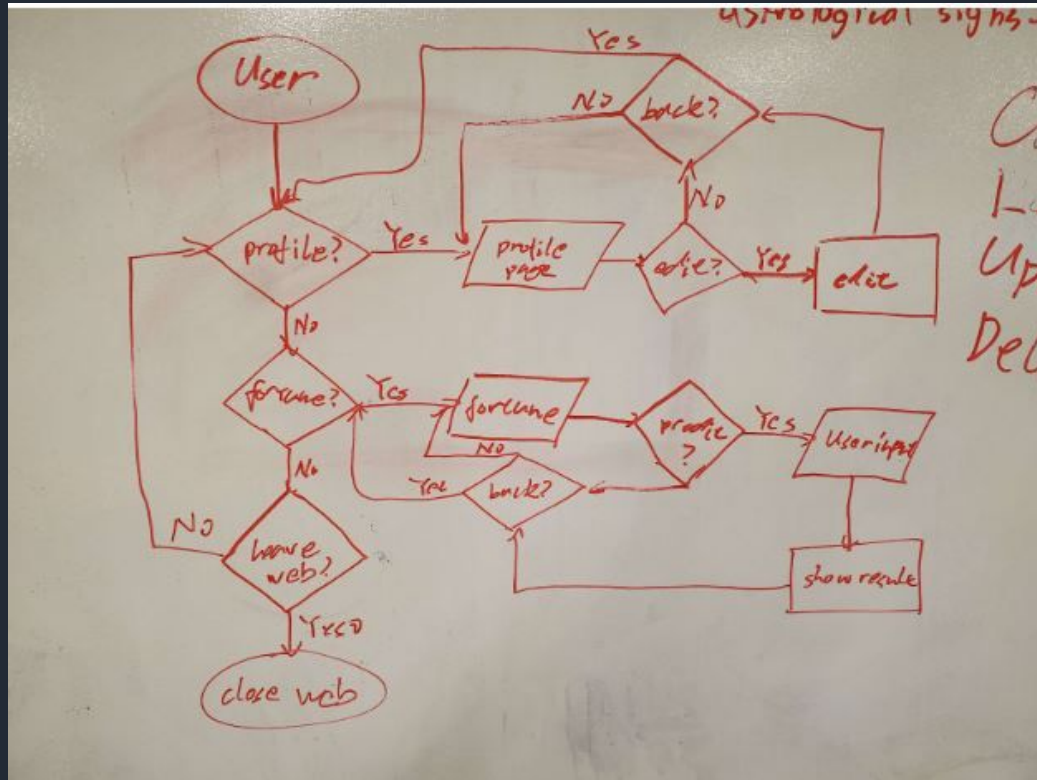
High School Student

- **Person Name:** Jason
- **Age:** 17
- **Goals:** Planning for college and seeking guidance on academic and social challenges
- **Environment:** Juggling school work, extracurricular activities, and social life; frequently uses social media to connect with peers
- **Needs:** A confidential way to seek guidance on college admissions, academic challenges, and social situations

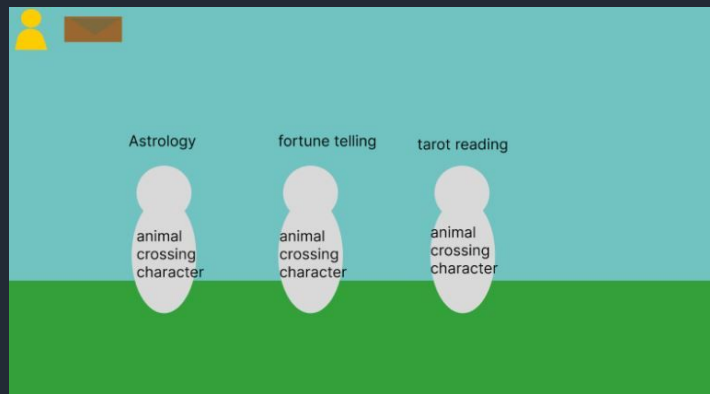
Senior Citizen

- **Person Name:** Margaret
- **Age:** 70
- **Goals:** Struggling with loneliness and seeking connection with others
- **Environment:** Limited mobility and social isolation due to health conditions; uses a desktop computer for online communication and entertainment
- **Needs:** A way to connect with others in a safe and supportive environment, and to receive guidance on personal and spiritual matters.

