

ROOMIE

ITM 430 - SPRINT 1

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ROLES

Project Manager - Theo

Lead Developer - Giancarlo, Jarron

Junior Developer - Erick

UI/UX - Jonathan

IT Operations - Antoine Foggs

GOALS COMPLETED FOR SPRINT 1

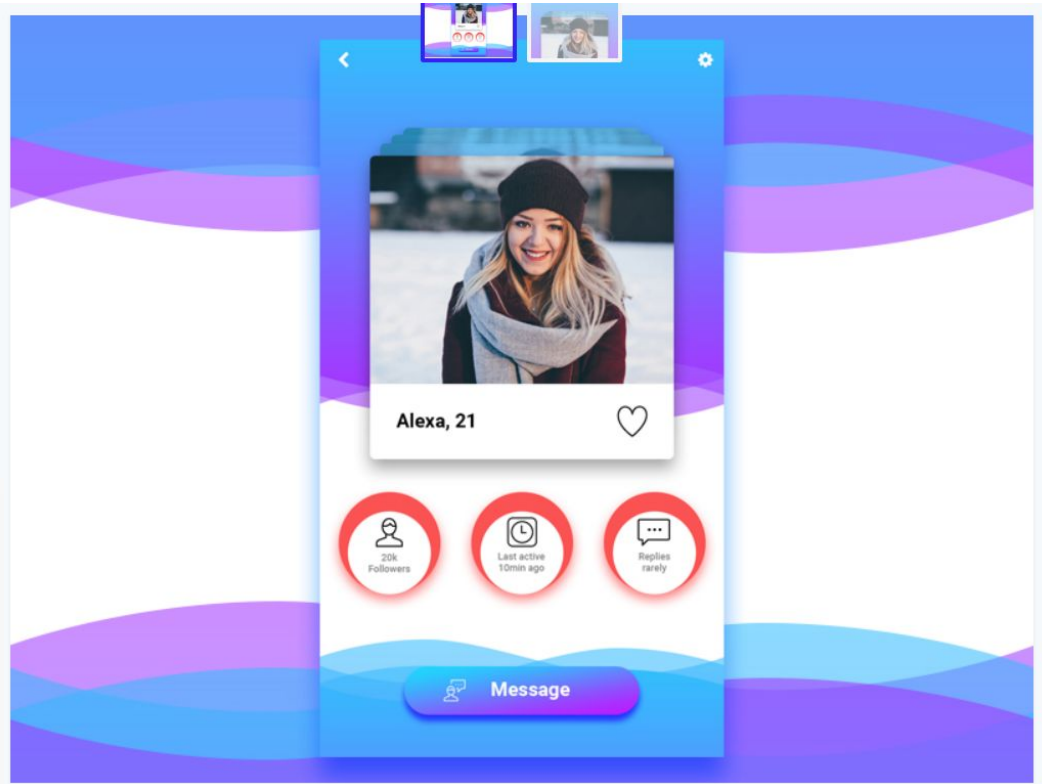
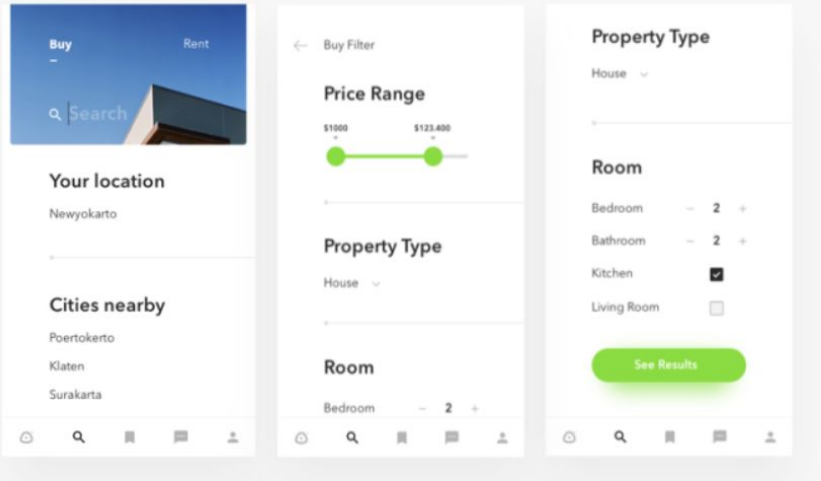
- Solidifying Idea and How it Works
- Assign Roles
- Create Sharing and Communicating Platforms
- Create Flow Chart of Functionality
- Created Business Rules for How to utilize github
- Create Sample Node Application
- Create Shell Script to Auto-build an environment

