Project Name: InSync

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Introduction

In today's rapidly evolving educational landscape, fostering meaningful connections and collaborative learning among students has become increasingly crucial. Our idea originated from the idea that students, specifically first-year students, can need help transitioning to the college lifestyle. We recognize that starting fresh from a new environment can be overwhelming, especially when finding new hobbies and friends. Through our website, InSync, we aim to create a community enabling students to find and connect with people who share similar academic and extracurricular interests.

Summary

When starting to use InSync, users will first make an account. Making an account requires the user to enter their information: first name, last name, school email, and password. From there, the user fills out an interest form. The interest form consists of questions that include the user's likes and dislikes, hobbies, personality, year, and major. Interest tags will be incorporated into the form so users can select many things and be matched with a plethora of people. The website will then connect you with other users who are most compatible with you using an InSync algorithm. Afterward, the matched users will be put into a group chat together where they can talk, and, if they get along, then they can create events together and meet up. Then, users can add those events to their calendars. However, an additional feature InSync will offer is the ability to look at events from all of the RPI clubs. The user can go to a public calendar that lists all of the events for that specific day. Thus, users can go to an activity that can fit into their personal schedule. The public calendar will include a filter where users can select to see events from clubs they are interested in rather than all of the events. From the public calendar, events can be added to the user's personal calendar that they would be interested in going in. InSync will then connect you with

more people who want to go to that event and match your interests. Therefore, users can be more confident in their college experience knowing they have company and friends to enjoy with.

Users and Stakeholders

InSync offers great value to both users and shareholders by fostering connections and engagement within the university community. As for our users, new students benefit from a platform that helps them match with peers who share similar interests, discover club events, and stay connected through features like the chat function. This allows for a smoother transition to campus life and helps them build a supportive social network early on. Returning students can explore new clubs aligned with their career goals and network with their peers, enabling them to gain a well-rounded college experience and explore new opportunities for personal and professional growth. Club ambassadors acquire a powerful tool to advertise their clubs, attract prospective members, and engage with the wider student body.

Looking at the shareholder perspective, parents can learn in advance about their children's activities and involvement on campus, providing them peace of mind and assurance that their children are integrating well into university life. University administrators and advisors can recommend relevant events and clubs to students, keeping them engaged and facilitating their holistic development. Club ambassadors can also use InSync to identify the best days to hold events, maximizing attendance and participation, and ensuring that their clubs are reaching the right audience. Overall, InSync provides a solution where all stakeholders benefit from improved communication, connection, and community involvement, ultimately enhancing the overall university experience.

Technologies

The technologies we plan to use are varied. To make the base website, we will use HTML and CSS for design properties. With them, we can make functions such as a navigation bar, and headers, and we can create uniformity across all pages. From there, we will build further by incorporating JavaScript elements to make the pages interactive with the users. Content can be dynamically updated when we use

JavaScript in conjunction with AJAX, and JQuery. Furthermore, sections of user input can be validated, ensuring that we can match people to the best of our ability. We plan on incorporating a Chat API for our users to interact with each other; JavaScript can be used for better functionality in conjunction with the API. After users are matched with people who have similar interests as other users, they can use the chat to connect with these people and then be able to make plans. Additionally, for login features, we will use PHP and SQL/MySQL to make sure all the user's information is properly stored. SQL/MySQL are also going to be used to implement the calendar feature because that information needs to be stored, and regularly dynamically updated.

Functional and Non-Functional Requirements

Functional requirements are aspects of the website that are necessary for its functionality. One necessary thing is user authentication. Users (students, club ambassadors, admins) must be able to create accounts and log in securely with the sign-in/sign-up. Additionally, profile management is necessary because users must be able to create and edit personal profiles, including details like interests, hobbies, and photos. The tagging system is a must to help users tag their interests and clubs to tag themselves with relevant categories. Next, the actual friend finder is crucial because it helps match users to create groups and connect with peers who share similar interests. The chat feature is vital because users must be able to message and chat with matched friends directly on the platform. Furthermore, the calendar aspect must be incorporated into the functionality of the website. With the event calendar, users can view events to browse and search for activities on the platform. The personal calendar allows users must be able to add events they're interested into their personal calendar. By incorporating the filter/search events users must be able to filter events by tags, dates, and categories.

Non-functional requirements are quality constraints. One aspect is scalability. The platform should support a large number of concurrent users, especially during peak times like the start of the semester. The design is also considered as a non-functional requirement. The platform should have an intuitive, user-friendly interface that allows users to easily navigate between profiles, events, and chats. Data privacy is also crucial because users' personal data should be encrypted and securely stored. This is

vital for storing user's login and personal information. Strong authentication measures, such as multi-factor authentication, should be implemented to protect user accounts. Users should also have their emails verified to make sure they're actual students. The system should provide clear and user-friendly error messages if something goes wrong. Lastly, the platform should be designed to easily accommodate the expansion to other universities or institutions without significant redesign.

Project Schedule:

For our project, we will be holding our scrum meetings every Monday and Thursday to discuss our progress for the week. This will help us keep track of what we're working on in between class days. Our project can be split up into three different phases: Calendar Development, Match Finder, and Chat Features. Most of our implementations will go in one of these phases:

Phase 1: Calendar Development

This phase will focus on building the public calendar with club event meetings that ambassadors will include. This includes a filter functionality to narrow down clubs based on the user's interests (tags) and a search bar. Users will also be able to edit their schedule and enter dates and times they will be available. This allows the system to optimize match suggestions for different clubs and events for their match group. We aim to complete this phase by the end of September.

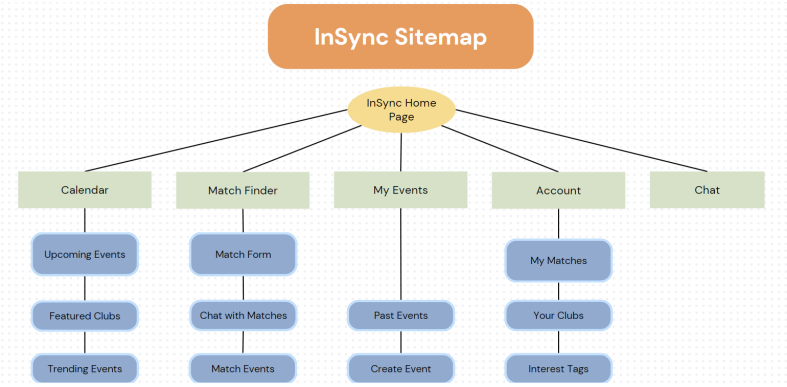
Phase 2: Match Finder

In this phase, we will be focusing on creating the matching algorithm to put students into groups of their chosen size. This is based on their interests, availability, and other factors. Along with this, we need to figure out how we will be managing club matches and how we will be creating events for the matched groups. This phase is meant to be completed by the end of October.

***Phase 3: Chat ***

In the final phase, we will be implementing a chat system where the matched students and matched groups will be able to communicate. This system will help with planning activities and allow easier communication when planning events. We aim to have this phase developed by the end of November.

Sitemap:



Wireframes: