

Proposal

Part 1:

Our project Matchy is a platform for university students to find teammates for group projects. Instead of making a post on every course discussion board after the term begins, the users will be able to set their status on a unified profile of themselves and start to search for, and get searched by, potential teammates, even before the term begins. The platform will also encourage positive collaboration by displaying, as a part of the user profile, how others rate their collaboration experience with the student. In short, we are hoping to integrate finding suitable teammates and potential friends, team building and cooperation into a very smooth process on a single platform.

Part 2.

An explanation of how your website meets each of the feature specification requirements listed above (user profiles, user authentication, etc.)

a) User Profiling:

User profiling is one important key in our project. Every user can see the classmates' profiles, which include many useful information like name, contact, grade, and so on. Among which, the most important one is evaluations from their past partners. This way, users have more available information when it comes to choose partners for important projects.

b) User Authentication and Authorization:

This part is easy to be fulfilled, to be honest. Each user of course has his or her own credentials to log in. Our idea couldn't be implemented if the web app did not fulfill this requirement.

Basically everyone, who uses this web app, needs to log in first to do whatever he or she needs to do. Of course, the admin will be logged into a different page, where the administrator can do his thing.

c) Data:

We must have posts data, where user publishes to find partners.

We also must have evaluations data, which is the key differentiation point of our web app.

Of course, profile data, like name and contact. Also login data.

d) Navbar, footer, these basic elements of every modern website.

But also, views like *login view*, *sign up view*, *profile view*, *project status view*, *skills view*, *evaluation view*, *message view*, and so on.

e) Admin:

For this kind of platform, there has to be administrators so that when harmful or irrelevant content is posted, the admin can delete it. In addition, the admins have the role to update information like username, which users don't have access to change. There may be more features coming out as we go along.

Part 3.

What are all the different things a user will do when they use your web app?

1. Change status: The user can change the status to searching for teammates for a certain assignment of a course, or indicate they don't want to team up with anyone so that they will not be included in the search result, or be invited,
2. Search for teammates: The user can search all students who are looking for teammates for a certain assignment.
3. Invite teammates: When the user wants to work with another student, he/she can send an invitation to that student with a message. The student who receives the message can accept or decline the invitation.
4. Working with others: When the user finds all the teammates, he/she can start a project on the website which includes all the teammates to indicate they are working together.
5. Reviewing teammates: When a team finishes the project, all members can rate their teammates, from 1 to 5 stars. They can also leave a review message, which can be anonymous.

When will you need to pull in data from an outside source?

Basically, all user interactions require data from the database since all user information is stored in the database. For example, if a user wants to search for teammates, we would need to search the database to find all the qualified students.

Home Page

icon

A place to find your ideal teammate!

Sign up

Login

Admin access

log in page

 website name	Home	About	 sign up
<p>log in to ...</p> <p>username <input type="text"/></p> <p>password <input type="text"/></p> <p> <input checked="" type="checkbox"/> Remember me</p> <p><u>Forgot password?</u></p> <p><u>Sign up</u></p>			

Sign up Page

Logo website name Home About login **Sign Up**

Sign Up

username
email
password
confirm your password.
school
phone number

create account

or join with...
Facebook Google Wechat

After login...

username

Logo website name

profile picture User Name
Student at UofT
4.7 ⭐

Account Setting

username: Bob

email: bob@gmail.com

password: [redacted]

phone number: (123) 456-7890

school: uoft

Save Cancel

default

• Profile Page / Home Page

a button, not input text box

menu

username

background 4.7

change status

invite

see past teammates

see contact info

self - introduction

Currently working on ...

project name with who who finish project

display "none" if no current project

Past Project Experiences +

• 2018 Aug project experience 1

• 2019 Sep project experience 2

Skills add a new skill

C++ Java

Comments from Past Teammates

Anonymous Great!

Message

top

View profile
Account setting
Need Help?
Sign Out

Search for teammate View consideration list

members messaging

recommended teammates

4.7
5.0
4.9
4.6

See what projects others are working on



- search page

Logo invitations messaging & Username

Searching for teammate ...

which School?

which course?
 CSC 373
 CSC 209
 CSC 258
 menu

which term? F W S

prefer sex: ♀ ♂

prefer age:

Search

• Search Result page

Logo

Sort by 评分 高低排序

invitations messaging username

Profile icons (User 1, User 2, User 3) followed by three horizontal dashed lines.

