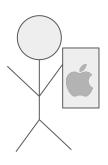
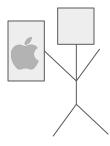
Storyboard CSCE 190 Group ACT

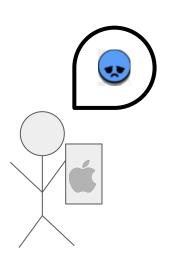
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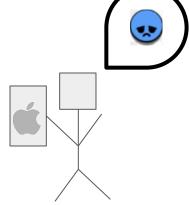
This is Jack and Jill. They are always on their phones. They don't go outside and meet new people, they just stay at home on their phones. Currently, neither of them know that the other person exists.

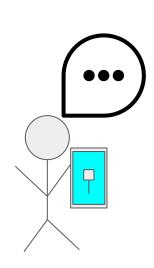




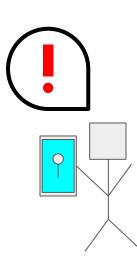


Jack and Jill are both sad. They both are lonely. They want friends to talk to and have fun with, but they are too shy and non-social to go out and make friends.

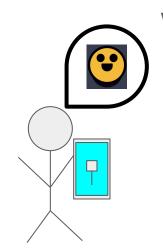


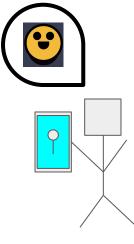


Jack and Jill decide to use our app.
They download it. After making their accounts, they find each others profiles. Jack chooses to start a conversation with Jill and she notices.



Jack and Jill talk to each other. After a while, they decide to become friends.

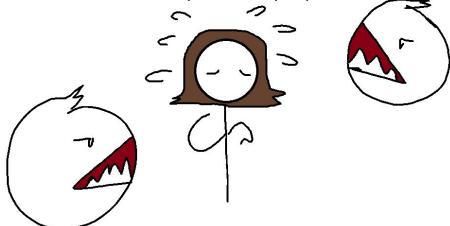




Claire Smidge is a freelance Web Developer and Designer, who works on projects on her own time, though they're usually small and for learning purposes. Her new project is large scale: a social media just for animal pictures and videos. The only issue is that she has no idea how to do this, and it's a large amount of work on her own.



Claire knows she can easily find basic tutorials on how to create simple social medias, but it'll take a lot of work and planning to create the features she wants without help. She hates asking on sites like Stack Overflow due to personal experience of the rudeness of some of its users, and despite wanting to create this app, she has trouble interacting with others on social media and forums. And, because of her stubbornness, she prefers not to ask more experienced people for help until she's exhausted her options.



She opens another video, trying to figure out how to code in a feature, when an ad plays. She's about to skip it when she hears about the app. An app for anyone interested in computer science related hobbies and fields, where people can meet and discuss anything, computer related or just for socialization. The former suits her needs more.





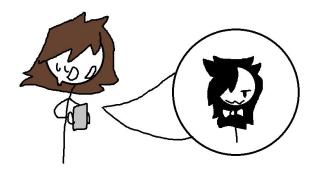
Despite not being too good with social media, after some contemplation, she decides to download the app. It can't do any harm. She opens the app, and she has to enter some information. Most notably, what her intentions are. She picks the 'support' option, since she wants feedback and support for her app and idea. Just because she picks that option, doesn't mean she'll be barred from anything else. It just makes her more visible to people she'll want to see and hear from.

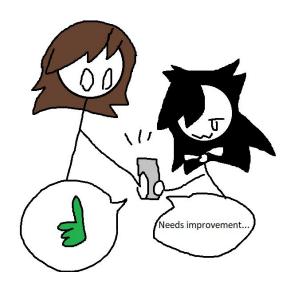
Friends?

Support?

Recruitment?

After some scrolling around, she finds someone particularly interesting, and in her area. Another girl, Tamiyah, who is willing to help people out with creating mobile apps in particular. Anxiously, she reaches out and asks for her help. She sends out her files after they chat for a little while, and Tamiyah looks them over. This greatly helps Claire. After a while of them chatting, Tamiyah asks if Claire needs any more extra help with the project, and they eventually begin working on it together.

