

## Team 2

Garrett Davidson, Noah Maxey, Nate Ohlson, Riley Shaw

### **Problem Statement**

Our team previously built an app which relied on a backend written by a previous team member. This server has many limitations, including platform compatibility, speed, and scalability. We would like to scrap that server and start over using different technologies to address these issues. Creating this new server will also allow us to design from the ground up with testing in mind to prevent regressions as we add more features in the future.

### **Project Objectives**

We will build a backend server that will:

- A. Have a smaller memory footprint
- B. Share core technologies with the client
- C. Be deployable on our own servers
- D. Run more efficiently for a better user experience
- E. Allow for simpler testing and maintenance
- F. Be able to scale to support a large number of users

### **Stakeholders**

- A. Users: The developers of this project who want a testable and easy to maintain server to support our app.
- B. Software Developers: Garrett Davidson, Noah Maxey, Nate Ohlson, Riley Shaw
- C. Development Managers: Garrett Davidson
- D. Project Owner: Team 2

### **Deliverables**

We plan to create a server with the following features:

- A. Receive and store multilingual Unicode compliant messages for the conversations between users.
- B. Receive and store picture and audio messages securely and efficiently
- C. Adopt Apple Push Notification Service for notifying users of messages and other app relevant information.
- D. Allows user registration through Google and Facebook authentication APIs
- E. Design a user matching algorithm to pair users who are likely to want to communicate with each other.
- F. Adopt a translation API for translating user messages between several languages