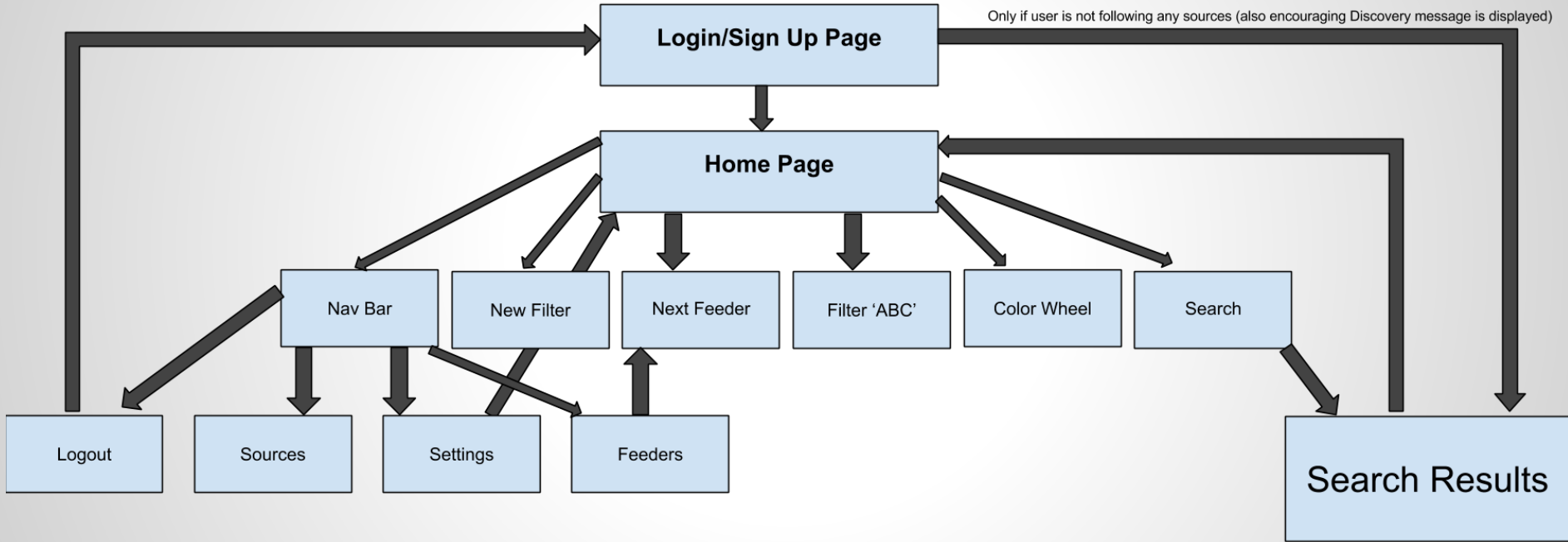# Team FeedMe

Functional Specifications

Team Members

- Zack Hardy - Project Manager, Front-end Development
- Tengiz Vachnadze - Lead Front-end Developer
- Benjamin Tibbetts - Lead Back-end Developer
- Josh McDuffie - Lead Data Architect, Back-end Development
- Luke Leheny - Content Editor, Front-end Development

Overview

Our product's purpose is to allow users' to experience the web the way their friend's do by allowing them to see another user's feed to discover new content and making the web more manageable.

Flow of User Experience

Login/Sign Up Page

Only if user is not following any sources (also encouraging Discovery message is displayed)

Home Page

Nav Bar

New Filter

Next Feeder

Filter 'ABC'

