Milestone Requirements:
https://cub-csci-3308.herokuapp.com/ProjectMilestones/ProjectMilestone1/index.html

Team Number: 015-6

Team Name: God Fearin', Disney Movie Piratin', Fish Lovin' Sons of Guns

Team Members: Aidan Thiessen, Colton Klable, Caedin Cook, Jacob Shulman, Khoi Phan, Nathaniel Ramirez

Application Name: GoFish

Application Description:
        Fishing is a hobby enjoyed by many, but it can be difficult to find the perfect fishing spot. Our website aims to eliminate this problem by providing users user-driven information about various fishing areas anywhere in the world. Users will be able to submit their own data about their favorite lakes and rivers, including the type and number of fish caught, frequency of catches, number of people, and more.
        When a user of GoFish reports a catch, they can boast to their friends whilst simultaneously creating a data point for other user's to gain some knowledge before they go out for their next trip. Utilizing the Google Maps API, users will be able to search for specific parameters and find fishing holes in their region. However, for those that are trying to get away from the crowd, GoFish will offer private communities where fish enthusiasts can share their best kept secrets with those close to them.

Vision Statement:

For fishermen who want to locate the best spots to find fish, GoFish is a crowdsource reporting platform so fishermen all over the world can find the best location to fish

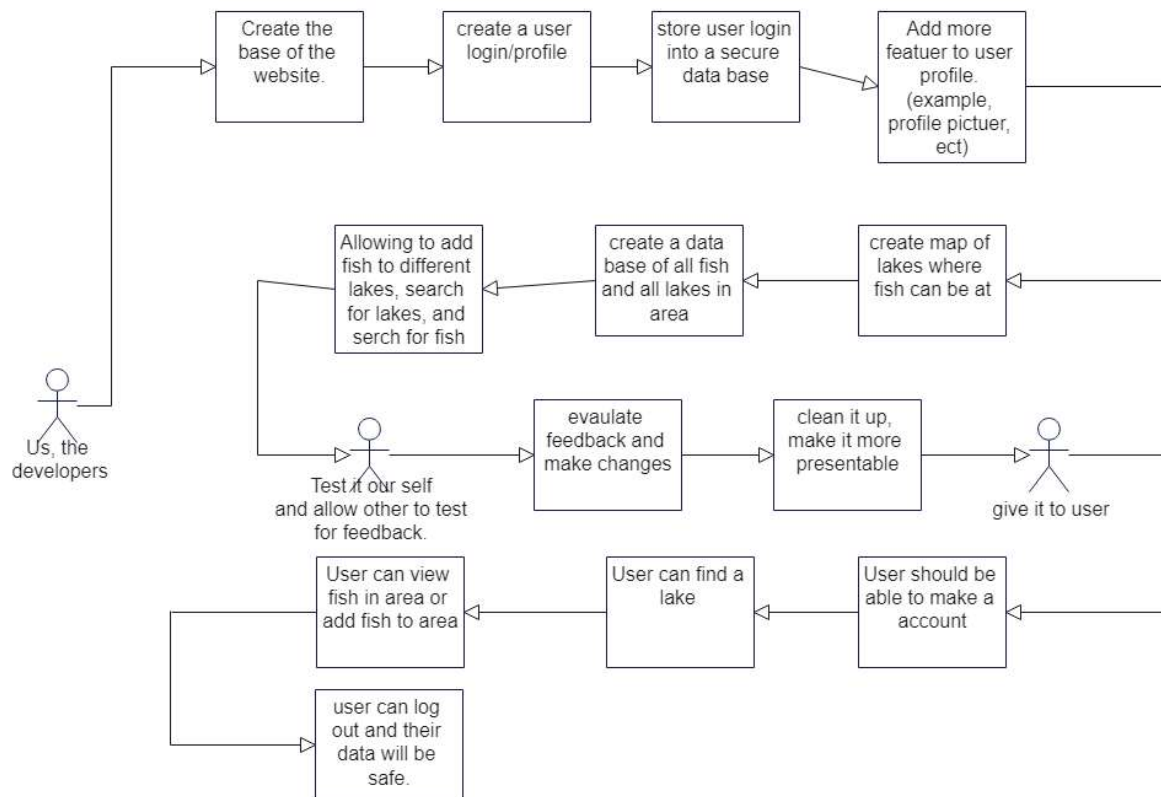GitHub: https://github.com/cub-csci-3308-spring-2022/csci-3308-spring22-015-06

Development Method: We will use a hybrid agile development method. We will be using JIRA to keep track of what tasks that we currently have. We plan to work on our assigned tasks during 2-week sprints and then at the team meeting after the sprint ends, during which we will revise our plans as we go to try and get the most efficiency possible. We do not plan to fully utilize the story points aspect of JIRA and will revise our exact development method as the project moves forward.

JIRA:https://csci-3308-spring22-015-6.atlassian.net/jira/software/projects/YP015/boards/1

Communication Plan: Our team will be utilizing Discord to communicate with each other. This includes voice, text, and screen sharing. We will be using this to communicate throughout the week outside of our regular meetings. We are going to work to find any times aside from the meetings that all or most of us are available. We chose Discord because if anyone is not free during one of those times, they will be able to read the chat for notes about what we discussed, our plans, etc. It will also aid in organization of project planning and objectives.

Meeting Plan: Our team meets every Thursday from 7 pm to 9 pm, face to face on campus in the Engineering Center. Throughout the week we will also discuss the project through Discord. The meetings with our TA are scheduled weekly on Thursdays at 7:15. This meeting is face to face as well.

Proposed Architecture Plan: For the Architecture we will use javascript language and our system will be mainly on the user interface whether they want to catch the fish or hide the fish. Depending on what the user wants, either to catch the fish or hide the fish , find whether there is some fish around that lake. The Second part is when the user wants to hide the fish hole to prevent other players from finding out that fishing hole.The save user information and the edit setting in case they want to quit and save it for afterwards. Depending on the different stage it will harder everything time to user go to higher stages.

Create the base of the website. → **create a user login/profile** → **store user login into a secure data base** → **Add more featuer to user profile. (example, profile pictuer, ect)**

create map of lakes where fish can be at → **create a data base of all fish and all lakes in area** → **Allowing to add fish to different lakes, search for lakes, and serch for fish**

Us, the developers

Test it our self and allow other to test for feedback. → **evaulate feedback and make changes** → **clean it up, make it more presentable** → give it to user

User can view fish in area or add fish to area ← **User can find a lake** ← **User should be able to make a account**

user can log out and their data will be safe.

Use Case Diagram: