

# Grouped



Step 1: Find a group

Step 2: Work Together

Step 3: Profit

# The Problem We Are Solving

- Finding fellow students to study with
- Allowing students to more easily leverage the power of collaboration

# Why We Picked This Project

- We are all students and have encountered the issue of wanting to study in a group but not knowing where a group is that we can study with

# Target Audience

- College students
- High school students
- Users need to be not shy so they can meet up physically. Users need to want to study in groups.

# Competition and Uniqueness

- GroupMe - groups people in chat rooms, but no physical contact. Need to know each other beforehand
- Facebook Events - Can be used for a similar purpose, but Grouped is more specialized and quicker/easier to use. No group searching ability

# Design/Architecture Decisions

Linear design flow

- Segues instead of singleton
- No central navigation

# Application Architecture

- Parse: Users, Groups, Messages
- GPS locations and Apple MapKit

# Hardest Problem & Solution

- Problem: Dealing with start and end times while keeping the interface pleasant to use
- Solution: A change in design decisions so that the app focuses on ongoing events rather than future ones



# Things That Could Be Improved

- Real-time notifications for groups relevant to user's interests
- Real-time messages with push notifications and just generally more sophisticated chat system
- Integration with navigation app so groups can be found more easily