lendr
Teamwork Plan | 11.11.14

Stakeholders

MIT Students: the effectiveness of our application relies on the MIT student body using it

Resources

Computational Constraints
- Our coding knowledge
- Available libraries for:
    - email verification
    - Frameworks

Time Constraints
- 7 days to implement MVP
- 21 days to implement completed application
- Team time commitments (dance and sports practices, classes, other work)

Cost Constraints
- Food for nights when we stay up late working

Tasks

Expected Effort
We expect all members to give maximum effort in order to create the best possible application given our abilities. We have collectively decided that we intend to do whatever is necessary to create the best product and earn the highest possible grade, and we intend to do so.

Tasks

Implement MVP (Tuesday Nov 18th)
- Alex: Schemas
- Alex: Models
- Ryan, Dennis: Routes
- Aaron: Views
- Aaron: Templates

Revise Design (Tuesday, Nov 25th)
- Alex: Revise the data model
- Alex: Create data design based on the implementation challenges of our MVP
- Ryan, Aaron, Dennis: expand on MVP

Implement Final Application (Dec 2nd)

Use our revised design to implement a final version of our application, with any additional features included
- Alex: Schemas
- Alex: Models
- Ryan, Dennis: Routes
- Aaron: Views
- Aaron: Templates

Final Delivery and Reflection (Dec 7th)

Equal effort and joint work of all team members.
- Individual reflection
- Team reflection
- Polish details of implementation

Risks

Trust
- Users may not be comfortable lending their items out to people they do not know.
- To mitigate this, we will have the concept of a trustability, and we will be making the application specific to MIT students.

Privacy
- Users may not like it if other users can see a laundry list of what items a specific user owns.
- To mitigate this, we will make it so that users cannot see other users profiles (so user A will not be able to see all of the items user B owns or any other information such as what living group user B is part of). Also, contact information for a specific item will only be released once the request for that item has been approved by the owner of said item.

Intricate Design
- Because users can be both lenders and borrowers, we are going to have to keep track of many different states of many different objects, so implementing the app may be complex and tricky.
- To mitigate this, we will be very careful in our initial planning phases to make sure that we get started off on the right foot.

MVP

Included Concepts
- loan
- location

Feature List
We will implement the follow features for our MVP:
- account creation, and login
- item upload
- item search
- basic loan (borrow & return)
- item location

Postponed Issues
We will postpone the following features:
- item requests and return requests
    - items will be marked as such without owners approval
- incentive & terms of loan
- security considerations
- usability for user interface
- user trustability