

# ***Team 4 Project Charter***

**CS408**

## **Team Member**

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## **Problem Statement**

People communicate with one another every day, but people meeting for the first time are often oblivious about people's common interests, which would likely result in their conversations being cut short. Our android app aims to remedy this situation by allowing people to connect in groups based on the topics they are interested in, for example, gamers are able to search for gaming groups of which they have a mutual interest in. Furthermore, our app offers ways for people to connect within subgroups of their topic, which allows clients to further narrow down to specific knowledge of which they share.

## **Objectives**

1. Develop an Android app that allows users to join chat rooms they are interested in.
2. Develop an Android app that allows users to create chat rooms under different topics.
3. Implement a search system that allows users to find chat rooms they are interested in.
4. Categorize chat rooms with different topics. Subtopic can be created if needed.
5. Users can create their accounts with emails (Google/Facebook authentication Login may be implemented ).

## **Stakeholders**

1. Project owner: Shikang Fan, Zhenmu Gong, Canyu Yang, Siyu Jiang, Yiting Du
2. Developer: Shikang Fan, Zhenmu Gong, Canyu Yang, Siyu Jiang, Yiting Du
3. Users: Users who would like to connect with people of mutual interests
4. Project Manager: Zhenmu Gong
5. Project Coordinator: Not assigned

## **Deliverables**

1. An android app that supports multiple users to chat in a chat room. All chat rooms are created by users based on different topic/subtopic.
2. App infrastructure implementation using Android Studio (Java).

3. Real-time update of messages using firebase backend
4. Apply Version control using GitHub
5. User account creation using Firebase authentication API
6. Use Android unit test, espresso, and MockWebServer to implement different type of tests