

# SlugMates

UCSC-Exclusive Roommate Matching Platform

Product Requirements Document

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## 1. Problem / Opportunity

UCSC students face significant challenges finding compatible roommates, leading to poor living situations that negatively impact academic performance, mental health, and finances.

### The Core Problems

- Fragmented search: Information scattered across 5+ platforms (Facebook, Places4Students, Discord, Craigslist)
- No compatibility matching: Students manually evaluate each potential roommate with no filtering
- Trust and safety concerns: No student verification leads to scam risk
- UCSC-specific needs ignored: National apps don't understand college affiliations or campus housing

*"A bad roommate match affects academic performance, mental health, and finances. Students deserve better than hoping for the best."*

## 2. Target Users & Use Cases

### Primary: Housing-Seeking Student

**Sarah, Sophomore:** Living on campus, wants to move off-campus next year

#### Pain Points:

- Doesn't know anyone looking for roommates
- Nervous about living with a stranger
- Worried about compatibility (early sleeper, needs quiet)

#### Goals:

- Find 1-2 compatible roommates for a 3BR apartment
- Verify the person is actually a UCSC student
- Chat before committing

### Secondary: Room-Filler

**Marcus, Junior:** Already has a lease, needs to fill one room

#### Pain Points:

- Posted in 3 Facebook groups, got 50 messages

- No way to filter for compatibility
- Some responses seem like scams

#### Goals:

- Find someone compatible by specific date
- Efficiently filter through candidates
- Verify student status

## 3. Current Landscape

No existing solution combines UCSC-exclusive verification, compatibility matching, and real-time communication.

| Platform        | Strengths     | Weaknesses                   |
|-----------------|---------------|------------------------------|
| Places4Students | UCSC official | No matching, clunky UX       |
| Facebook Groups | High usage    | Chaotic, no filtering, scams |
| Roomsurf        | Good quiz     | Not UCSC-specific            |
| Bunky           | Good UX       | Not focused on UCSC          |

## 4. Proposed Solution

### Elevator Pitch

*SlugMates is a mobile app that helps UCSC students find compatible roommates through verified matching. Students complete a lifestyle quiz, browse matches sorted by compatibility, and chat with mutual matches—all within a trusted, UCSC-exclusive platform.*

### Core Value Propositions

1. Trust: @ucsc.edu email verification ensures every user is a real UCSC student
2. Compatibility: 15-question quiz with weighted algorithm calculates match scores
3. Simplicity: One app replaces 5+ scattered platforms

## 5. Goals / Measurable Outcomes

| Metric               | Launch Target | 3-Month Target |
|----------------------|---------------|----------------|
| Registered users     | 50            | 500            |
| Quiz completion rate | 80%           | 85%            |
| Mutual match rate    | 15%           | 20%            |
| Messages sent        | 100           | 2,000          |
| 7-day retention      | 40%           | 50%            |

### Non-Goals for MVP

- Housing listings integration

- Group matching (2-3 roommates together)
- Expansion to other UC campuses

## 6. MVP / Functional Requirements

Requirements organized by user journey. P0 = required for launch, P1 = important, P2 = nice-to-have.

### Journey 1: Onboarding & Profile

#### [P0] Must Have

- User can sign in with Google using @ucsc.edu email
- Non-UCSC emails rejected with clear error message
- User stays logged in for 7 days
- First-time user completes profile: name, photo, bio, college, year, housing status, budget
- User can edit profile from settings

#### [P1] Important

- Upload custom profile photo
- Specify optional move-in date

### Journey 2: Compatibility Quiz

#### [P0] Must Have

- User completes 15-question lifestyle quiz
- Quiz shows progress bar, allows back navigation
- Cannot access matches until quiz complete
- Answers saved for matching algorithm

### Journey 3: Discovery & Matching

#### [P0] Must Have

- See potential matches sorted by compatibility (highest first)
- Each card shows: photo, name, college, year, bio, compatibility %
- Like or Pass on each profile
- Mutual like creates a match with celebration UI
- Only show users with  $\geq 50\%$  compatibility
- Exclude users already liked/passed/matched

#### [P1] Important

- Filter by college, year, budget overlap
- Expand card to see full profile + quiz summary

## Journey 4: Matches & Chat

### [P0] Must Have

- View list of all mutual matches
- Send and receive messages in real-time
- Message history persists
- Matches list shows last message preview

### [P1] Important

- Online/offline status indicators
- Unread message indicators
- Push notifications for new messages

### [P2] Nice to Have

- Typing indicators
- Read receipts
- Unmatch functionality

## 7. Appendix

### A. Quiz Categories & Weights

| Category       | Weight | Questions                                |
|----------------|--------|--|
| Sleep Schedule | 20%    | Bedtime, wake time, noise sensitivity    |
| Cleanliness    | 20%    | Cleaning frequency, dishes, organization |
| Social Habits  | 15%    | Guests, parties, alone time              |
| Study Habits   | 15%    | Study location, silence needs            |
| Lifestyle      | 15%    | Smoking/vaping, alcohol                  |
| Communication  | 15%    | Conflict handling, check-in frequency    |

### B. Matching Algorithm

For each question, similarity =  $1 - (|\text{answer1} - \text{answer2}| / 3)$ . Final score is weighted average across all categories, scaled to 0-100%.

### C. Technical Stack

- Mobile: React Native with Expo
- Backend: Node.js, Express, Prisma ORM
- Database: PostgreSQL
- Real-time: Socket.io
- Auth: Google OAuth 2.0 + JWT

## **D. Open Questions**

4. Should users be able to unmatch? (Recommendation: Yes)
5. How long to hide passed users? (Recommendation: Forever for MVP)
6. Show "who liked you" or anonymous? (Recommendation: Anonymous until match)

## **E. Wireframes**

See separate wireframe document for visual designs of: Welcome Screen, Profile Creation, Quiz, Discover, Match Celebration, Matches List, Chat, and Profile screens.