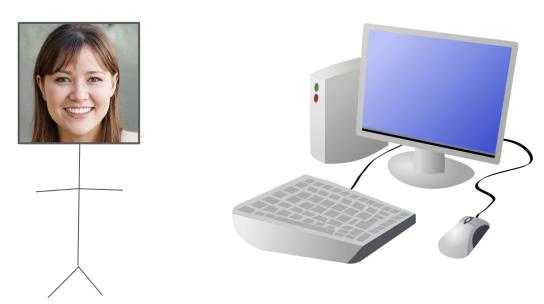




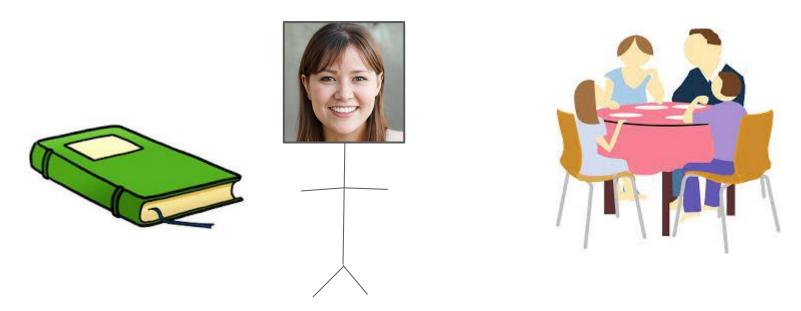
During her process, they realize they need to garner more support, so they upload a beta version onto the app, which allows for interested people to download it and give critique. They find a good number of people are interested in it and want to see it into its finished state, as well as getting a good amount of feedback from other people who have a good bit of information about how apps should be.

Eventually, the app is completed and out onto app stores. The two are very proud of the work they put in, and Claire especially is glad that she downloaded the app. Also Tamiyah and Claire are happily dating.

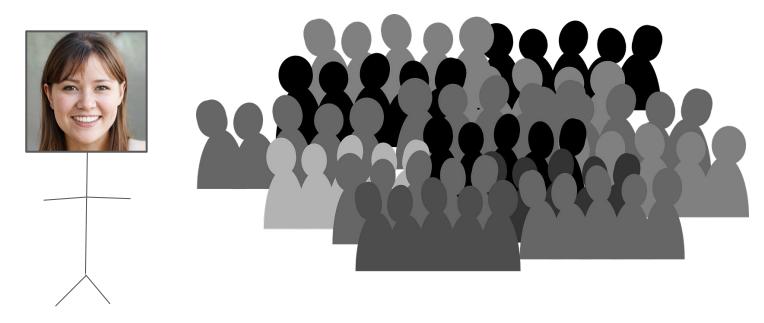




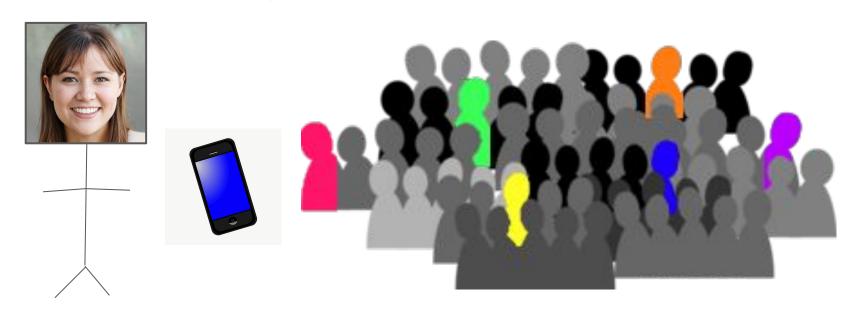
Nashley Moore is a software intern in an entry level job, and she is looking to use her masters in Computer Information Science to find a better job. However, after months of applications, rejections, and ghosting, she is exhausted.



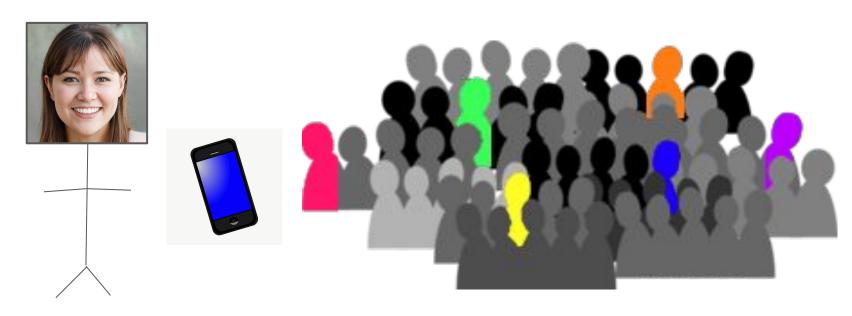
Nashley attributes her misfortune to her lack of connections. She attributes her lack of connections to focusing exclusively on her academic work in college rather than forming connections with others in the industry.



