

A man with dark, wavy hair and a light beard is shown in profile, looking down at a smartphone he is holding in his right hand. He is wearing a dark, vertically striped shirt. The background is a solid, light blue-grey color.

WebM8s

Mobile application to
find new friends

App Vision

Our vision for WebM8s is to create an app designed to help people find groups of friends.

Our target audience includes individuals of all genders and age groups, though we expect that most of our users will be between the ages of 14 and 24.

According to the [AACAP data](#) teens spend up to 9 hours of free time looking at screens, and everyone needs someone to share that time with. Unfortunately, for many reasons, a lot of people lack online friends, and this is where our app comes in to help.

We want every user of our app to feel comfortable and find people who match their pers



Scope

Thanks to our personality tests and character assessments, users will be able to create detailed profiles and use them to search for new groups of friends. These groups will be suggested based on their interests, preferences and needs. Our app will not include matchmaking or pairing features, nor will be a platform for sharing photos, whether in profiles or conversations.

We are focusing primarily on fostering virtual connections and will limit the facilitation of in-person meetings, mainly for safety reasons.



Make a test



**Let our AI develop
your profile**



**Choose the best
community**



**Have fun with
new friends!**

Why WebM8s?

Our application addresses three key user needs:

- Meeting New People: The app facilitates meeting new groups of people based on user data.
- Groups and Subcultures: Users can join interest-based groups or subcultures and participate virtually, creating a sense of belonging in aligned with their passions.
- Online Entertainment: The app provides spaces where users can engage in gaming, quizzes, and digital entertainment together, integrating tools for online social activities.

User Personas

Michael

Michael is 16 years old, lives in London, and is a high school student. Although he's an introvert, he has a few close friends; however, they don't enjoy playing the same game as he does—League of Legends. While he's not looking for new friends to meet up with in person, he is interested in finding people to form a team with for online gameplay. While searching for an app to find gaming buddies, Michael comes across Web8s.

Andrzej

Andrzej is a 42-year-old from Poland who has recently begun treatment for his alcoholism. His doctor recommended that he find a sobriety support group, but there's nothing like that in the area near his small village. A few weeks ago, however, Andrzej's cousin, Mariusz, told him about an app where he could connect with people from around the world. Andrzej decides to give it a try.

Anastazja

Anastazja, a 26-year-old woman, recently decided she wants to develop a deeper interest in cinema. She would like to learn how to analyze films in a more meaningful way, but she doesn't know where to start—she struggles to apply what she's read online in practice. Anastazja would love to discuss films with people who are knowledgeable and learn what to pay attention to while watching movies through real examples. She decides to try the app after seeing an advertisement.



Use Cases

Michael

Michael decides to give WebM8s a try, generates his profile, and starts searching for his new team. After just a few minutes of browsing, he forms a new group by pairing up with one person, and within an hour, their group grows to four people who not only fit perfectly into the needed roles for the game but are also incredibly fun to chat with. After a few hours of messaging with his new friends, Michael decides to add them in-game, where they continue their conversations over voice chat.

Andrzej

After installing the app, Andrzej quickly sets up his profile thanks to the simple interface. Within five minutes of searching, he finds a small group of eight people. Everyone in the group is very friendly, sharing daily updates about their day, how they're feeling, and what helps them in their recovery journey. This shared support makes it easier for everyone in the group, including Andrzej, to navigate their treatment. Andrzej decides to tell his cousin on the other side of the family about the app.

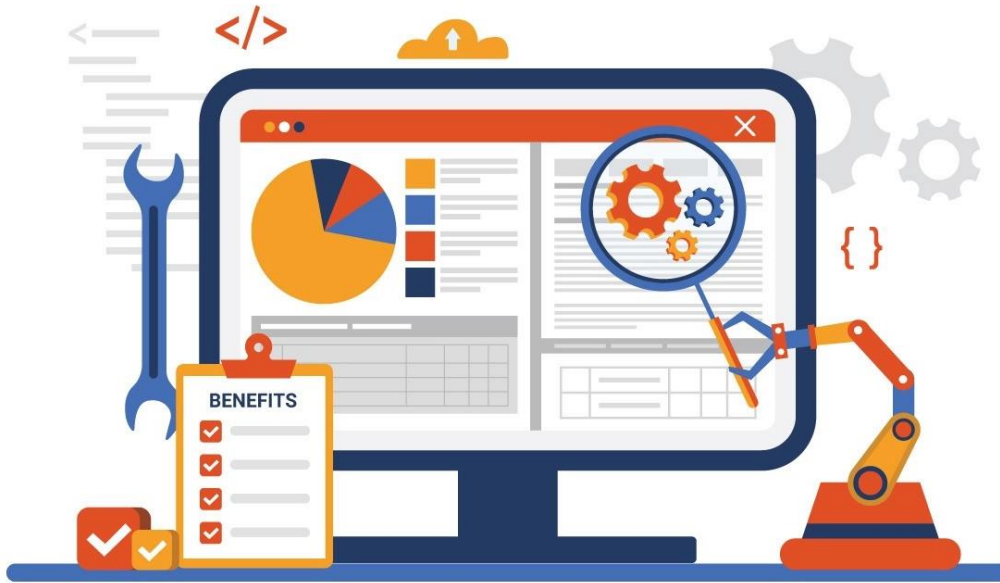
Anastazja

Anastazja was initially skeptical, but after creating her profile and finding one of the groups, her attitude shifted instantly. She enjoyed the app so much that she decided to join several more groups. Now, she engages daily in conversations with other group members and has noticed that she increasingly understands the deeper insights of directors and screenwriters.

