

**Project Title:** Get the Apple

**Names:** Bryan Yoo, Elaine Huang, Nathanael Aou, Olivia Liu, Vincent Zhao

**Group Number:** 6

**Problem Statement:** Many social media apps today want you to engage with others online and struggle to promote in-person, meaningful interactions. Furthermore, it is often hard for young people to find friends in new environments like college/post-college life. Existing social networking services such as Instagram and TikTok want you to stay engaged on their apps and websites in order to earn money through ads while we hope to encourage people to get offline and meet up in person. Our team wants to solve this issue by providing users with an app that encourages and incentivizes friend groups to meet up spontaneously and consistently by notifying users at random times to group up at random locations.

**Project Objectives:**

- Create a mobile social networking game which aims to gamify group meetups to help strengthen friendships, find community, and engage with local businesses.
- Once a day at a random time the app prompts users in a group to meet up at some location.
- Users in the group will receive points based on the order they arrive to the location.
- Users will be able to create groups, invite others to groups, and join public groups to play with friends and meet new people.
- The app will also include a leaderboard both within a group and within all groups of a similar size to introduce competition to group meetings.
- If possible within the given time, the app would also allow users to block off times for notifications, include a chatting feature, and reward meetups with achievements and cosmetics.

**Project Stakeholders:**

**Users:** College students and young adult friend groups

**Developers:** Bryan Yoo, Elaine Huang, Nathanael Aou, Olivia Liu, Vincent Zhao

**Project Manager:** Elaine Huang

**Project Coordinator:** Matthew Sigit

**Project Owners:** Bryan Yoo, Elaine Huang, Nathanael Aou, Olivia Liu, Vincent Zhao

**Project Deliverables:**

- Mobile Application in Flutter with UI for managing groups, displaying notifications, viewing leaderboards
- A backend system in Spring and Firebase to serve network requests and sending notifications
- A map system to show the locations of other friends within a given group
- A NoSQL database for managing user profiles and game data

Tech Stack: React Native/Flutter, Spring, Firebase



**Problem Statement (1.0 point)**

(a) Clear and well-defined problem statement.

Many social media apps today want you to engage with others online and struggle to promote in person meaningful interactions. Furthermore, it is often hard for young people to find friends in new environments like college/post-college life.

(b) How will your project be different from existing or similar services?

Existing social networking services want you to stay engaged on their apps and websites in order to earn money through ads while we hope to encourage people to get offline and meet up in person.

(c) Be as detailed as you can in 2-4 sentences.

**Project Objectives (1.5 points)**

(a) List clear and well-defined project objectives (high-level statements that clearly specify what your project is trying to achieve.)

(b) DO NOT LIST YOUR USER STORIES HERE!

(c) Be as detailed as you can.

- Notification system that simultaneously notifies all users in a group at a random time of the day
  - notification marks a location (centralized relative to the users) on the map
  - users gain “points” for reaching the location (based on order)
- Private “groups” that users can create and can be added to
- Map that displays the current (or most recent) location of all other users in the same “group”
- Leaderboard feature to see all points of users (within and between groups)
- Give users the option to make randomized location only “interesting” locations

extra features if able:

- Allow users to select what times they prefer for the notification to go off during
- In-app group chatting feature (probably use chat API like Stream or TalkJS if affordable)
- Cosmetics that users can buy using points
- Achievements for users to obtain by meeting up more often

**3 Stakeholders (0.5 points)**

(a) Clearly state all relevant stakeholders.

Our audience is targeted towards college students and young adult friend groups; therefore, they are stakeholders who may be impacted and could be interested in our product. Our team of developers are also stakeholders since we are directly involved in the creation and deployment of our product. Local businesses and venues will also be stakeholders as our app will increase foot traffic to these locations

**4 Deliverables (1.5 points)**

(a) List and describe well-defined project deliverables in details (major outputs or services that will be delivered by the end of the project.)

(b) Specify any platform(s) and/or framework(s) which you plan to use.

- Mobile application: (ios/flutter? react native)
  - Login/signup screens
  - Map displaying others in group along with the target location if active
    - Update in real time
    - Google maps api
  - UI for group management
  - Leaderboard system
  - Look nice and intuitive to use
- Backend system: (java spring?/something else)
  - User authentication (firebase/supabase)
  - Randomly prompts a location for all groups to go to
    - Location generation based on random long/lat or a random local business
  - Database interaction
  - HTTP endpoints for mobile application to interact with
- Database (firebase/supabase)
  - Storing and modeling groups, users, and points