



Grubble

Team Members:

- Tyler Roth
- Chris Enright
- Michael Spikes

Project Roles:

- PM - Chris
- Front End Design - Tyler
- API Calls- Spikes
- Coding will be a truly collaborative effort.

Elevator Pitch:

We're looking to take the frustration or the "I don't know" out of going out. Our app makes the decision for you based on the preferences and information stored per user. Whether it's dining

out, or finding a fun activity, Grubble, seamlessly allows you to find something that everyone will enjoy.

Minimum Viable Product:

- Profiles / Preferences
- Friend list / Grouping 2-6 people
- Dinner / Activity / “Surprise Me” generation
- Distance by mileage and how far
- PWA
- Fun search animation
- Date of excursion

Stretch Goals:

- Adding in other modules to search and include additional features
- Notifications outside of the app (email or push)
- Weather pop up on results
- Other sign in/ account links

To Do:

- Wireframe
- Choose Framework
- Build Basic Layout
- Style Basic Layout
- Create Profile/Sign In
- Store initial profile preferences
- Create Friend's list
 - Add/Remove from List
- Create Group
 - Add/Remove from group
- Search based on preferences
- Verify results mesh with profile
- Display final result

Technologies:

- GitHub
- VS Code
- React
- Material-UI
- MongoDB Atlas
- Heroku

Flow:

1. Sign-Up/In
 - a. Allow user to sign-up or sign in via Google
 - b. Stretch Goal- Integrate Social Media Platforms (ie Facebook)
2. Home
 - a. Adjust Preferences
 - b. Add/Remove Friends
 - i. Autocomplete
 - ii. Tracking the friend's list
 - c. Start a Group/Accept Group Request/Start Searching(Just you and a SO who doesn't have an account)
 - d. History
3. Search/Result Page