

## Milestone 2: Team Epyk

### Project Management Tool

- **Software:** Trello
- **Requirements (functional: what the system can do; non-functional: how the system behaves)**
  1. Users can create an account: functional
  2. Customizable profile pages: functional
  3. Private messaging between users: functional
  4. Group messaging: functional
  5. Ability to delete/edit messages: non-functional?
  6. Ability to block/report other users: non-functional?
  7. Add users as friend: functional
  8. Remove users as friend: functional
  9. Users can delete their account: functional
  10. Chat must update within 1 second of sending a message: non-functional
  11. Match users based on interests: functional
  12. Users can change their interests: functional
  13. Notify online users when their friends have logged in: functional
  14. Show which of your friends are online: functional
  15. Allow usage of emoji and other special characters: non-functional
  16. Users are able to reset their password if they forget: functional

Additional desires for this project:

1. Connect to social media (Facebook, Google, Twitter, Spotify...)
2. Poke other users

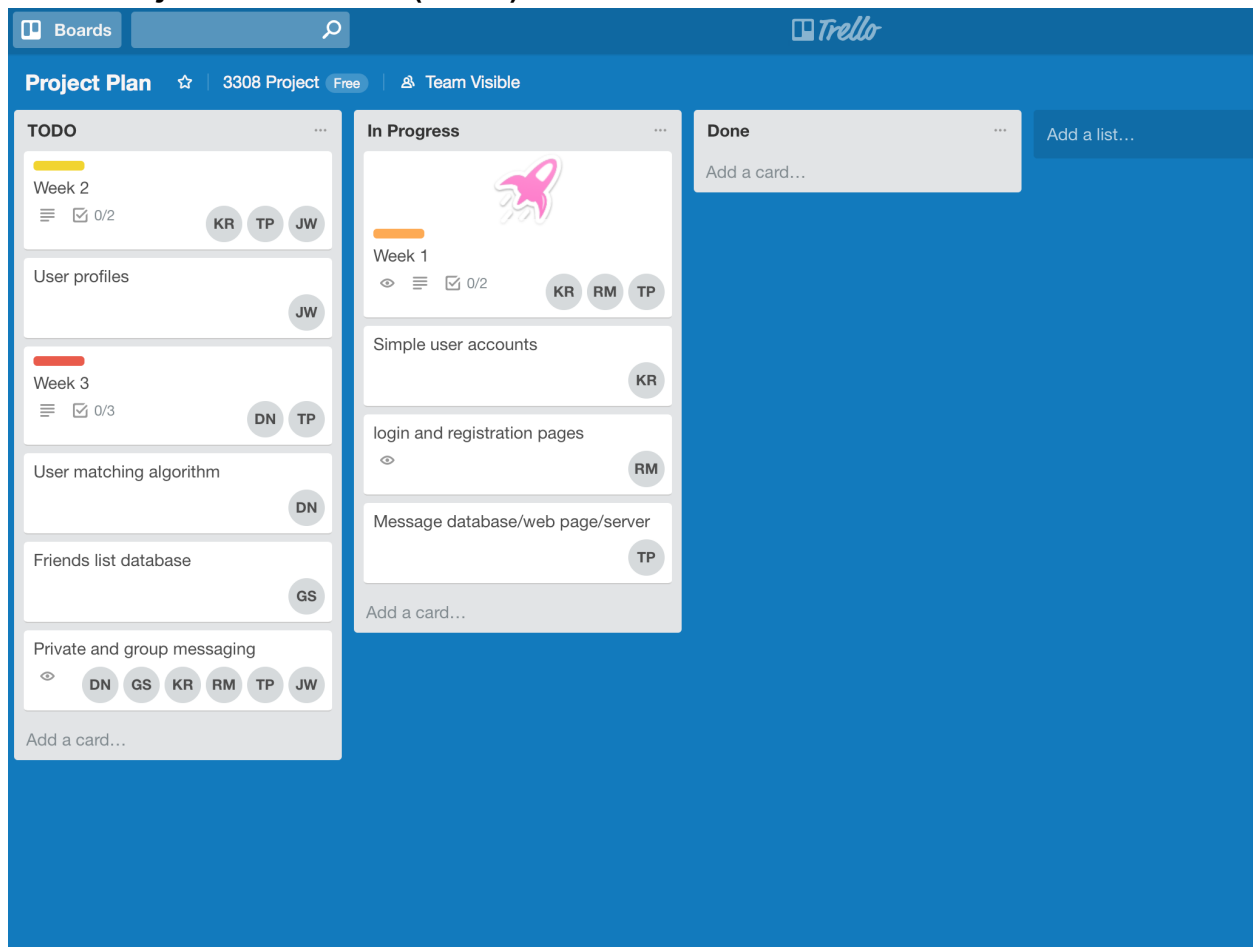
- **Project Plan**

Considering the final deliverable due date, we will have 2 3-week sprints with one week left at the end to polish our project and work on a presentation. The tasks we plan to accomplish in those sprints are:

1. HTML/CSS interface: Login, registration, password recovery, chat, and profile pages: Becky McConnell, Jie Wang
2. Databases: Chat messages, users, and friends: Taylore Prinsen, Kyle Rosenberg, Gaojian Song
3. User matching algorithm and various backend coding: Danny Nguyen
4. Private and group messaging: All members

The people who are doing each part may change, as some parts may be considerably harder than we expect, requiring more members to work on that part.

- **Project Plan in Tool (Trello)**



The listed tasks are the aspects of the larger tasks we plan to complete in our first three-week sprint.

- **Agile Methodology**

Our initial scrum was on Thursday, March 8th, at 6:00 PM. All members attended this scrum. Below are all members' answers to the three questions.

Danny Nguyen - Since our last meeting we've set concrete requirements for our project along with an outline for tasks divided between the upcoming weeks. We also created a calendar detailing each member's schedules and what part of the project that they'd like to work on. By our next meeting I hope to start looking into a user matching algorithm akin to the similarity score of a matrix. This task is more back end oriented and contributes to the function of other major requirements. A roadblock that I may face is a lack of javascript and mysql knowledge which is necessary to build a messaging website. I plan to overcome this by learning from others who have much more expertise in the subject than myself.

