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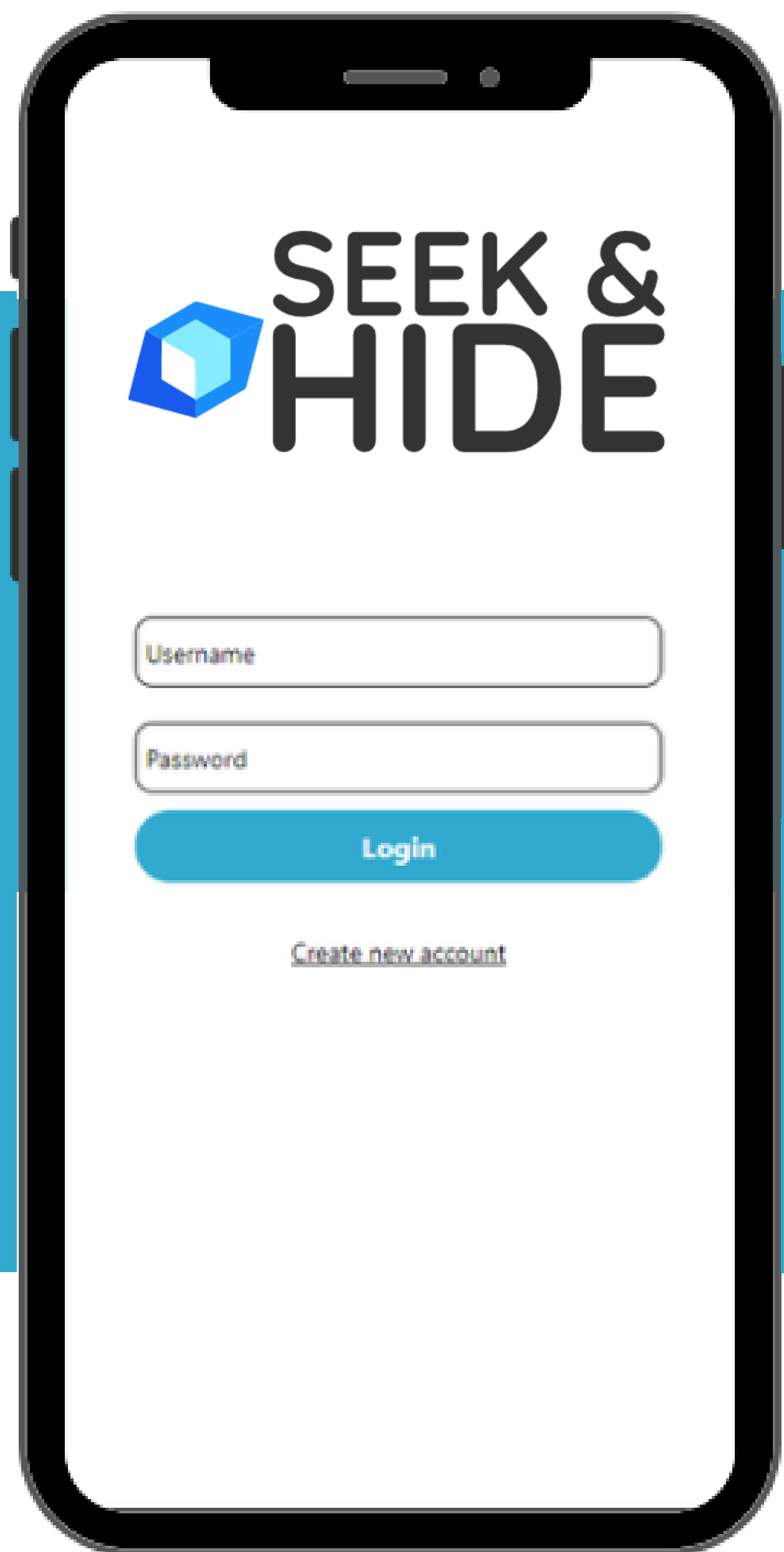
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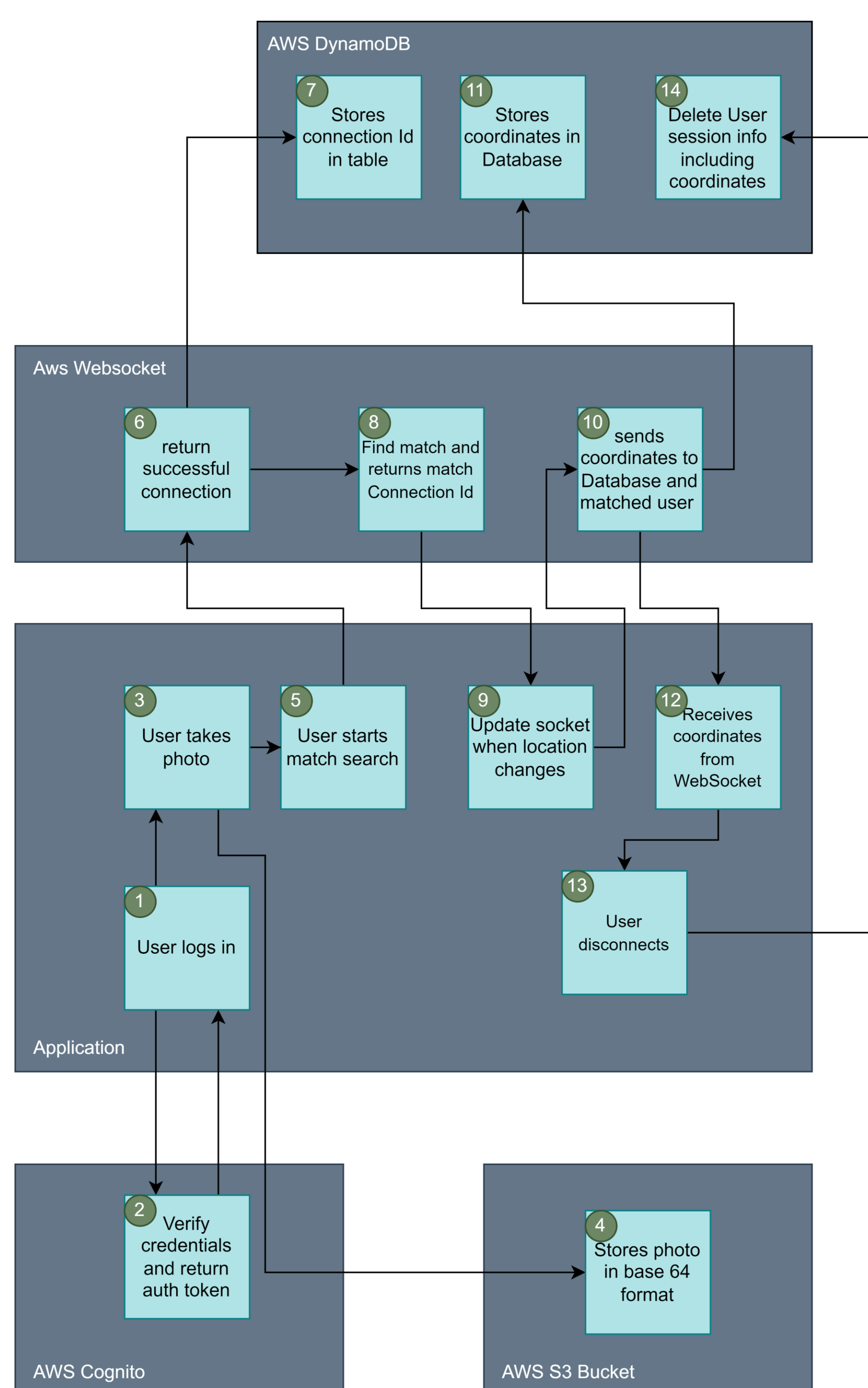