Color Wheel

Search

Logout

Sources

Settings

Feeders

Search Results

Login Page

Discover Page
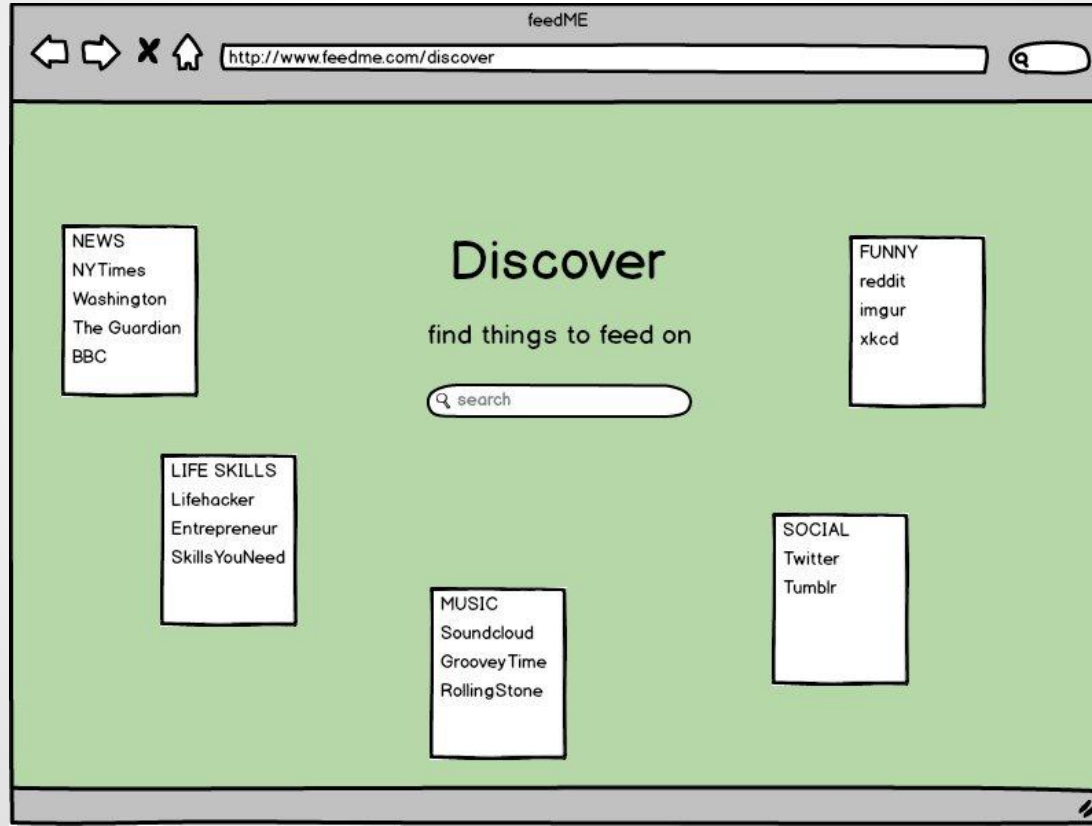
My Feed

Subscribed Feeder
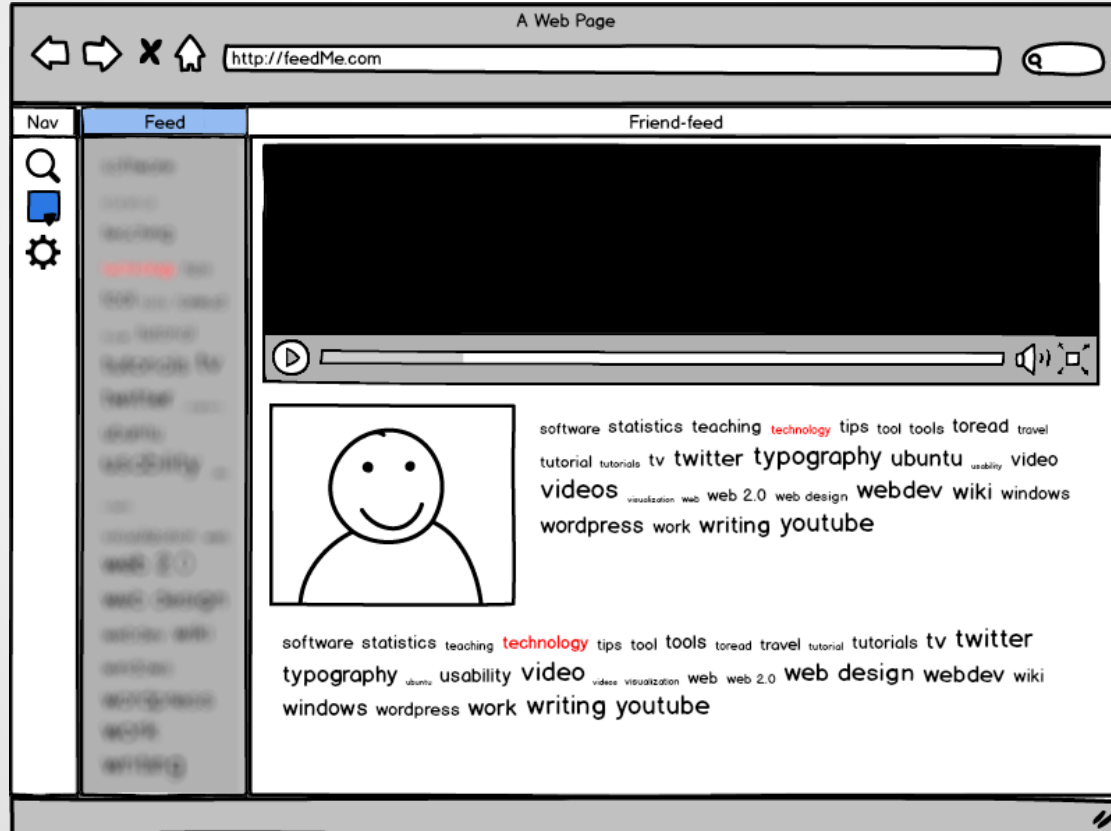
Search

Create Filter
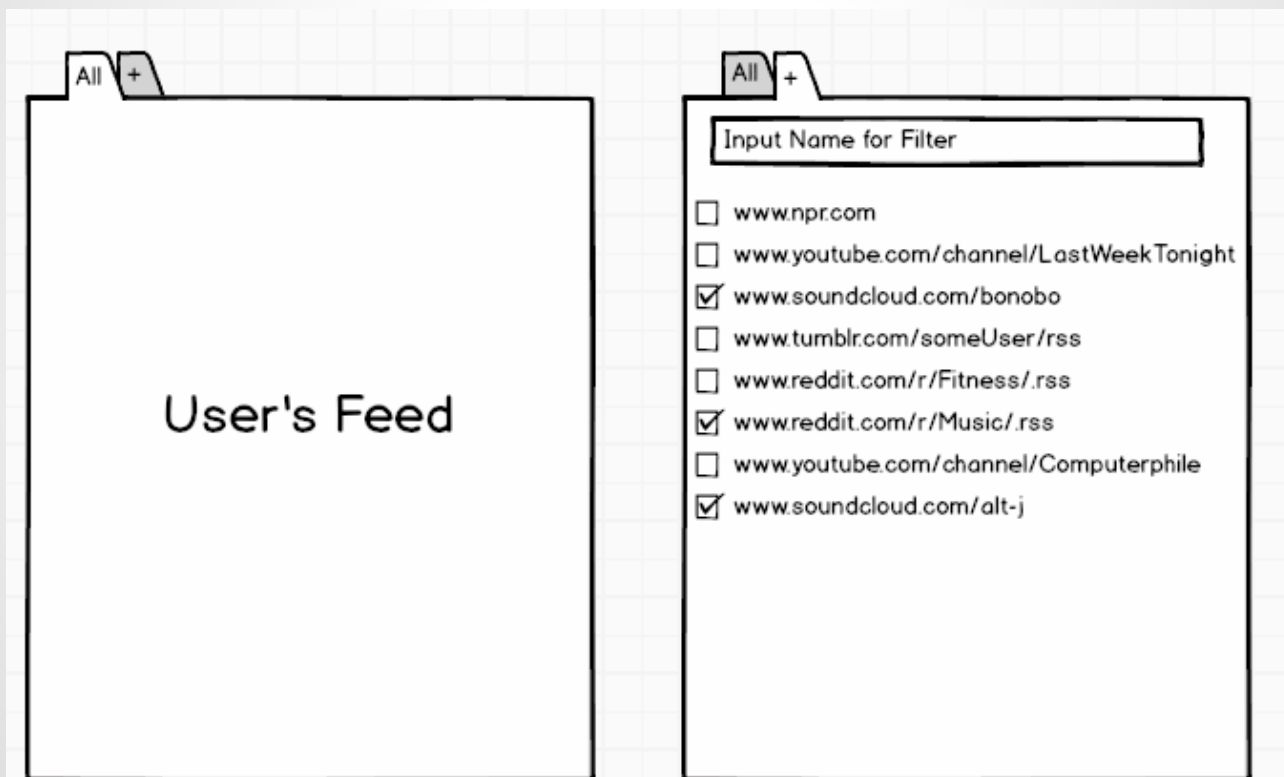
Scenario of Use

❖ Peter enjoys articles posted by friends on Facebook.
❖ But with so many statuses and shares by others it is difficult to follow just the articles.
❖ Using feedMe, Peter adds his friends.
❖ Peter is now able to see their feeds and all the news sites they are subscribed to.
❖ At the same time Peter is still able to browse the content he is subscribed to

Scenario of Use

❖ Donna Moss enjoys Josh's taste in music and Toby's choice in webcomics.
❖ However, she does not like Josh's political views and Toby's preferences in music make's her think he may be tone deaf.
❖ After subscribing to Josh and Toby on feedMe she sets up filters for their feeds.
❖ Now Donna only see's the content they are interested in and that Donna also enjoys.

Non-Goals

❖ Communication/messaging between users.

❖ The ability to post original content.

❖ Offline access to content.

❖ No "total" social networking integration (Facebook, Myspace, etc.)