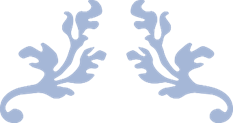
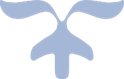
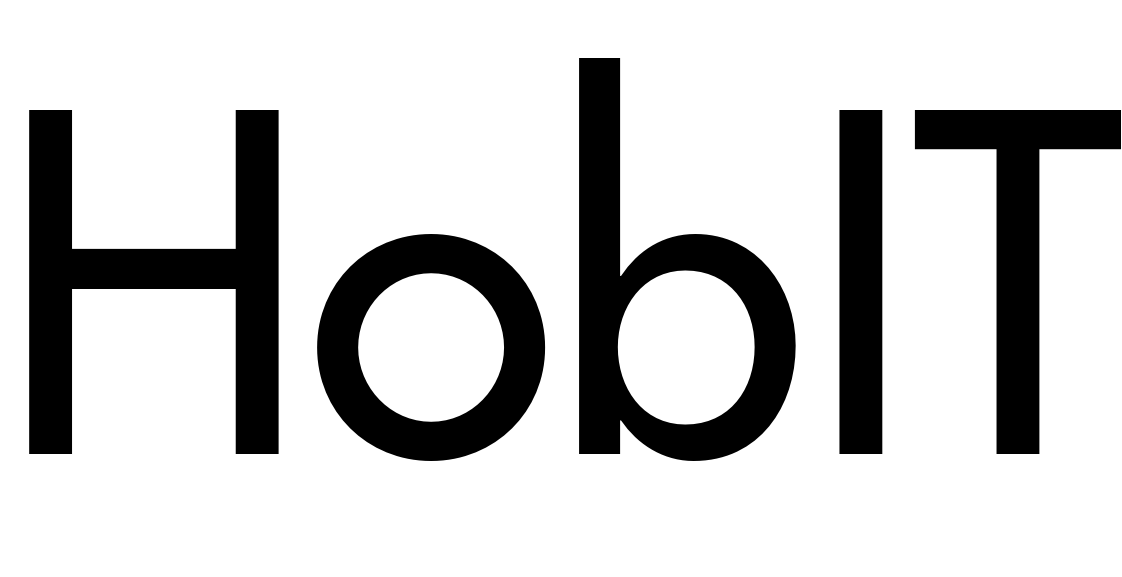
******

*PROJECT PLAN*





**Date: 24/04/24**

**Class: P-CB-M02**

**Group: 4**

# 

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# Current Situation

Social media currently has multiple pre-established platforms; however, none of these platforms make use of hobby or interest-based profiles, instead relying on the actual content of the user’s profile (profile picture, bio, posts).

# Problem Description

The problem **HobIT** aims to address is the challenge many students face in finding like-minded individuals with similar hobbies and interests within their local communities.

Despite the prevalence of social media platforms, there remains a gap in connecting individuals based on specific hobbies and facilitating meaningful offline interactions. **HobIT** seeks to bridge this gap by providing a centralised platform where students can discover and connect with others who share their hobbies, fostering real-world friendships and community engagement.

Due to the tie in survey responses regarding preferences for offline versus online connections, we've decided on a practical solution: creating two separate pages. For those who lean towards offline interactions, one page will exclusively facilitate text-based communication. Conversely, the second page will cater to those preferring online engagements, offering a platform to discover and participate in city-based events, or even create one themselves.

# Project goal

Our goal is to develop a website that allows users to create and find profiles with mutual interests in their area. Through this platform, users will be able to discover new friends, form hobby-based communities, and engage in offline activities together, enhancing their social experiences in a time when it’s most important.

**Target group**

We are primarily targeting students from late teens to mid-20’s.

# Team

***Mi - JavaScript, Design, Research***

***Yurick – Design, User experience, Quality Control***

***Aleksa – Cooperative, Problem Solver, Good at Designing***

***Hristiyan – Communicative, Flexible, Innovative***

Картина, която съдържа текст, екранна снимка, дизайн

Описанието е генерирано автоматично

# Our Trello

# Картина, която съдържа текст, екранна снимка, софтуер, Мултимедиен софтуер Описанието е генерирано автоматично

# Deliverables

|  |  |  |  |
| --- | --- | --- | --- |
| Must Have | Should Have | Could Have | Won’t Have |
| * Home page (Logged in) * Navigation Bar * Footer * User Profile * Other User Profile | * Login/Working account * Registration * Home page(No Account) * Search | * Contact/FAQ * Hobby Percentages * Registration Email * Planner * Map | * Block/ Report * Messaging Ability * Group Creator |

# Non- Deliverables

* Maintenance plan

# Risk Analysis

* Absence - High-Risk
  + Solution: Rules and penalties, meetings to decide penalties
* Miscommunication - High-Risk
  + Solution: Update frequently, use of standups meetings
* Low quality design - Low-Risk
  + Solution: Adjust design based on feedback, minimise design
* Marketability - Low-Risk
  + Solution: Adjust design based on feedback
* Implementation issues - Mid-Risk
  + Solutions: Make use of MosCow
* Time management - High-Risk
  + Solutions: Make deadlines 2 or 3 times more than estimated time, meetings to know if someone has to catch up.