Team-Up!

(Project Charter)

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Project Charter

Problem Statement:

Provide a fast and personalized way to form a team/group for any purpose. eg: online gaming team, sports team, project team. Users will be able to select which activities they want to find a group for and will find people who are looking for similar groups. There are similar applications, but none of them have network capabilities.

Project Objectives:

Our project will create an android smartphone application that will have the following features.

- Basic Features:
  - Allow users to signup/signin to the app (possibly with Facebook account)
  - Allow users to create public/private groups
  - Allow users to search for groups
  - Allow users to set meeting schedules and make group announcements.
  - Allow users to chat with other users in the same group.
  - Allow team leader to manage the group, including adding and deleting members.
- Possible extra features:
  - Allow user to share documents with others
  - Allow team founder to make an announcement to seek for new members(paid option to reduce server load)
  - Allow users to search public groups by given keywords

Stakeholders:

- Users: Anyone who is forming or joining a group for any group-based activity
- Customers: Any companies which utilize our platform
- Software developers: Travis Coria, Trevor Coria, Boheon Jeong, Yiyang Pan, Sang Rhee, Kartik Sawant
- Development managers: Professor Dunsmore

Project Deliverables:

- An Android application written in Java which will allow users to form or join groups for any group-based activity.
- The application will store user data in a MySQL database.

- A Purdue-hosted server will be used for communication between the front end Android client and the backend database.