



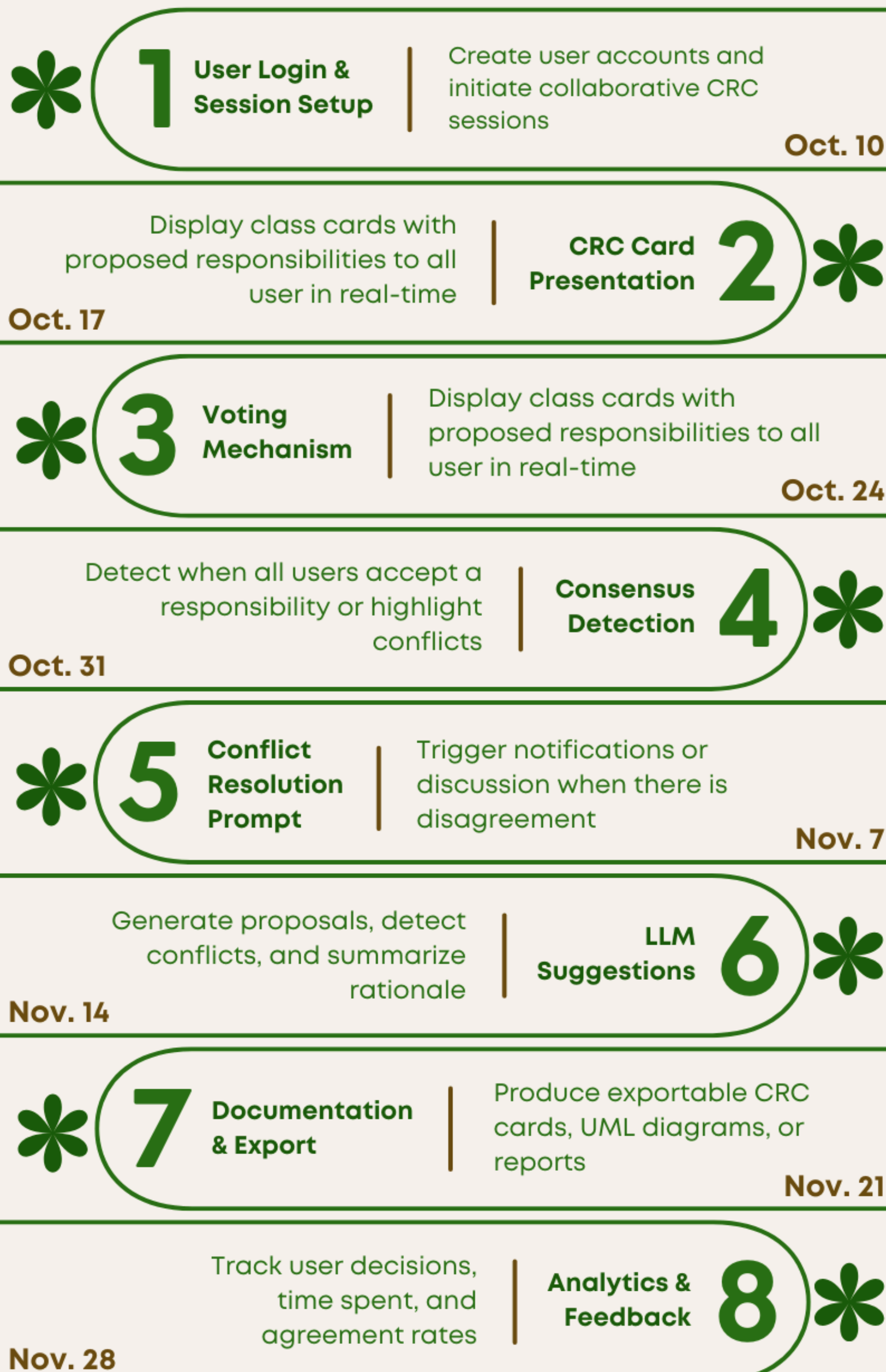
TEAMS SYNC

DECIDE. ASSIGN. SYNC.

