

Team Number: 013-01

Team Name: Profanity

Team Members: Owen Arnold, Evan Laukli, Yefan Wang, Kyle Neff, Nolan Annis

App Name: Spacetime Nuggets (feel free to suggest other names as well!)

Application Description: A social app that encourages actors/users to explore and share their experience of locations and areas around them. The current paradigm of online-only social media applications prioritize time spent on app. We are trying to explore how a social app might encourage the audience to spend less time on the app and more time in physical reality. We think that the value of social interactions in physical reality lies in the re-contextualization of cyberspace in a way that is more compatible with our evolutionary roots in reality.

While there are many potential multimedia components of the app we will focus on basic location based geofencing and text based interaction between users. We also hope to add the ability for actors to share images and audio clips of their experience in the space. We would also like to encourage experts to share their knowledge about particular places in ways that other users can learn from and ask questions about. For example a biologist might point out a keystone species in chautauqua park that visitors might otherwise not have noticed. We also aim to develop a platform where users can go for suggestions and ideas to create unique experiences in their current environment.

Our aim is to create a simple, accessible platform for users to interact in a unique way that cultivates a great experience. We are hoping that we can educate and inspire our audience to look at their surroundings in new and interesting ways.

Vision Statement: "To re-contextualize the overwhelming information age in reality and encourage curiosity about how our world works."

Development Method: The methodology we will be using is a hybrid of kanban/scrum. This methodology will follow the process of Agile based scrum, using weekly and biweekly sprints. This will be beneficial for time management and organized development planning. The scrum methodology will also help us establish a timeline for development to ensure we have a working application well before the deadline. In order to have an element of flexibility during development, we have chosen to allow changes to sprints. This Kanban adaptation will help us stay flexible during the semester if any serious development issues or other conflicts arise. Using Jira, our group will be able to track sprints, create issue tickets, and stay on top of backlogged stories that may be slowing development. Jira's Epic creation will allow our team to divide and conquer during the earlier stages of development to speed things up in a streamlined way.

Jira Website: [P13 board - Agile board - Jira \(atlassian.net\)](#)

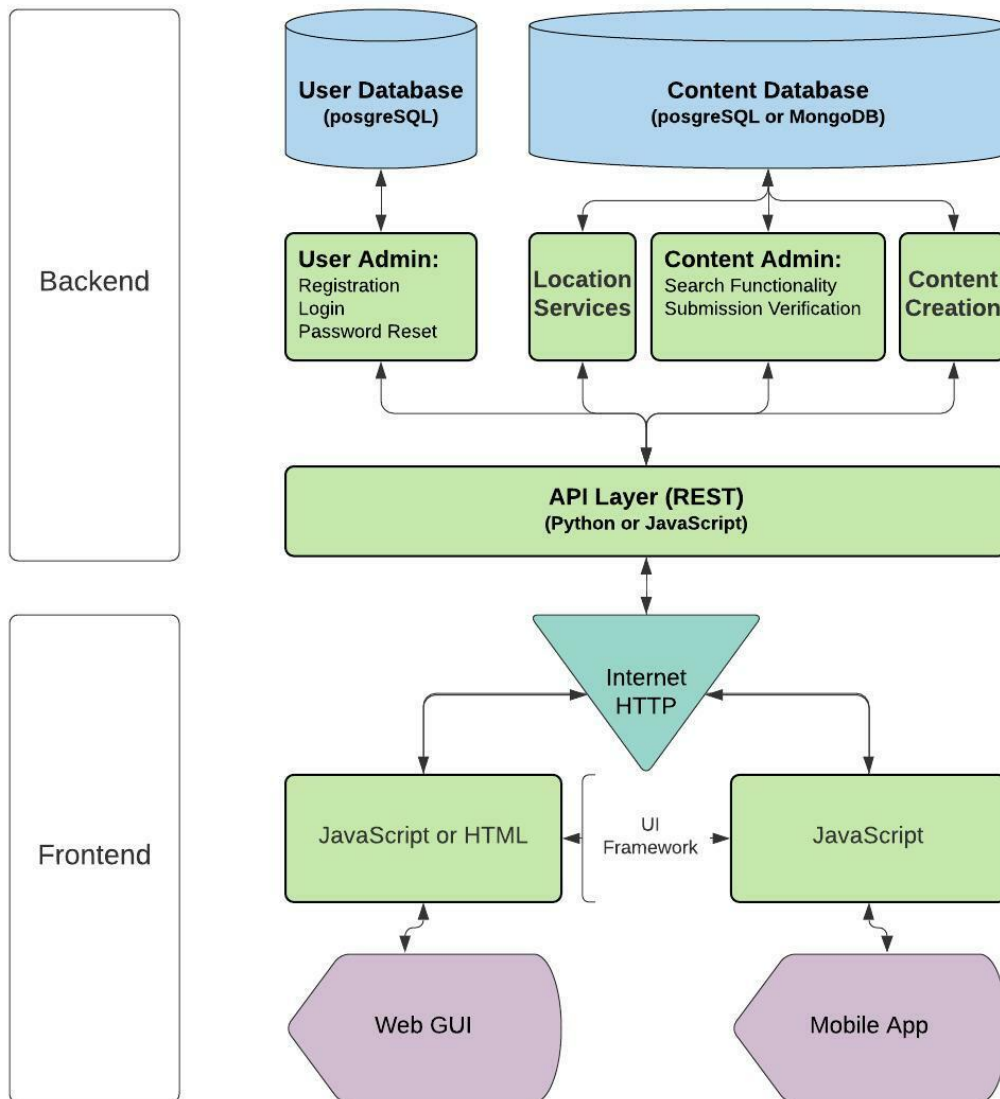
Communication plan: In order to communicate anytime, we use text for normal communication. Every member can receive text messages and check them out immediately. We are also using a

