

Purdue Circle

Team 3

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Project Charter

1. Stakeholders of Team 3
 - a. Project Coordinator
 - i. Hain, Jakob
 - b. Team Leader
 - i. Gorki, Nicholas
 - c. Team Members
 - i. Fang, Nicholas
 - ii. Kovler, Ron
 - iii. Lechner, Ryan
 - iv. Majors, Jessica
2. Deliverable: A social networking web application that includes registering/editing a public user profile, commenting on posts, and viewing timeline/feed.
 - a. User account
 - i. Registering with valid username/password
 - ii. Authentication
 1. Encrypted passwords
 - iii. Editing profile
 1. Change fields EXCEPT email
 - iv. Deleting an account
 1. Posts are removed, DM's deleted, all data removed
 - b. Making posts
 - i. Create posts tagged with Topics
 - ii. Can post posts anonymously
 - c. Interacting with a post
 - i. A logged-in user can:
 1. Save the post
 2. React to the post
 3. Comment on the post
 - d. Timeline showed on main page
 - i. Sorted chronologically
 - ii. Followed users' posts appear on timeline
 - iii. Followed topics appear on timeline
 - e. Interacting with a user or topic
 - i. Search for topic/user
 - ii. Follow/unfollow other users
 - iii. Follow/unfollow topics
 - iv. View a list of all users/topics currently following
 - v. Show the profile of a selected user to any user (logged-in or not)
 1. Only "public" information
 2. Follow/unfollow unless logged in
 3. If logged in, can see a 'userline' by clicking on a timeline button from another user's profile

- a. Sorted chronologically
 - vi. Direct message a user
 - 1. Send a DM to any user, unless the user only accepts DMs from those that they follow
 - 2. Preserve message history even after the user logs out
 - vii. Block a user
 - 1. Blocking a user will remove that user's posts from the post feed
 - 2. DMs from that will not be received
 - f. Basic responsive UI for Web Page
 - i. Follows basic formatting guidelines
 - 1. Forms contain labeled fields with no overlap.
 - 2. Links are easily identifiable.
 - 3. Properly oriented images
 - 4. Clearly visible buttons and controls
 - 5. HTML Error Messages
 - 6. UI functionality based on logged in status
 - ii. Responsive UI with reasonable response times or appropriate status indicator.
3. Platforms and Frameworks
- a. Front End
 - i. HTML/CSS
 - ii. Javascript
 - iii. Flutter
 - b. Back End
 - i. MySQL
 - ii. Java
 - iii. AWS