User Flow Diagram Draft

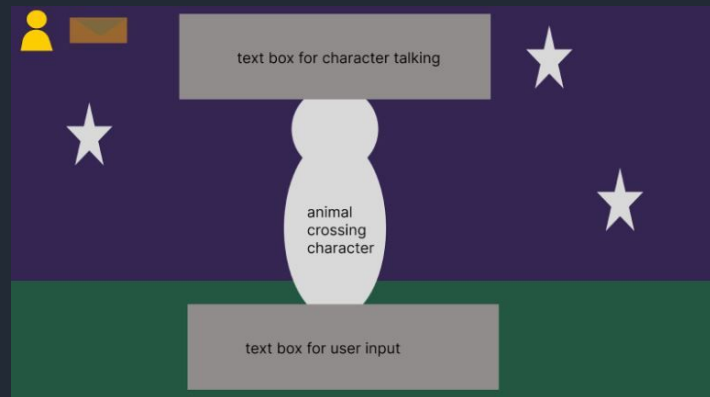
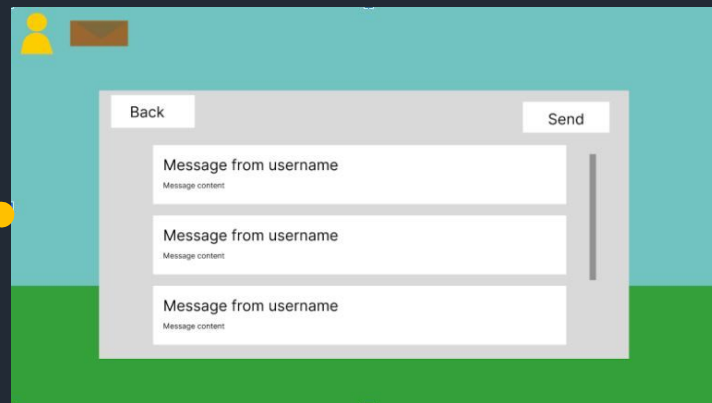


UI Design Draft



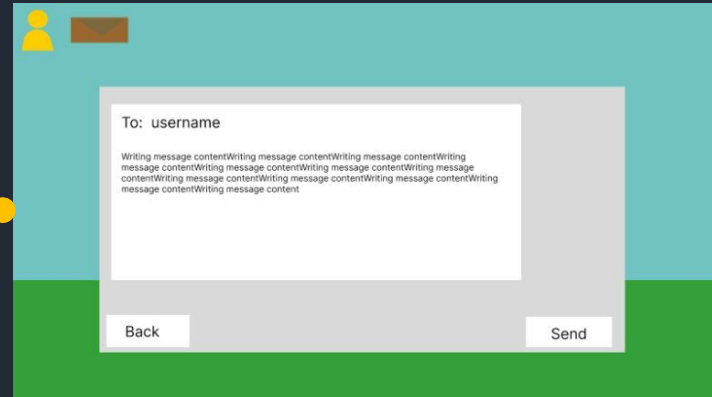
Main Page

**View
Message**



Teller

**Send
Message**



Risks and Rabbit Holes

Risks

- ✓ Repetition of fortunes may risk user boredom or reduce sharing of fortunes (especially if staying local)
- ✓ Fortune's replies may be too random to be smart or applicable to the user's life
- ✓ Customizable page might be difficult to implement and hard to support multi-platform.
- ✓ User info is stored locally, need to be careful when using CRUD to prevent data loss.
- ✓ Cultural sensitivity, certain responses or usage of fortune telling practices may be offensive.

Rabbit hole

- ✓ Might go overboard with the messaging system
- ✓ Best to keep it simple and focus more on the fortune telling aspect
- ✓ Customization options (might not have enough time to implement a large variety of customization)
- ✓ If we go too far for smart replies (without using connected AI), the feature will be too complex and we could be down a rabbit hole.
- ✓ Too much pursuit of intelligent reply, let us fall into this complex demand that cannot be fulfilled easily locally.

Similar Apps and Competition

Other Social Apps

- The current mainstream Facebook and Twitter are both very heavy social media, that is, they are large in size, completely online, have many functions, but are also bloated.



Compare to Our App

- Compared with them, the advantage of our app is that it is small in size, fully localized, and independent of an internet connection..



Problems May Happen

- Its security is still open to question (subject to our implementation). But the disadvantage is that there are few functions.

Applicable platform

- Currently only desktop sites are considered.
- If time enough, consider adapting to mobile platforms (such as mobile phones, ipads) for portability