

1. Team Number - 7

2. Team name - ThrowUp

3. Team Members

- Callianna Priebe, github: bloodypinecone, capr5863@colorado.edu
- Kyle Wandishin, github: kylewandishin, kywa7574@colorado.edu
- Andrew Santos, github: ansa1139, ansa1139@colorado.edu
- Juan Cedenio, github: Guan234, juce1262@colorado.edu
- Matthew Dean, github: mattdean-cu, made8060@colorado.edu

4. Application Name - GraffTrak

5. Application Description

Our application is emphasized toward art enthusiasts to study graffiti and its development over time. Users will be able to upload images of graffiti they come across, and we will pull metadata from these to place their location on a map. There is crowdsourced graffiti tracking to ensure users can easily see the evolution of changes over time.

6. Audience

Our users will be people interested in graffiti or art in general in Denver, as they will be able to see, discover, post and keep track of them with the help of other users. Due to the nature of the app it should be kept simple and without any complications to use it. This application will allow people to not have to go to the physical address directly to see possible changes or just the same graffiti they saw last time.

7. Vision Statement

For citygoers and art lovers: GrafTrak connects art enjoyers to their city's public art installations, so we can all watch and enjoy how pieces evolve and change over time.

8. Version Control

Github link: [kylewandishin/CSCI3380-group-final](https://github.com/kylewandishin/CSCI3380-group-final)

9. Development Methodology

Modified Agile Scrum, backlog/sprint planning is weekly, no daily standups, progress tracked on Github Issues & Github Projects

- Combined Ceremony: Our single weekly meeting integrates Sprint Planning, Progress Review, and Retrospective.
 - Sprint Planning: beginning of meeting, the team reviews the prioritized backlog and commits to sprint goals for the week.
 - Progress Updates & Blockers: Instead of daily standups, each member provides a concise update on key progress and any blockers during the meeting.
 - Review & Retrospective: The meeting concludes with a brief reflection on what went well and what could be improved, adjusting the backlog accordingly.
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- GitHub Issues & Projects: All tasks, bugs, and feature requests are managed via GitHub Issues, while GitHub Projects serves as the visual board to track progress.
 - Daily Updates: Team members update task statuses asynchronously throughout the week, ensuring transparency without the need for daily in-person standups.

Roles rotate throughout weeks

- PL: Ensures the backlog is prioritized and aligned with project objectives, providing clarity for sprint goals.
- SM: Runs weekly meeting, helps remove obstacles, and ensures that the team follows our new framework.
- Dev: updates progress on GitHub, and commits to delivering the sprint objectives.

10. Communication Plan

We will be communicating for project development tasks through Github Projects.

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11. Meeting Plan

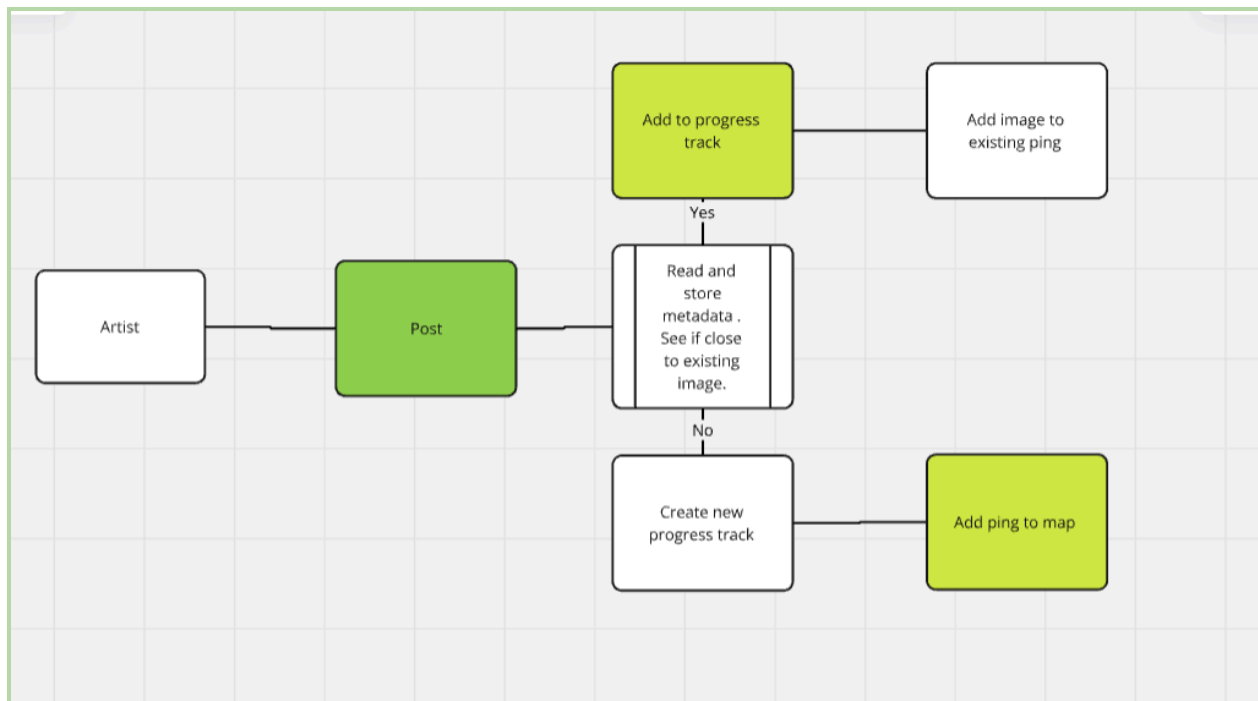
Team meeting: Thursdays at 2PM on Microsoft Teams.

