**Yomate:** Student Project Sharing Web App

CS 476 Project Proposal

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#### Problem Definition

Every year, there a lot of students that graduate from a post-secondary institution. After that, the majority of student’s ideas have no place to be recognized. Some of these ideas are brilliant but because there is no place to share these ideas, they disappear. Our idea addresses this problem by giving students a place to post their work, especially capstones, so that these ideas have a chance to be realized. The name of our web application is called YoMate. The name comes across as a greeting, which our application is all about. We encourage anyone who looks at these ideas, whether it be other students or investors, and has something to contribute to contact the student and communicate in order to bring these ideas to fruition.

Currently, other project sharing websites are mainly focusing on projects that are already finished or close to completion. With YoMate, we will be targeting those projects that are still in the early phases of development such as prototypes or even project papers. As more and more people are on the internet, it makes for a great place to get attention on these works, and allows people from across the world to have a chance to collaborate with each other.

#### Functionality Requirement

Authentication:

- system must be able to allow user registration

- system must be able to allow user login/logout

- system must be able to identify different users

System Key Features:

- system must be able to allow user communicate with one another asynchronous

- system must be able to user to manage their individual projects

- system must be able to identify project ownership

- system must be able to show available projects to the public

#### Quality Requirement

##### Portability:

- System should be working on different platform

- System should be perform the same operations regardless the platform

##### Security:

##### - System should allow project owner choose between anonymous or identified

- System should prevent any third party from having access to a chat they are not a part of.

##### Maintainability:

- System should be following the idea of “One function solves one problem”

##### Reliability:

- System should be able to handle all type of errors, prevent crashes.

- System should data backups to prevent unexpected situations.

##### Scalability:

- System should be able to add new functionality requirement as time goes by.

##### Performance:

- System should have a user-friendly-interface.

- System should react quick.

##### Flexibility:

- System should be loosely coupled