

## Teamwork plan

### 1. Stakeholders

Travellers: could benefit from the app;

Facebook: its request dialog API is responsible for sending request to Facebook friends.

### 2. Resources (List of computational, cost and time constraints)

We'll use Heroku services and there should be specific time constraints for Trippy.

### 3. Tasks

Each team member's tasks:

Yixin: trip(create/edit/delete a trip) and user profile(date range, places of interests, budget).

Yihua: users(register, login, logout), add friend through Facebook request.

Michael: Activities (create, vote, rank, add photos)

Faith: Views and Logistics.

### 4. Risks

Please see the pitch document.

### 5. MVP implementation

For our minimal viable product, we would like to implement the following key abilities:

1. Create an account, logging in, logging out and completing a profile of various travel preferences.
2. Viewing friends' profile.
3. Creating trips with a group of friends.
4. Creating activities for a trip and vote on them.

Yixin:

User: Users could create/edit/view profile. For free dates, they could only enter a start date and end date. And we do not check for overlapping range yet. For the view, Trippy only shows the date range instead of a calendar.

Trip: Users could create/delete a trip, but not edit a trip.

Yihua:

Users could create an account, log in and log out.

Michael:

Create activities, vote on them, and display rankings for the trip. But users could not upload photos yet.

Faith:

Create Logistics. These help users share good travel deals (hotel and flights). Will mostly be working to make our app more user friendly.