Now that she has realized the errors of her ways, she finds that it is difficult to make new connections now that she is out of college and on her own. She feels she is stuck in a Catch-22: she needs connections to get a better job, and she needs a better job to get connections.



That is, until she find our app. Nashely is able to meet up with other computer scientists and make those connections that she could not make before.



Our app allows her to filter by those looking for people to hang out with and those looking for a more professional business.





With the connections she has made through our app, she forms a co-op with a few of these people and is able to make billions of dollars and join the Fortune 500.

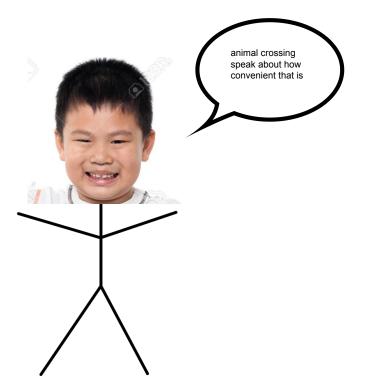


Marco Rosinante is a security guard for an unspecified luxury cruise. Due to the nature of his job, he doesn't get to socialize much with people who share his common interests of reading and making mobile and VR games.

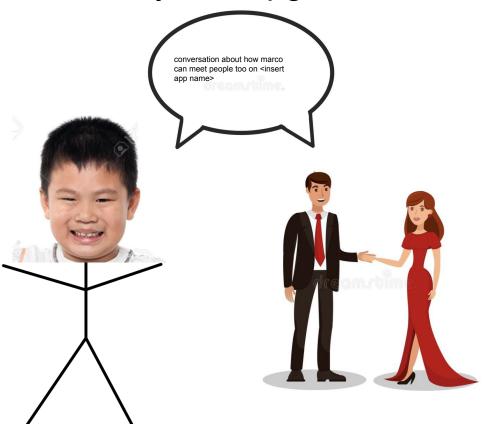




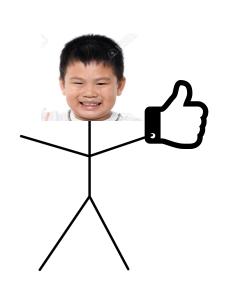
Marco overhears a tech tycoon and his partner talk about how great it was that they were able to meet someone who shared the same hobbies and were in the same STEM field as them



Marco thinks to himself that what the couple is talking about is exactly what he's been wanting this entire time, except he's only looking for friends because he doesn't feel ready to commit to a relationship yet



Marco asks the couple politely how they met and they tell him that they found each other and many others through our app that connects people together with the same interests and STEM hobbies/professions as Marco



Marco: You have 6 matches with potential friends who share the following hobbies: Reading manga and making video games.

Marco downloads the app the couple mentioned and within a week already has multiple matches with people who share his same interests and have qualifications in STEM





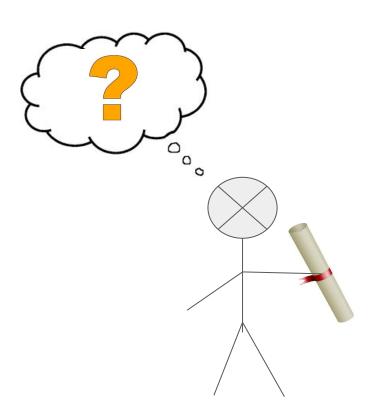




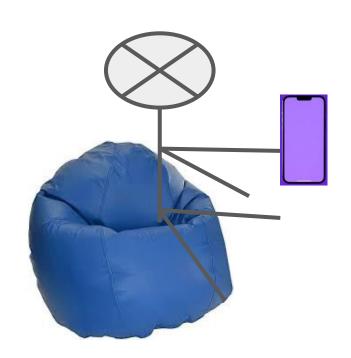


Marco's glad he downloaded our app and was able to meet so many like minded people that he wants to share a bond with for decades to come.





Simon Pinecone is a 23 yr old man who just graduated from university with a bachelor's degree in computer science and wants to become a mobile app developer. Right now he doesn't know what his future holds.



Back then, simon would always spend his time on social media almost everyday wherever and whenever he goes. But before he went to university, he thought about what he wanted to do for his future and found interest in mobile app developing

Simon also thought to himself that he wanted to live a comfortable yet successful life after he finished university. But he also wants to improve himself with his goal



