



Project Milestone 1

Team Number: 111

Team Name: Triple 1.0

Team Members: Jon Cohen, Alexandra Ferguson, Michelle Kim, Nathan Kregstein, Ramon Martinez, Gabriela Tolosa Ramirez

Application Name: RDraw

1. Application Description

RDraw is a web-based application that randomly pairs people online to facilitate a “whiteboard” like communication. Users will be prompted to log in with their email/username and password. Our database will store the logins, high score tracker, and ratings. Once the user is logged in, they will be matched randomly with another user online at the same time. Another option the user has is to be matched with other users based on common interests. The two users will start to draw on a blank white screen with a variety of drawing utensils (i.e. pens, pencils, paints, etc). Once the users are done with their drawings, the drawings will be shared and rated by each other. The web application will store these ratings and give points to each user. The higher the ratings, the more points the user will have and if a user has a lot of points, they will be featured on the applications’ high scoreboard. Additionally, if the two users would like to communicate over chat, there will be an option to communicate on a chat bar.

The overall goal of the web-based application is to connect random people to each other and bond them through the power of creativity. RDraw allows people to grow their artistic skills while socializing with like-minded people. As the next big social media platform, RDraw will maximize connections while giving users a reason to practice and hone their artistic abilities.

2. Vision Statement

For young adults who want to share in a common artistic vision, we present them RDraw a web-based application that will help them artistically express themselves and connect online. Unlike other online drawing tools, this one lets you connect and draw together with strangers.

3. Version Control

- a. Team Meeting Logs:
 - i. <https://github.com/ramirez-gabriela27/TeamMeetingLogs>
- b. Milestone Submissions:
 - i. <https://github.com/ramirez-gabriela27/MilestoneSubmissions>
- c. All project code/components:
 - i. https://github.com/ramirez-gabriela27/ProjectCode_Components

4. Development Method

Our team will be following the agile/scrum development methodology. This will allow for a more iterative approach, while also focusing on simplicity. We will have a

product backlog where the sprint backlog and backlog tasks will be determined during a sprint planning meeting. We will have weekly standup meetings during group meetings to go over what everyone has accomplished. Then, we will have a weekly sprint review and retrospective the next team meeting, since we plan to meet twice a week.

5. Communication Plan

Whenever possible, our team plans on communicating in person. However, when this is not possible, we are going to use Slack to communicate. This not only allows us to keep in contact and make sure everyone is on the same page, but it also allows us to share content with each other.

6. Proposed Architecture Plan

RDraw will be taking advantage of several front-end programming languages, such as HTML, CSS, and Javascript. Since our application is web-based, HTML and CSS will allow us to make a clean and user-friendly interface. Javascript will become useful for developing the more detailed parts of the app itself, such as the drawing environment. As for the back-end, SQL will be used to create a database of the user information, and possibly also the drawings that are created. This will allow us to implement some kind of user tracking system, similar to that of a social media platform. In order to connect the front-end and back-end, node JS and other API's will be implemented.

7. Meeting Plan

Beyond communicating on slack, our team will meet twice a week in person on Wednesdays 5 pm-6 pm and on Fridays Noon -1 pm. These meetings will take place in the BOLD Center.