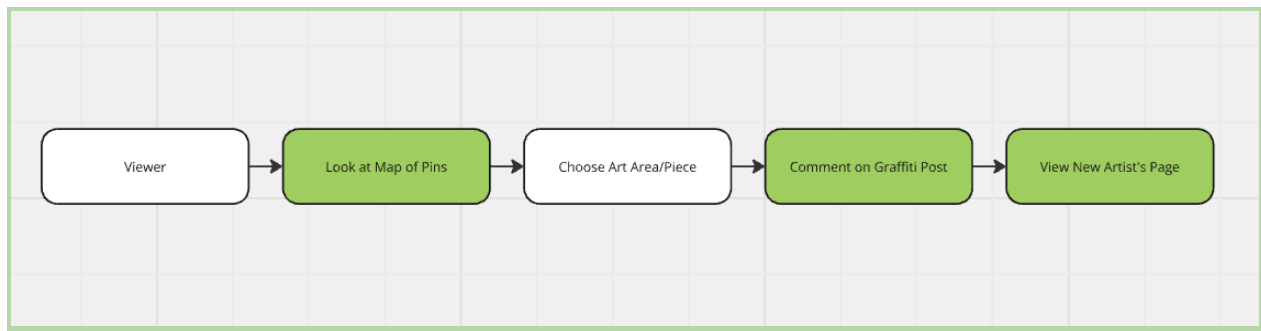
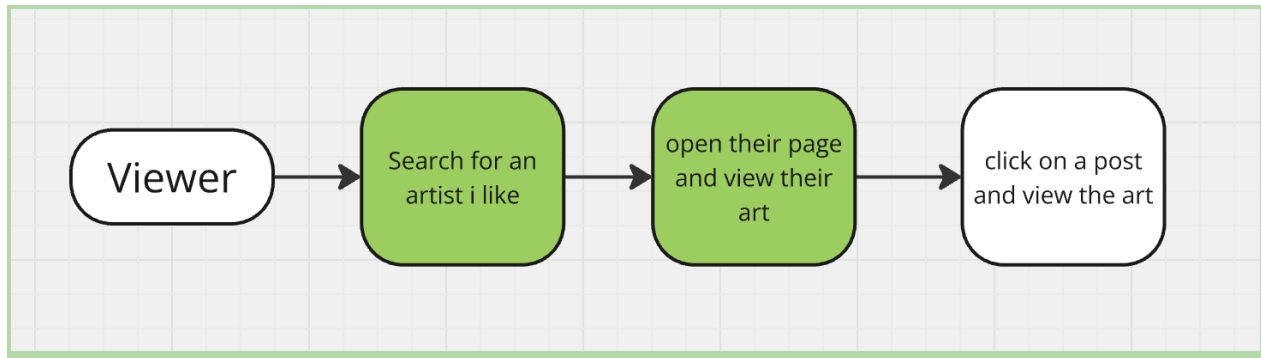
TA meeting: Thursdays 2:30PM on Zoom.

12. Use Case Diagram

First 6 Key Features (Viewing map of graffiti, Change of graffiti over time, Discovering local artists, Commenting on graffiti, Viewing an artist's previous work, Submitting Found graffiti)

Green indicates key features of GraffTrack





13. Wireframes

