1. Group members
   1. Ryan Hill
   2. Shelby Lambert
   3. Peyton Chiasson
2. Project Name
   1. Parfore
3. Project Description
   1. Messaging and competition app for golfers that allows two or more players to track their scores and send messages to each other. This allows a group to compete with each other, even if they are on different courses.
4. Some functions that will be used
   1. Initialize() – sets up event listeners
   2. userLogin(string username, string password) – allows user to login
   3. userSignup(string name, string email, string password) – creates a new user
   4. createNewCompetition() – starts up a new round of golf (user who starts this is labeled “game master”
   5. inviteOtherGolfers(string userName) – allows “game master” to invite other users to compete in his game
   6. requestToJoinCompetition(string userName) – user can request to join a competition already in progress
   7. setupCourse(int[] arrayOfPars) – when a new game is created or joined, the user must input the par number for each hole in the course
   8. scoreHole(int holeNum, int score) – player inputs their score for a particular hole
   9. removeScore(int holeNum) – player can remove a score if they made an error
   10. sendMessage(string message) – sends text message to other competitors in the game
5. Database Design
   1. Probably use either MySQL or PostgreSQL
   2. Entities – Not sure if this is the final organization of it. Many more relations will be added, but I’m positive that these relations are going to be optimized and normalized.
      1. Users – {id, Name, Username, Password, Email, GamesPlayed, GamesWon, GamesLossed, HighScore, etc.}
      2. Games – {id, date, open(Boolean)}
      3. Stats – {gameId, playerId, score, numPars, numBogies, numBirdies, etc.}