Taylor Prinsen - 1- Danny covered our bases. 2- Before our next meeting, I will be making sketches of the actual chat page and looking in to and researching databases to figure out what we want to use for our project. 3 - A roadblock I face is that I'm very unfamiliar with databases and it will probably be a lot of extra work to get comfortable with the subject.

Becky McConnell- 1. (I don't really have anything to add to Danny's. I think he covered all our bases.) 2. Before our next meeting, I plan to have a sketch for the setup of the login page, with details on what the different buttons/fields will have to do. If possible, I will make up an HTML/CSS page, rather than just a sketch. 3. A roadblock I face is uncertainty on how the different pieces of this project will really fit together, and uncertainty on how much I should do so all members are doing an equal amount of work.

Jie Wang - 1. Actually, I came late for the second meeting. After I came in, group member says Danny has already covered all the bases. 2. Before the next meeting, I will be responsible for adding user profiles with customization options. Because that work is really similar with HW2. And I think I can just use simple html and css to make it. 3. I think it's really hard to design a good-looking page with a good interface. In the previous HW2, that website is so simple.

Kyle Rosenberg - 1. Danny covered the bases. 2. Before the next meeting I will be setting up user authentication using google firebase so we don't have to worry about storing and hashing passwords. 3. A roadblock I face is figuring out how to add support for signing up through social media sites.

Gaojian Song - Before the next meeting, I will try to find a way to show users' friends in their chat page, and show which user is online which is not. I need to monitor system event in the front-end to do that. My plan is use Node.js and web socket to achieve that. But I am not familiar with Node, so I will go find some tutorial online.

We left a lot of our project off to the last minute, which hasn't gone the best for us. While we completed what we wanted to, a lot of it happened later than some members would have liked it to. We can improve in our next sprint by communicating more, and trying to procrastinate less.