For User 1: invite (highlighted with a red arrow and note "Change to green after invite"), add to consideration.

For User 2: invite (highlighted with a green checkmark), add to consideration.

For User 3: invite, add to consideration.

Same format but without add to consideration button (indicated by a red bracket on the right).

View consideration list

Top icon

• finish project page

Logo

invitations messaging username

Please rate your teammates

who.

rate

comment

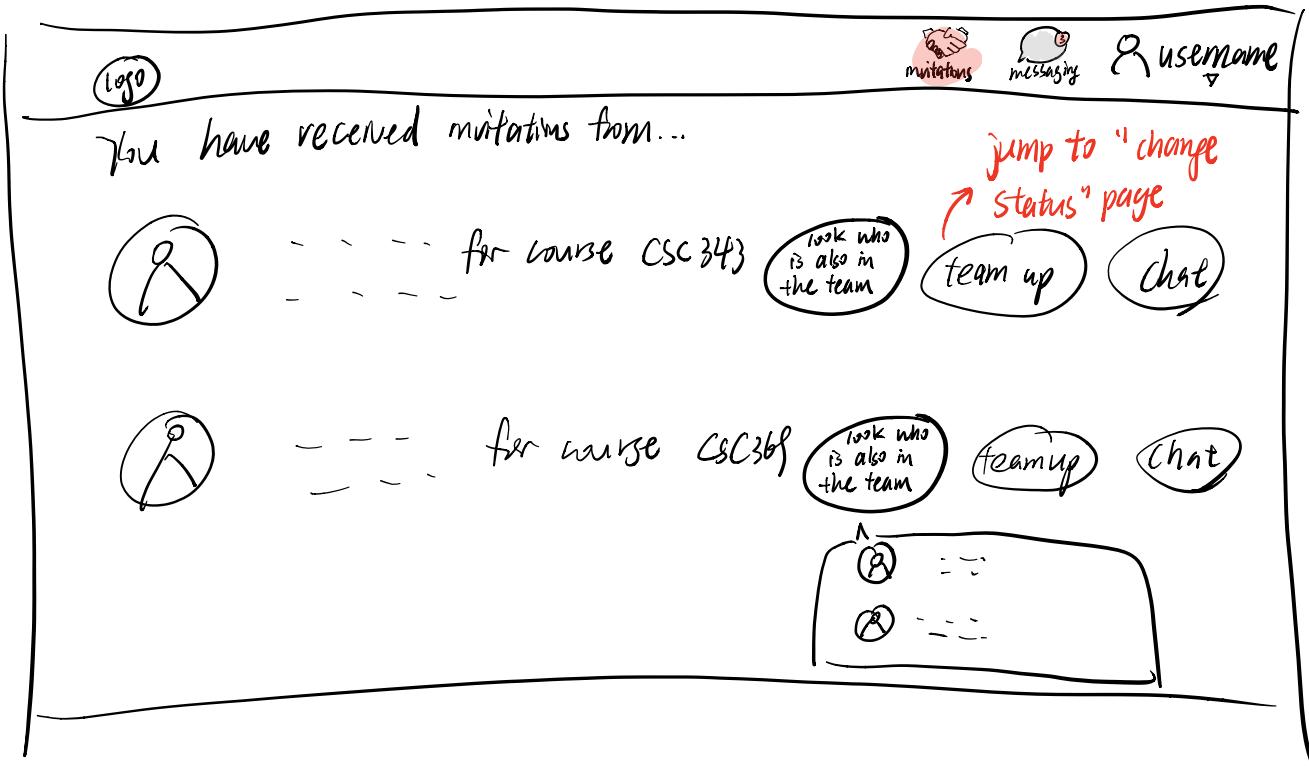
Comment anonymously

finish project

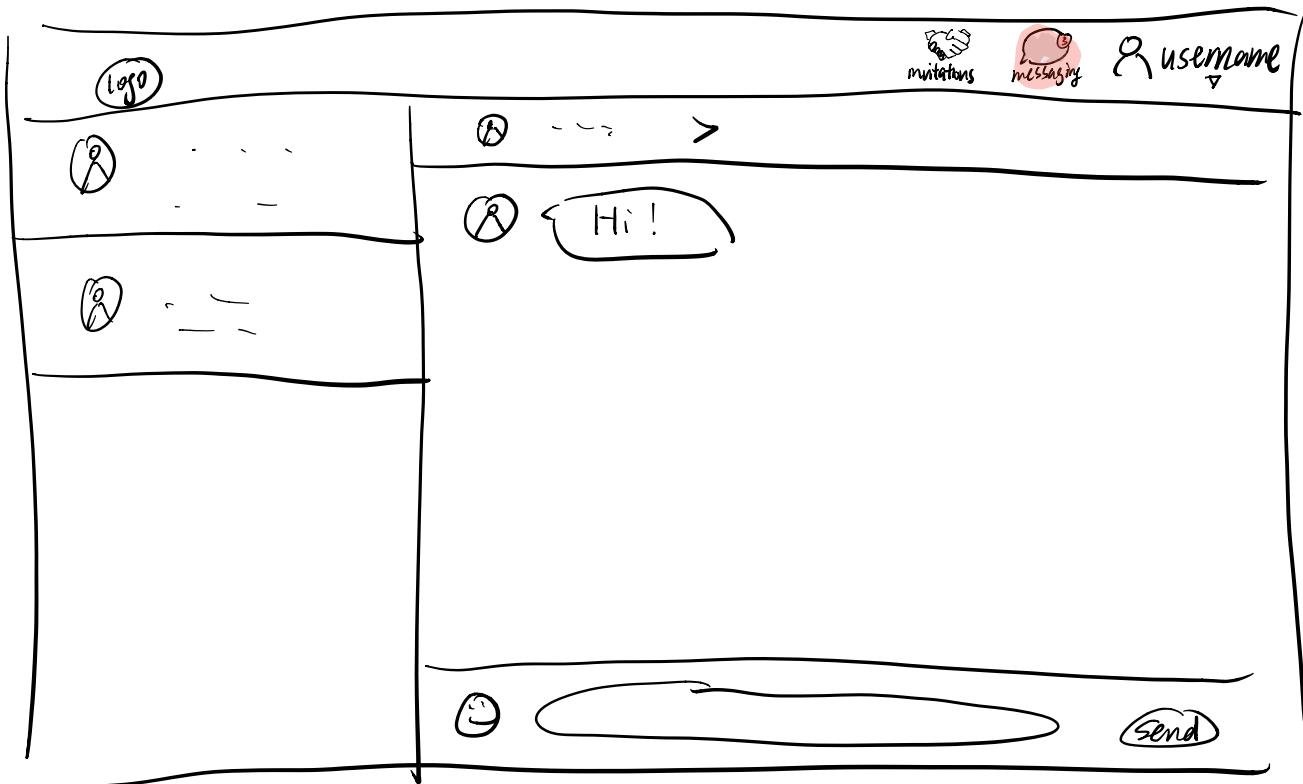
cancel

A rating scale from 0 to 5 with a blue dot at 4. A comment input field with a checkbox below it labeled "Comment anonymously".

• invitation button page



• messaging button page



- change status 頁面

The diagram shows a wireframe of a user interface for changing status. At the top, there's a navigation bar with a logo, notifications (6), messaging (1), and a dropdown for username. Below the header, the main title is "change your status to...". Two options are listed: "not accepting request" (radio button) and "looking for teammates for courses..." (radio button, checked). A note says "default is NoFT" with a red bracket over "NoFT", which is highlighted in green. An "add course" button with a plus sign is shown next to the green "NoFT" box. The main form area is titled "Course 1:" and contains fields for "course code" (with placeholder "enter course code") and "term" (set to "F/W/S"). A section field has "ex. L0201" as an example. A note says "Write a message about what contribution you can make as a teammember for this course (optional)". A large text input box is provided for writing a message. At the bottom right are "Finish" and "Cancel" buttons.

Logo notifications messaging & username

change your status to...

() not accepting request

(✓) looking for teammates for courses... at NoFT

default is NoFT

add course +

Course 1:

course code term

section

(✓) Write a message about what contribution you can make as a teammember for this course (optional)

write a message ...

Finish Cancel

Admin