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This application aims to facilitate networking opportunities during various events. Its main purpose is to randomly connect people both online and in-person.

API Flowchart



Challenges

- AWS WebSockets
- Using AWS with React Native
- Designing for IOS, Android, and Web
- Implementing geolocation

Future Plans

- Add user grouping: This functionality will allow organizations and other groups to restrict the users that they play the game with.
- Friends list: By allowing users to add other users to their friends list, not only will we be able to make sure they don't match with them again, we will also be able to add other functionality like games with friends.

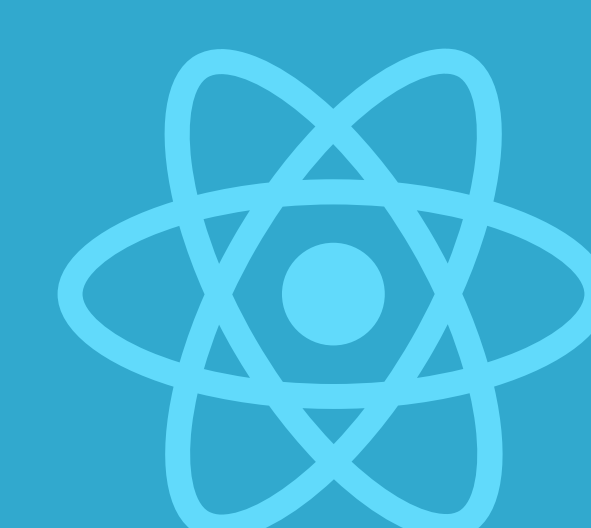
Milestones

- Project Description and Initial Research: This milestone is complete once we have thoroughly researched and described what our project is about and the best course of action.
- Repository and Environment Setup: This milestone is for getting everyone ready to start coding the project. This includes downloading the correct software and creating the GitHub branches.
- Setup Cloud Infrastructure: Setting up the backend cloud infrastructure.
- Core User Confirmation App Functionality: This milestone is about making sure the users know they are meeting with the correct person which is a cornerstone of our app.
- Ensure Security: This is an ongoing milestone that will only be completed when the app is completed. This milestone needs to be confirmed every time we add in a new, potentially insecure, feature.



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APP HERE

Technologies



React Native