shared google drive folder for collaboration on documents and spreadsheets we will use github to collaborate on code. If necessary we will create a slack channel for more permanent communication.

Meeting plan: Zoom meeting and face-to-face meetings are our preference. We have scheduled the stand up meeting on Fridays from 12:45-1:00pm(<https://cuboulder.zoom.us/j/93961711297>), and the normal weekly meeting on Monday (in person or on zoom (<https://cuboulder.zoom.us/j/8650754542>)). Besides the scheduled meeting, we also will meet when some cases need to be discussed (same zoom link as normal meeting).

Application Architecture

Group: Profanity 013-01



Green Boxes: Processes

Blue Cylinders: Databases

Teal Triangle: Server Connection to API

Purple Things: Display / UI

Use Case (diagrams on following pages):

Actors: Expert In Topic, General User, Admin (us), Fact Checker

Diagram 1: Interacting with a specific location

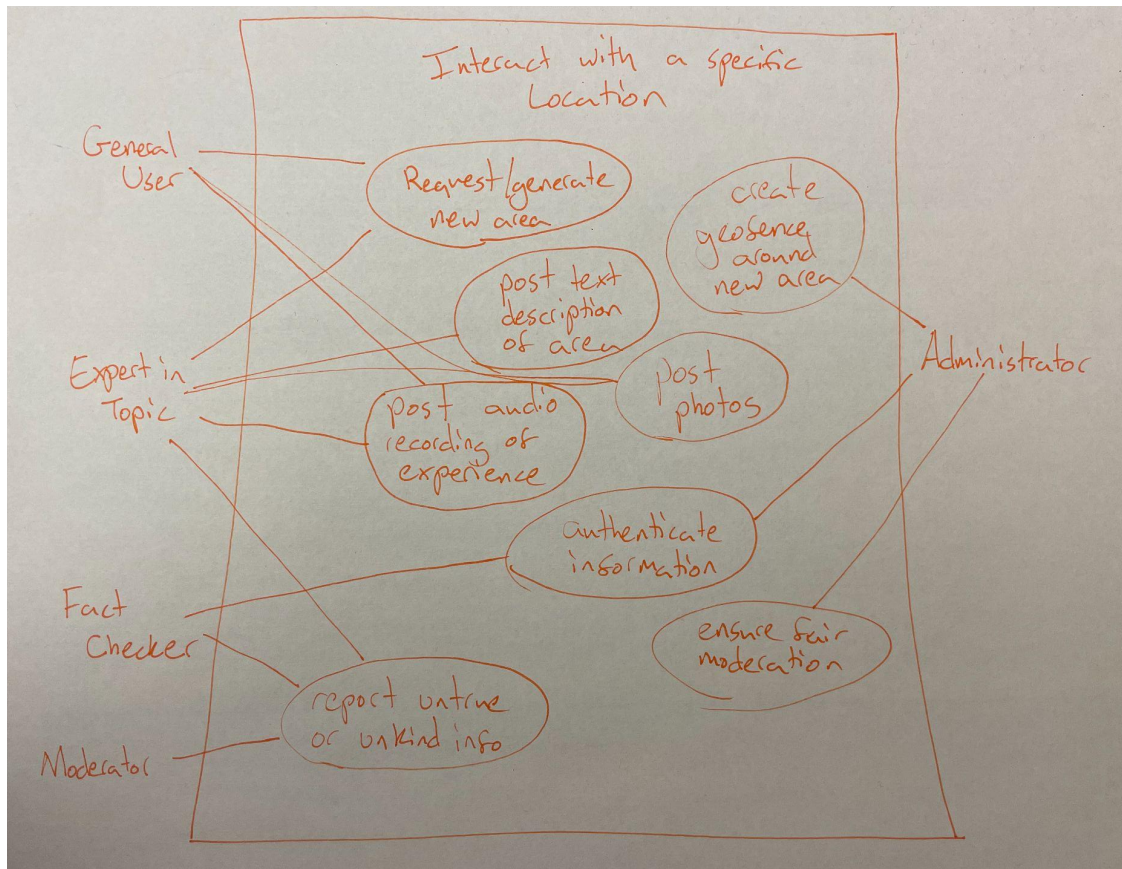


Diagram 2: First Time User

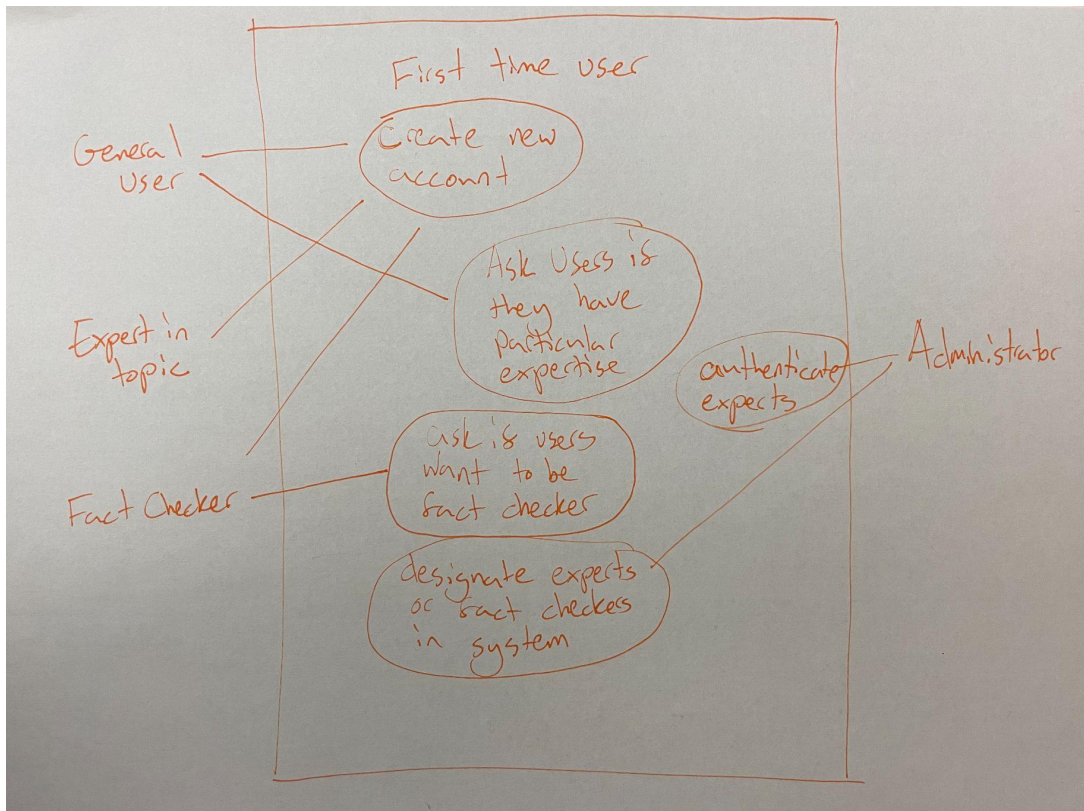


Diagram 3: Exploring Locations