Mission Statement

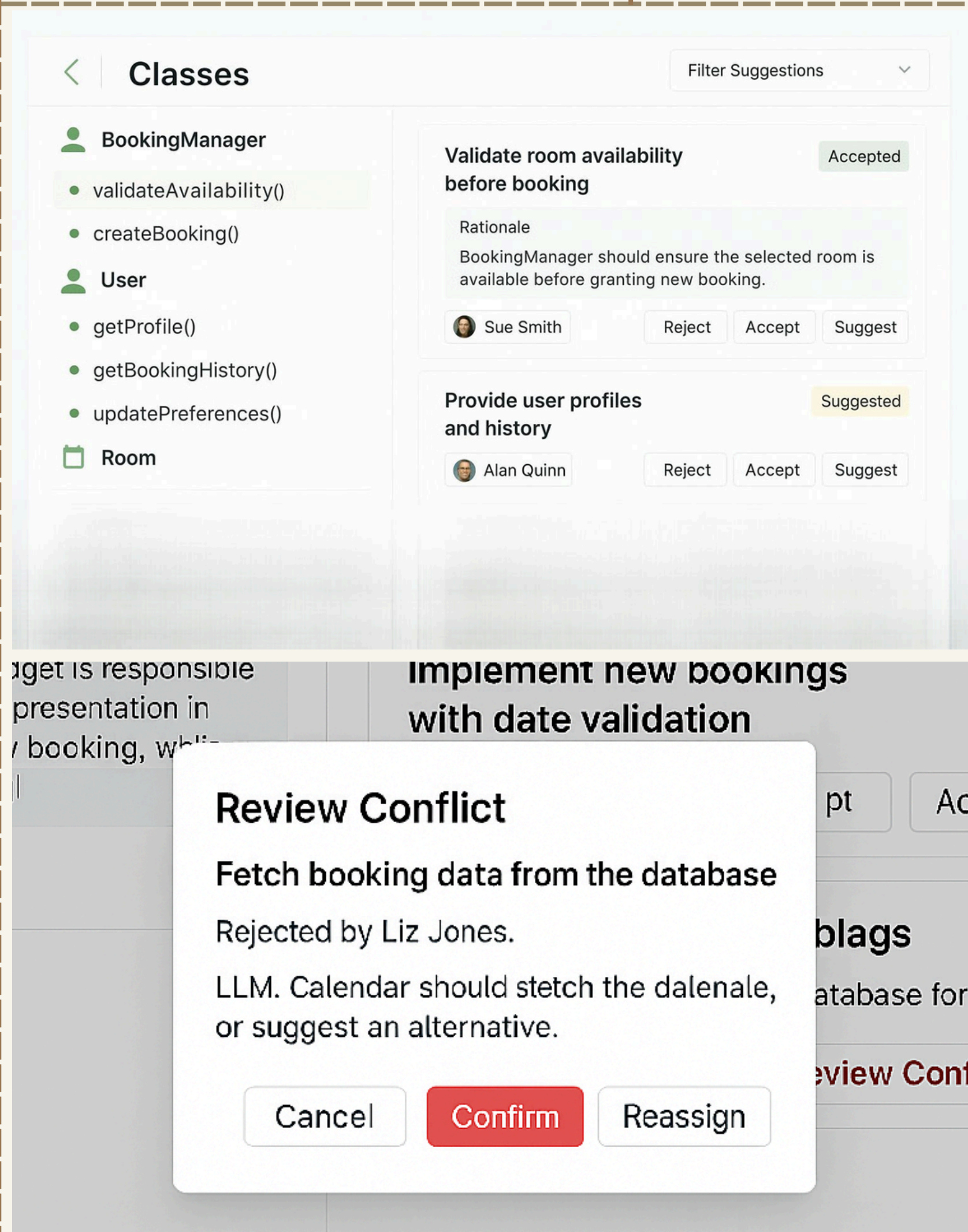
Designing software systems is often slow and error-prone because teams struggle to assign responsibilities and define collaborations. TeamSync makes this process fast, interactive, and collaborative. Team members decide to accept, reject, or suggest responsibilities for classes, while LLMs provide suggestions, detect conflicts, and summarize rationale. Developers, project managers, educators, and students can quickly reach consensus, reduce errors, and automatically generate well-documented CRC models, turning tedious design discussions into productive, gamified sessions.

MILESTONE CASES



Stakeholders

Software Developers / Engineers
Project Managers
Team Leads
Quality Assurance / Testers
Product Owners
Business Analysts
System Administrators
DevOps



GROUP 10

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