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You have been assigned a team number, on Canvas, that is represented as your recitation section number plus a one-digit identifier. This team number **MUST** appear on ALL deliverables/submissions posted by your team to your git repository and to Canvas.

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2. Team name

You will collectively choose a name for your team to represent a vision you have for the application you're creating. It can be used in addition to your Team Number for all deliverables and presentations.

Bird Watchers Inc.

3. Team Members

List the First & Last name of team members, their GitHub usernames and their email addresses.

Ben Blair	ben-blair	ben.blair@colorado.edu
Joshua Trujillo	jotrujil03	jotr7489@colorado.edu
Aaron Beninghaus	linexz	aaron.beninghaus@colorado.edu
Jonathan Ro	JRhooooo	joro4196@colorado.edu
Luke Maschoff	luma1620	luma1620@colorado.edu

4. Application Name

Pick a befitting name to convey the purpose of your application. To be used in all presentations(weekly to your TA and the final one)

Bird Dropper

5. Application Description

A short (2-3 paragraphs) overview description of the application. Provide enough information to explain what functionality and value your product will provide to users of your application. This should help you to define the scope of your project.

The application is going to allow users to have their own collection of birds, import images and give a description on the bird, and allows other users to view those birds and add them to their own collections and leave a like on the bird.

If the user wants to import a picture of their bird but doesn't know what it is, they can put the photo through a bird finding AI that tells them what it is. If there is a bird they hope to add to their collection they can track it and get insight on how they can find the bird.

6. Audience

Define the target audience for your application by identifying the characteristics of an ideal user. Clearly articulate the specific problem your software aims to solve for this user group. Additionally, consider the usability and accessibility of the application, ensuring that interactions are intuitive and convenient for the intended audience.

Understanding their background helps shape features and design.

Our target audience is for bird watchers who want to be able to track the birds they have seen in the wild. Our application allows for the bird watchers to learn more about the birds they see in the wild, compare their collections to other watchers, and follow

other users. Our application will be easy to use, as many bird watchers are elderly.

7. Vision Statement

A simple, one or two sentence statement describing the clear and inspirational desired state resulting from your team's efforts to create your application. Following is a template you might want to use:

For [target customer], Who [statement of the need]. The [product name] is a [product category] that [key benefit, compelling reason to buy]. Unlike [primary competitive alternative], our product [statement of primary differentiation]

Examples

- Amazon: "To be Earth's most customer-centric company, where customers can find and discover anything they might want to buy online."
- Tesla: "To create the most compelling car company of the 21st century by driving the world's transition to electric vehicles."
- Facebook: "People use Facebook to stay connected with friends and family, to discover what's going on in the world, and to share and express what matters to them."
- CU Boulder: "To be a leader in addressing the humanitarian, social, and technological challenges of the twenty-first century."
- IKEA: "To create a better everyday life for many people."
- Nordstrom: "Offer the customer the best possible service, selection, quality, and value."
- Google: "To provide access to the world's information in one click."

For avid bird watchers, Who want to "drop" birds for others to view. The Bird Dropper is a tracker app that [key benefit, compelling reason to buy]. Unlike [primary competitive alternative], our product [statement of primary differentiation]

8. Repository

<https://github.com/jotrujil03/bird-dropper.git>

9. Development Methodology

Since this project is scheduled for 4 weeks, we encourage you to use an Agile Methodology. You can also use a hybrid set of practices from different methodologies. For example, you can use Scrum meetings and Kanban boards to track the progress of your project. The important thing is to have a plan and stick to it.

We are going to have scrum meetings weekly as well as a shared doc with what we have to get done that week with To-Do's for each person every week.

10. Communication Plan

Describe in a sentence or two how your team plans to communicate with each other during the course of the project. You must identify a collaboration tool for team members to utilize for coordination of their work and communication among team members and with the TA. Some tools you could use: MS Teams, Slack, Discord, Google Groups, etc. Please refrain from using IMs for the purposes of this project.

We not gonna help each other

11. Meeting Plan

We'll meet on weekends via a video group chat (Zoom, Discord, etc.), either Saturday or Sunday at 6 or 7pm.

Weekly meetings with our TA will take place on Thursdays at 4:34pm