# Together Dating – Part 2 Product Inception and Planning

## Background – Summary from Project Description

Online dating is an enormous industry and is growing every year, but matching algorithms have fallen behind this growth, making matches based on metrics that are not relevant particularly to users who are looking for meaningful long-term relationships. One such area of interest is outdoor adventurers who are looking for a friendship and adventure buddy. Having a dating app that specializes in outdoor activities may be an untapped market in the dating field. Outdoorsy will address these concerns and more to create a dating app for our outdoorsy users.

## Project Goal

Build a working prototype of a dating app / matching app to addresses the specific needs of outdoor adventure seekers. A detailed vision statement is included in the repository. <https://dev.azure.com/KSUSWE6733-3/_git/TogetherDating?path=/Product%20Vision/Product%20Vision>

## Features

* System will provide account management, with a login page, profile customization, and an encrypted DB for storing user information.
* Having created a profile, a user may delete his account and profile, removing it from findability by other users.
* The system will allow user connection to other social media platforms by means of SSO.
* A user profile will include direct matching based on outdoor activities as well as based on expressed user preference and self-identified personal features. Outdoor activity interests will also allow identification of skill level, behavior, and within their geographical area.
* The system will have in-app messaging, and managed levels on interest that allow the user to control their level of exposure as they get to know other users.
* Optionally, the app may provide audio and video messaging and interaction.
* Optionally, the app may provide an AI or ML matching algorithm

## Underlying Technology and Links

* This development project will leverage scrum development practices
* Our development application is for testing and development only, and contain no actual customer information. It is accessible at <https://webappcometchatdating.firebaseapp.com/>
* The final product will be based on a Firebase DB structure for saving user data. <https://console.firebase.google.com/project/webappcometchatdating>
* It will utilize APIs where they reduce the development effort. Particularly, it will leverage Cometchat as a base of development, which includes in-app chat. <https://www.cometchat.com/blog/building-your-own-dating-app>
* We will use the DevOps native repository service - <https://dev.azure.com/KSUSWE6733-3/_git/TogetherDating>
  + Within the repository are files submitted as proof of satisfaction of all points of the class rebric. <https://dev.azure.com/KSUSWE6733-3/_git/TogetherDating?path=/Submissions/Sprint%201>
* We are also using DevOps for project management and tracking. At the time of this writing, the backlog includes 180 work items, 86 of which are user stories. Those in the current sprint are in order according to the guidelines in the readme file in the repo. <https://dev.azure.com/KSUSWE6733-3/TogetherDating/_backlogs/backlog/TogetherDating%20Team/Stories>
* For team interaction and coordination the team will use MSTeams including holding video calls and non-code file sharing. <https://teams.microsoft.com/l/team/19%3aV6DyMKXW63C_R6PQbqr31SGztq-NP4OCJEVaw4rFuzg1%40thread.tacv2/conversations?groupId=9a0c3113-70bb-43ad-9407-ab3bb8c468aa&tenantId=45f26ee5-f134-439e-bc93-e6c7e33d61c2>

## Team Members

Dann Sheridan – Product Owner

Frank Wear – Scrum Master

Jerry Cowell – Development

Easton Wong – Development

James Harris – Development