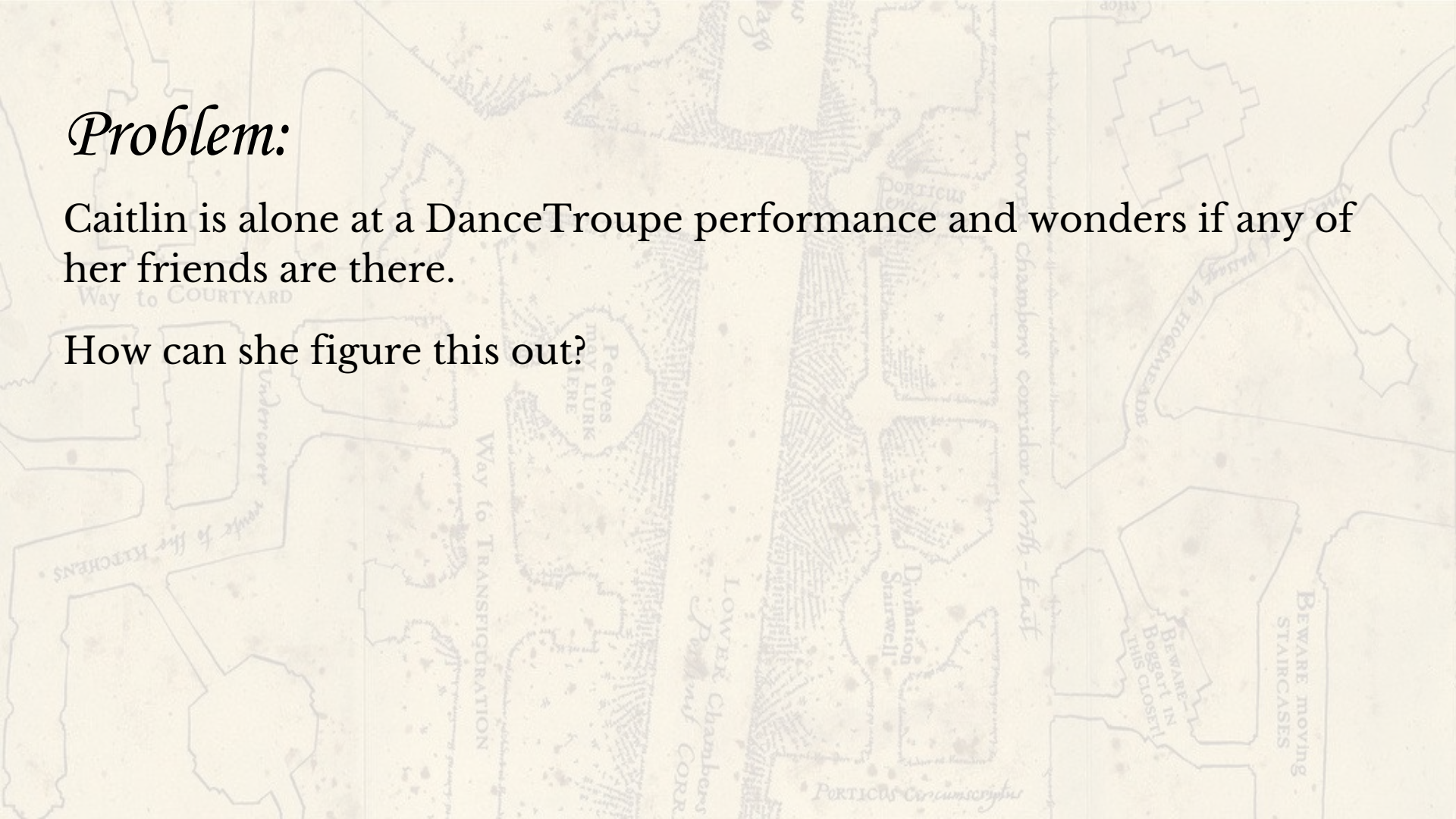


Mmes

Linda Wang, Caitlin Mehl,
Tiffany Wang & Connie Sin
are proud to present



Team Project Pitch
6.170 Software Studio - Nov 12, 2015

A faint, parchment-style map of the grounds of Hogwarts School of Witchcraft and Wizardry serves as the background. The map includes various landmarks such as the Great Hall, the courtyard, the dungeons, and the grounds leading to the castle. Labels like 'Way to COURTYARD', 'Peveses may lurk here', 'Way to TRANSFIGURATION', 'LOWER Chambers', 'Dormitory Stairwell', 'PERTICUS Circumscription', 'Beware moving STAIRCASES', and 'Beware in Bogart's this closet' are visible. The map is drawn with simple lines and some shading to represent different areas.

