

**Team Name Ideas:**

The Null Pointers

**Team Members:**

David Blair

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Rocket Romero

Selena Quintanilla

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**Description:**

The project will be a collaboration tool for developers. The web aspect of the project will be created with html and css. The group plans to involve a text, code, and paint editor. The text editor allows programmers to write ideas for implementation. The code editor allows users to type code next to their text box of ideas. Finally, the paint editor gives the programmers and users the opportunity to bring their implementation and code ideas to life through user created visuals. In order to allow users and programmers to work as a team, we will provide sign in, sharing, and saving features.

After we establish the barebones of our product, we will create special and advanced features. The product will have the ability to separate paint, text, and code edits such that they can be viewed, edited, and saved separately upon request. The saving feature will be enhanced by creating a calendar which shows saved documents at different phases. While the documents will all be saved automatically, the calendar aspect will only be used when the option is demanded from the user. The coding feature will be enhanced by changing colors and bolding text of certain words. Another goal to enhance the entire product is to allow the product to be accessed and edited from a phone. Then the product will update the documents immediately such that all team members can see the new changes.

Our product is designed for users who wish for a more all-rounded way to bring their ideas to life through shared visuals and edits. This gives more creative freedom to users.

**Vision Statement:**

To create a world in which computer scientists can be both visual and architectural artists.

**Motivation:**

Upon looking for a platform to collaborate and develop our product, we found a striking absence of one. Our group members feel that the freedom to sketch and bring visuals to a page would allow programmers to work more efficiently and creatively.

**Risks:**

1. Lack of experience linking web pages across browsers in (real time).
2. Creating a database for usernames and passwords
3. Lack of group experience with databases

4. Getting carried away with advancements that aren't necessarily feasible.

**Risk Mitigation Control:**

We will manage the risks of this project by developing the product one step at a time, first creating the a basic document editor and web page login, and then implementing other portions of the product, such as real time drawing, code editing, app integration or a responsive webpage design, and a nicer interface for users.

**Development Control:**

We will be using Github as a version control. Each member will have access to the repository and create branches when they begin making changes and push all of their local progress to the branch.

**Development Method:**

Agile Methodology

Sprint 1) Web based Text Editor

Sprint 2) User Database

Sprint 3) Save functionality

Sprint 4) Paint Program

Sprint 5) Code syntax support

Sprint 6)

**Collaboration Method:**

For collaboration method we will be using Slack and GroupMe.

**Proposed Architecture:**

For our back end architecture we will be using SQL to develop a database storing username and passwords as well as lists of saved documents. For our front end development we will be using Javascript, CSS, HTML. We will be using Namecheap domain provided through the CU Github student developer pack.