# Finals Project:

Partners: Eric and Naveen

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## Charter Docs:

| | **Team Member** | **Strengths** | **Weaknesses** | | --- | --- | --- | | **Eric** | planning and organization  coding non-OOP  UML organization | OOP coding  debugging  Making complex algorithms | | **Naveen** | Project Management OOP coding (to an extent) Debugging | Multi-class processes  Algorithmic Structuring | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Group Communication: Discord, Imessage, Google suite, etc |
| Team Norms:  Musts:   * Everyone in the group must agree to norms * Consequence: I shall slap u (jk but the teacher will be informed)   Norms:   * Do not be lazy * Always communicate, especially for errors * Respect everyone's ideas and always try to work together |
| We, Eric and Naveen, as group members of the Software Development Project ScholasticTinder agree to follow the above team norms along with class norms to stay committed to completing the tasks on time and as required |

## Project Statement:

Idea brainstorm:

* Group Project Matcher
  + Application will have a login page where users can register an account, and then fill out an array of interests that correspond to checkboxes that allow users to select what they’re looking for in a group for a project, tailored to each student and each individual project

## Concise Project Overview:

Efficiently and effectively matching students and projects to streamline the collaborative working process. This process will take place over the course of around three weeks, with a fiscal budget of $0. We will be using the IntelliJ IDE along with desktop computers provided by our organization and personal computers provided at our own expense. The major stakeholders involve high school students who are more academically inclined, so our product must be tailored to meet their needs. Our main constraints are developer inexperience and time, as with a short deadline of June 2nd, we will need to curtail some of our ambitions to effectively complete our work.

## Scope Statement:

The scope of this product includes a login page, a database to hold user information, and a matchmaker system in which users are matched to projects and other individuals. The matchmaking algorithm will be relatively simplistic accounting for both our time and inexperience constraints, and we will keep our user base relatively minimal to avoid bandwidth problems.

## Stakeholders:

Client: Students at Skyline High School

Team Members: Eric Ma, Naveen Challa

Roles: Developers

Communication Needs: iMessage, Discord (as applicable)

Satisfaction Requirements: A functional matchmaking application

## Timeline:

## Budget Estimate(s):

* Computers in class
* Github
* Requisite materials
* Time (project due June 2nd)
* Interview with students and teachers to find what works best for the entire project

## Risks and Contingency Plans:

There are several risks and areas for which we need to have contingencies in the event of something unfortunate happening. For one, the tight timeline of this project makes it a possibility that we won’t be able to complete all of our goals to their entirety. Another risk is an assumed one as part of the collaborative working process - with data being shared constantly, data loss is a constant risk that must be accounted for at all times. A way we can mitigate this is by utilizing and learning the various mechanisms within Github, specifically the version history and backup components, to ensure our project is up-to-date and secure at all times.

## Success Criteria:

* Successfully be able to register, edit, add, and remove members from the application
* Successfully group members through a complex sorting algorithm
* Have variable project and member attributes to account for differing perspectives
* Implement button mechanisms to transport user from page to page
* Organize in aesthetically-pleasing user interface