

Scrum Cycle 2

1. **Adding Classes Feature:** Model that allows users to add classes based on a professor or class code. This will be on the profiles screen.
 - a. Assigned to: Nick
2. **Matchmaking Algorithm:** this will get a certain amount of profiles to display to the user on the matchmaking screen based off of major for now
 - a. Assigned to: Eliezer
3. **Matchmaking Screen:** this will be formatted as cards that will pop and either swipe left or right for matching (what will show up on the cards [logic]).
 - a. Assigned to Marquez and Liam
4. **Friendship Data Storing and Request Sending:** friendships table on Supabase showing the friendship relationships between users
 - a. Assigned to: Carlos
 - b. Supported by: Johnae

Test Cases

1. Users will be able to pick a max of 6 classes in the create and edit profile page. They will be able to search by class code, then pick the professor name.
2. The matchmaking screen will show cards of potential matches. Right now, we will show all users with the same major as the user.
3. When a user swipes a card, it will remove that card from the screen, and show the next potential match. When there are no more cards to show, we will show the user.
4. If a user swipes right on a card, it will send a friend request to the user that was swiped on.