Project Plan: (MeetUrMate)
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1 Introduction

This document lays out a project plan for the development of "MeetUrMate" open source repository system by Anurag Mishra.

The intended readers of this document are current and future developers working on "MeetUrMate" and the sponsors of the project. The plan will include, but is not restricted to, a summary of the system functionality, the scope of the project from the perspective of the "MeetUrMate" team (me and my mentors), scheduling and delivery estimates, project risks and how those risks will be mitigated, the process by which I will develop the project, and metrics and measurements that will be recorded throughout the project.

2 Overview

In today's world, owning to the heavy workload on the employees, they are having huge amount of stress in their lives. Even with the presence of so many gadgets in and around them, they are not able to relieve their stress. I aim to develop an application that would enable them to share the thing of their liking and meet the person who have the same passion as theirs. For eg. If someone wants to share their art, they can share it through the platform, if someone wants to sing any song, they can record it and share the same. They can also share videos (with some funny commentary in the background), share mysteries which other people can solve, post any question. Through my platform, I'll enable them to meet people who share the common interests and passion, chat with them and have some fun.

2.1 Customers

Everyone. Anyone can use this application ranging from a child to an old-age person.

2.2 Functionality

1) Users should be able to register through their already existing accounts.

2) They should be able to share snaps/videos/snaps.

3) People should be able to like and comment on any post.

4) One person can follow another person who share common interests and likings which would enable them to find mates apart from their usual friend circle.

5) Each user can have his/her profile picture, status.

6) People can post mysteries and other people can solve the mysteries.

7) Users will get points for the popularity of their posts/the number of mysteries they solve.

8) Add own funny commentary on any video

9) Post any questions regarding their interests and people can answer.

P.S.- Italic points features can be inculcated later.

2.3 Platform

It will be launched both as a Web-based application and Mobile app for Android.

2.4 Development Responsibility

I, Anurag Mishra, would be developing the software and I am responsible for the creation of the Database and all the other related stuffs.

3. Goals and Scopes

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6) People can post mysteries and other people can solve the mysteries.

7) Users will get points for the popularity of their posts/the number of mysteries they solve.

4 Deliverables

I'll deliver the following during the course of development:

Feature specification

Product design
Test plan
Development document
Source code

5 Risk Management5.1 Risk Identification

Following will be the risk involved in my project:

1) People are laready using Facebook to find friends. So, what would be the real cause that would motivate them to join my application.

5.2 Risk Mitigation

Even though most of the users would already be using Facebook, our platform would still offer them many things that is not there on Facebook. For eg.

a) They dont't meet people who share common interests and passions as much. Our application would enable them to meet people (apart from usual friends) who share common interests and passions on a more frequent basis.

b) Users of fb cannot share songs on-the-go which they have sung whereas on our app they can do that on-the-go.

c) People can post mysteries/cases and other people can solve it. Moreover, people will get points in case they solve the mysteries or on the basis of popularity of their posts.

d) More importantly, people need not register for my application, but instead, they can login using their already existing accounts of Google/Facebook.

Thus, I think that there is a considerable amount of difference between Facebook/Instagram/Twitter and my application and it would attract many people.

6 Scheduling and Estimates

Milestone	Description	Release Date	Release Iteration
M1	Application view and Design (Front-end development)	October 5, 2015	R1
M2	Database for my application (Back-end)	October 17, 2015	R1
M3	Integrating views and designs (Integrating front-end and back-end)	November 12, 2015	R1
M4	Testing for initial release	November 20, 20015	R2
M5	Issue tracker, user reviews, web design integration	December 1, 2015	R2
M6	Final release	December 23, 2015	R2

7. Technical Process

Following would be the languages I would use to develop my application within the stipulated time period:

Front-end development: Jquery, HTML, CSS, PHP.
Back-end development: PHP, MySQL.
For Android app: Java on Android SDK.