Problem:

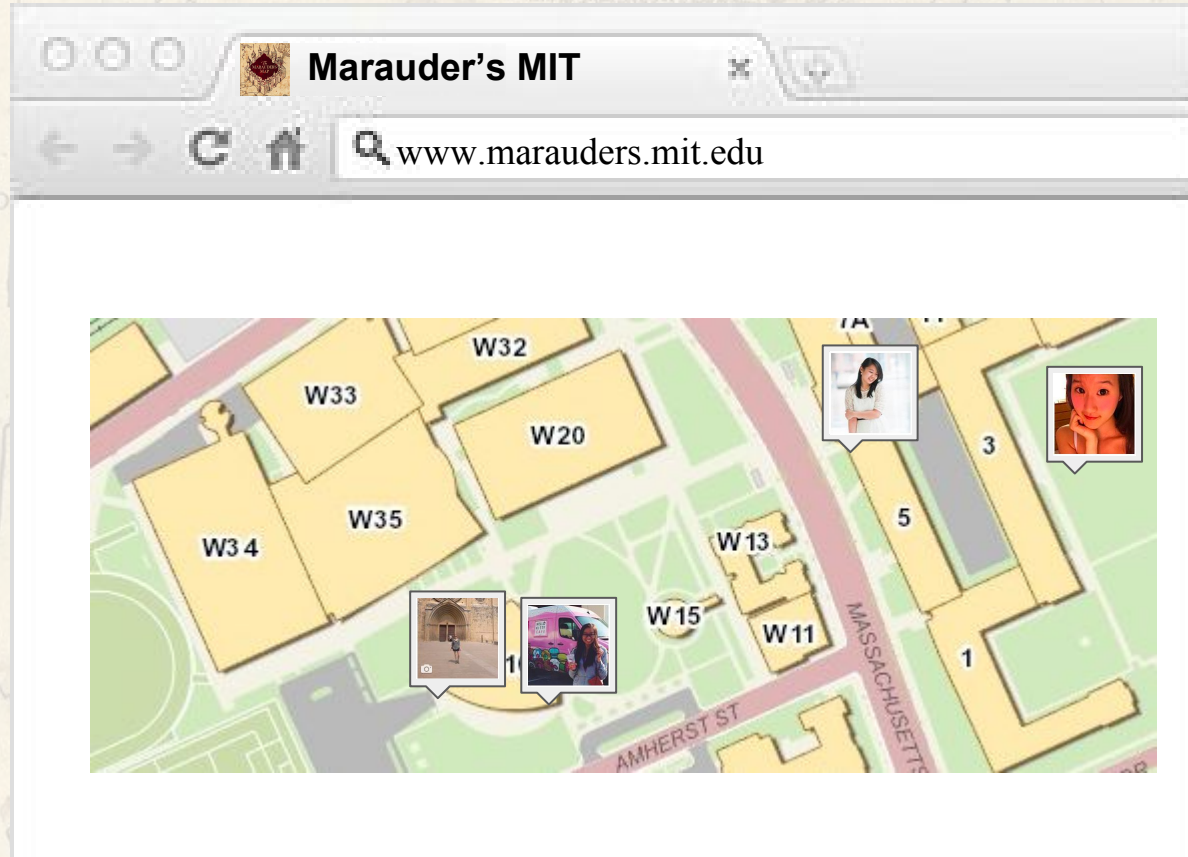
Caitlin is alone at a DanceTroupe performance and wonders if any of her friends are there.

How can she figure this out?

Problem:

- Students often want to know where their friends are at a certain time.
- Current systems are cumbersome
 - Texting and calling
 - Planning ahead of time

Solution: Marauder's MIT



Goals:

- Need new system to find friend's location quickly
- New system will allow users to check in and show their current locations to friends.
- Goal is to make process easier and faster

Key features and concepts

- Main purpose: displaying where a user's friends are located, allowing users to connect with each other.

Concepts:

- Apparate
 - Location
 - Time-out
- Friends

Features:

- Add/Remove Friends
- Map display
- Location-tracking
- Schedule input
- Time-travel

Risks and Mitigations: User Issues

Not enough users	Facebook integration
Lazy users don't check in	Allowing people to input their schedule (or automatic location tracking as a feature beyond MVP)
User don't update their location after they leave	Default time-limit and automatic time-outs
Stalkers and abusers	report / block

Risks and Mitigations: UI Issues

Clown car problem: lots of people in one small area

Zoom In

Elevation issues: users located on different floors

(Feature beyond MVP) Adding levels to the map