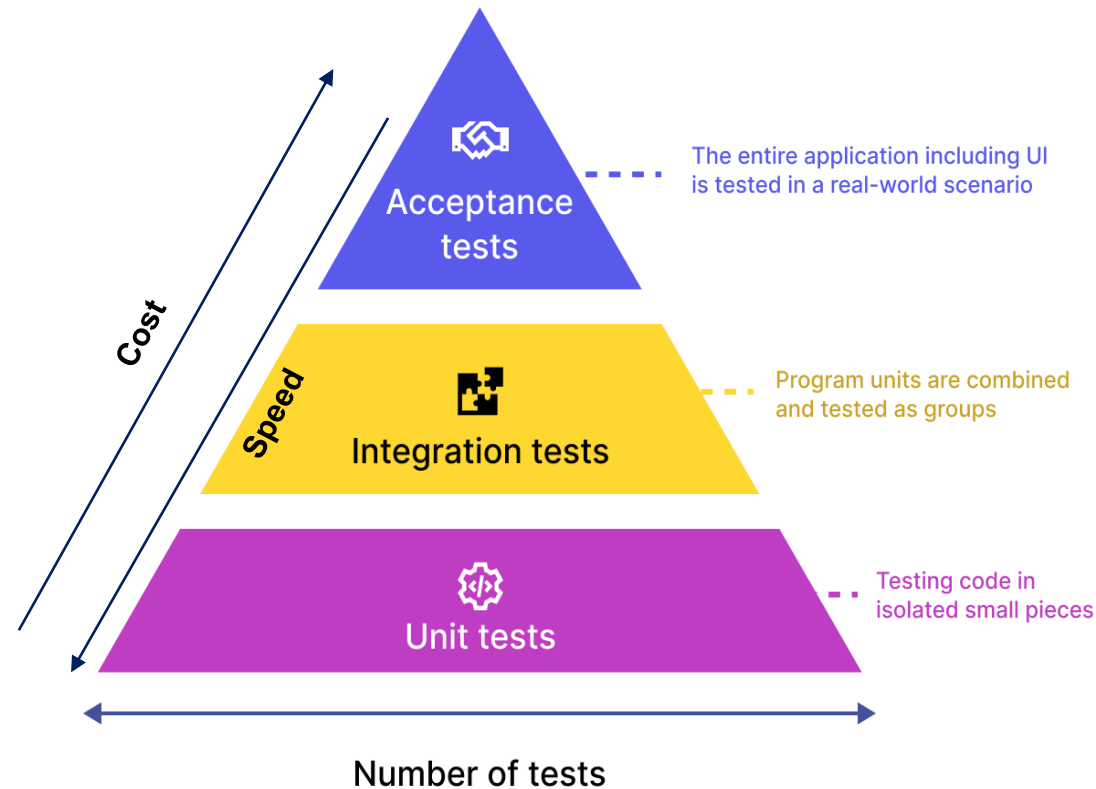


Testing Plan

The WebM8s testing plan will follow a clear strategy to make sure the app's main features work well, are reliable, and easy to use. This plan will include test cases for key features like finding groups, chatting with others, and managing accounts. We'll describe the different types of tests needed, the tools we'll use, and a schedule that explains when each test will happen, how long each test will take, and who will be responsible for it.



Test Types



• 1. Unit Testing

- **Purpose:** Make sure each small part of the app (like a function or feature) works correctly on its own. This helps check that each piece of code does what it's supposed to and handles any unusual cases.
- **Scope:** Tests for small functions like creating a user profile, filtering games or topics, and starting a chat.

2. Integration Testing

- **Purpose:** Make sure different parts of WebM8s work well together. This testing checks that data flows correctly across the system and that features like searching and joining groups work smoothly.
- **Scope:** Tests for how parts of the app connect, like user registration, group filtering, and chat, making sure data is saved, retrieved, and shown properly.

3. User Acceptance Testing (UAT)

- **Purpose:** Make sure WebM8s meets the needs of real users. This test checks usability, functionality, and how the app performs in real-life situations.
- **Scope:** Tests the entire app experience, from logging in to finding and joining a group, as well as using the group chat.

Test Cases For Key Features

1. User Registration and Login

Objective: Make sure users can create an account and log in safely.

Steps:

- Go to the registration page.
- Enter valid information (username, email, password).
- Submit the form and check that the account is created.
- Log in with the new account details.
- **Expected Outcome:** The account is created, and the user can log in without any issues.
- **Test Type:** Unit Testing (for form validation), Integration Testing (for connecting to the database).

2. Joining and Participating in a Group Chat

Objective: Make sure users can join groups and chat in real-time.

Steps:

- Search for a group and choose one to join.
- Join the group and open the chat area.
- Send a message and check that other users see it right away.
- **Expected Outcome:** The user joins the group, participates in the chat, and messages appear instantly for all users.
- **Test Type:** Integration Testing, User Acceptance Testing.

3. Group Search and Filtering

Objective: Check that users can filter groups by game or topic of conversation.

Steps:

- Go to the group search page.
- Choose filters, like a specific game or conversation topic.
- Submit the search and see if only relevant groups show up.
- **Expected Outcome:** The search results show only groups that match the chosen filters.
- **Test Type:** Integration Testing.