Our Primary Focus for this sprint was establishing order and guidelines to ensure work in the future sprints can be done easier.

THE IDEA

- Real-Estate for the Modern World
- Targeting 20 - mid 40 year olds in urbanized areas. Beachhead market would start here in Chicago.
- Tinder Style UI in the sense of having a “swipe” featurette as our focal point. However, ours will be more of a **swipe and click**; not a swipe and match.
- Location and detailed filter style matching.
- One major point is the assistance of helping find a roommate.

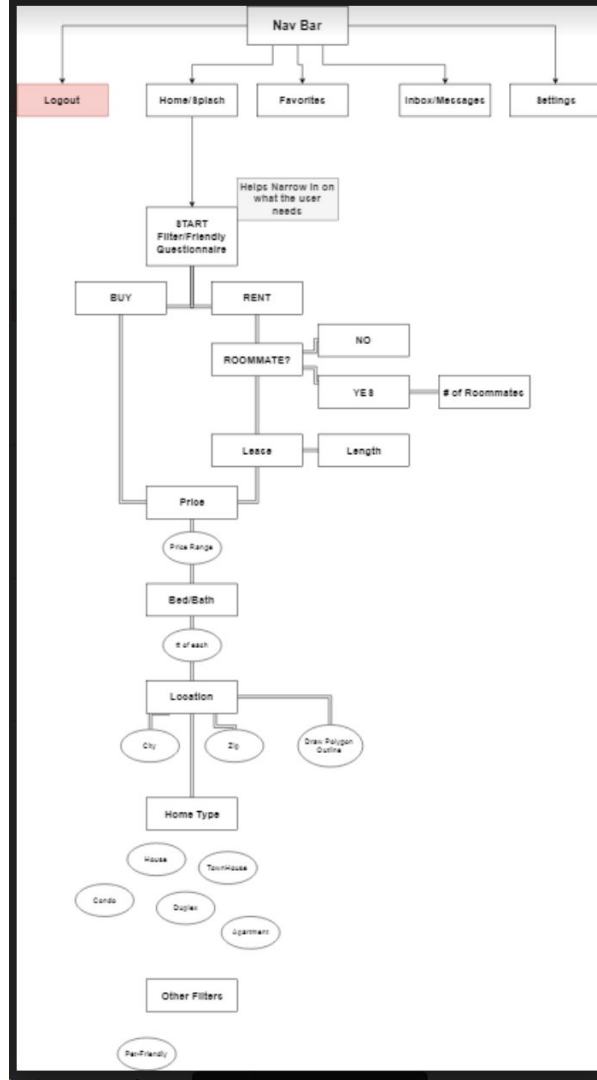
VISUAL REPRESENTATION



FLOWCHART EXAMPLE

- Basic structure of our user flow for the app itself.

*There will be added specifics to certain sections of the workflow



SPECIFICATIONS

- Web app for the initial Platform
 - HTML, CSS
 - React.js
 - MongoDB
 - Node.JS to handle heavy Lifting
 - Ubuntu 18.04 to Run Node & Nginx Reverse-Proxy Web Server

GOALS FOR NEXT SPRINT

- Create Mock-Up Design with Test Data
- Implement Basic “Swipe” Function with no real results.
- Create a Business Plan to further Define the Business Section in order to compliment our overall interface and functionality.
- Identify how exactly data will be secured.
- Sketch UI Design
- Create Login Page

The following sprint we are focused on creating a Minimal Viable Product, working to make as many mistakes as possible so that we can fine-tune it and begin testing it with actual data.