



CS 440: Development Project
Software in support for Distributed Collaboration

GATHER: a family and collaboration application

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Project Overview

- A secure online collaboration/entertainment platform personalized according to needs of the users.
- Used by office groups, family groups, friend circles, etc. for group meetings, entertainment parties and collaboration in the smoothest way possible.
- Help connect people to their co-workers, family members, friends, etc. remotely, in the best way possible.
- Platform independent to lower down minimum requirement and engage maximum number of people.

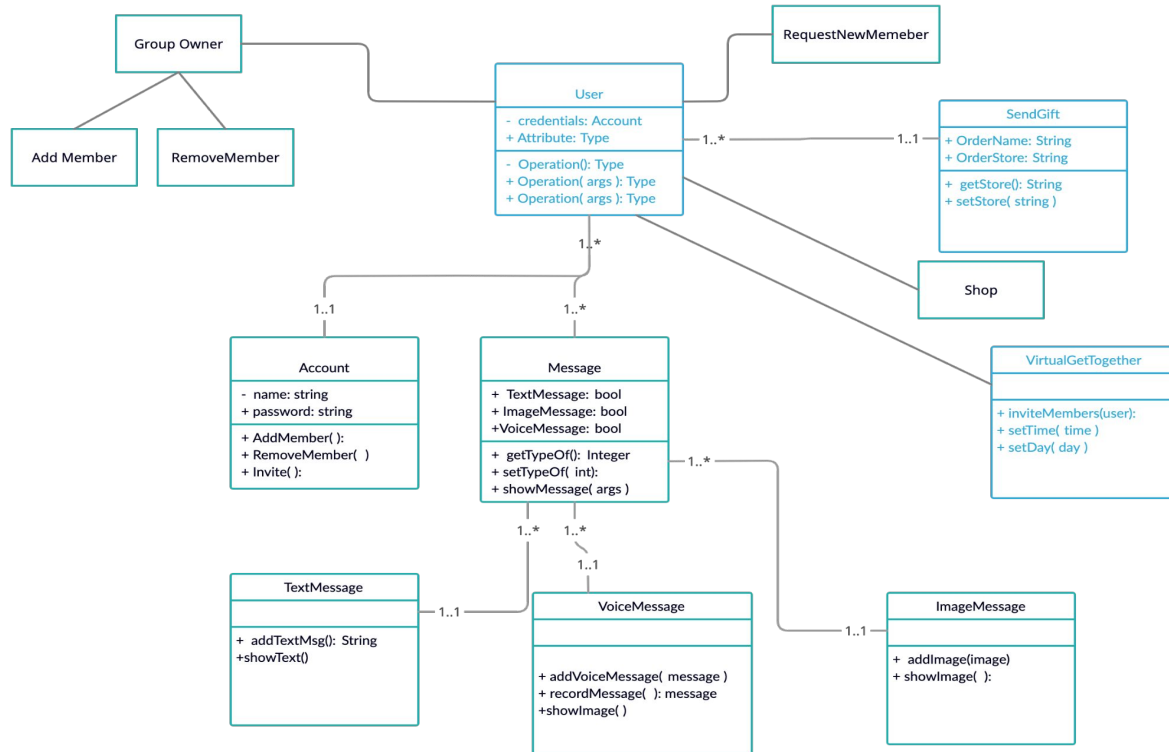
Requirements

| Type | Example 1 | Example 2 | Example 3 | Example 4 |
|--|------------------------------------|--------------------------------|--|-----------------------------------|
| Functional Requirements | Manage group members. | Group chats and video calls. | Shop/gift items. | Multiplayer games. |
| Performance & Sustainability Requirements | Smooth UI animations, material UI. | Consistent good quality video. | Powerful integration with third party apps. | Quick leaderboard scores updates. |
| System Maintenance & Availability Requirements | Available at all times. | Available at all times. | Some features may be available only during active hours. | Available at all times. |

System Design

- The system will be built on three main subsystems: database system, chat microservice, GPS service, and payment system.
- GPS Service: For accessing the location of the online users.
- Database system: To store all the information and chat history of the users.
- Chat microservice: To handle the chatting features of the application.
- Payment system: To handle the payments with integrations with different platforms.

Class Design



Test plans

- **Account Creation** - User's account is created if email is valid, username is available and password meets criteria.
- **Product Tutorial** - User is guided via a video/text on how the product works and how each feature enhances their experience.
- **Group Creation** - User is walked through a series of options to create a project by customizing the group settings.
- **Reminders** - The product sends a notification to the user's device reminding them of any upcoming events.
- **E-commerce Integration** - Users will have access to popular e-commerce platforms such as Amazon, UberEats, DoorDash, etc., which will allow them access to their daily needs while intensifying user experience.
- **Popup Quizzes** - Users will have access to sharing their shopping choices with the other group members during important events such as birthdays and anniversaries.
- **Group Timeline** - Users will be able to share their lifestyle in the form of small video clips with the other members of the group.
- **Group/Individual Chat** - Users will be able to interact with separately or via group chat.

Competition with other products

| Competition | What they provide that we too...? | What we provide that they don't...! |
|---------------------------|---|--|
| WhatsApp (smartphone) | Group chat and video, live location sharing, media sharing. | Integrated game leaderboards, remote sending gifts and packages with exclusive offers, complete multi platform support, tons of customization and personalization. |
| Microsoft Teams/Zoom (PC) | Full desktop support, office related work support. | All the smartphone features are available on computer as well. No compromise. |

Ideas and future additions

- Independent delivery system and direct association with shops and restaurants for faster, more accurate, and cost effective delivery.
- Auto generated quizzes for the group members to play on birthdays having questions about lifestyle of the birthday person, and small in app games for fun.
- Google calendar integration for household tasks, office routines, daily routines of group members, birthdays, important events, etc.
- Office version of the application that can support variety of workflows according to the need of the user.