(Team Name)

**(Virtual Pet Care App)**

#### Software Engineering Project

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Group Number: 3

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Date: (09/10/2024)

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## INTRODUCTION

## Software Engineers’ information

Brief resumes and skill set of all the team members.

Nuha - Design/Front End (UI/UX Design, HTML, CSS)

Brenton Gibson - Design/Planning/Back End(C++) & Front End( Javascript, CSS, HTML)

Kang - Front end(html, css, javascript) / Database systems (java, sql)/python

Stephen - Project Management and Backend(python/php, APIs) & Front End(HTML) Experience with React and Angular

Irfan Bhuiyan- Front end(css, and Javascript) with some experience in python.

## Planning and Scheduling

| Assignee Name | Email address | Task | Duration (hours) | Dependency | Due Date | Evaluation |
| --- | --- | --- | --- | --- | --- | --- |
| Stephen Lu (coordinator) | slu19@student.gsu.edu | Context Diagram and Activity Diagram | 1 | None | 9/11/2024 | (Stephen Completed 100% of their work and contributed) |
| Nuha Muhammad | nmuhammad31@student.gsu.edu | Context and Activity Diagram | 1 | None | 9/11/2024 | (Nuha Completed 100% of their work and contributed) |
| Brenton Gibson | bgibson19@student.gsu.edu | Back end Development and Design | 1 | None | 9/11/2024 | (Brenton Completed 100% of their work and contributed) |
| Kang Yang | kyang30@student.gsu.edu | Front End Development | 1 | None | 9/11/2024 | (Kang Completed 100% of their work and contributed) |
| Irfan Bhuiyan | ibhuiyan3@student.gsu.edu | Context diagram | 1 hour | None | 9/11/2024 | (Irfan Completed 100% of their work and contributed) |

## Teamwork Basics

Two things get accomplished in good teams: the task gets accomplished and the  
satisfaction of team members is high. To achieve this, you will need to set some ground rules as a team. Check the ‘teamwork Basics’ document in icollege.

## Problem Statement

This problem statement is the entire scope of your project. Answering the following question will give your problem statement. Depending upon the factor of your chosen project, you might have to answers more questions than this.

* What is your product, on a high level?

It is an educational virtual pet game

* Whom is it for?

It is for people who want to learn how to take care of pets

* What problem does it solve?

Those who do not know how to take care of pets can learn by using this app

* What alternatives are available?

Videos, articles, etc

* Why is this project compelling and worth developing?

It is a fun and interactive way for people to learn on how to take care of pets and people can experience the whole cycle of the pet caring process.

* Describe the top-level objectives, differentiators, target customers, and scope of your product.

We want to prioritize education and make it user friendly, and we want to design 3 different pets for users to take care of (dog, hamster/rabbit, snake).

* What are the competitors and what is novel in your approach?

Other mobile applications, and our app is purely designed to be educational unlike other virtual pet game apps that are meant for entertainment.

* Make it clear that the system can be built, making good use of the available resources and technology.

We will use the flutter framework and develop it so users can play on their phone

* What is interesting about this project from a technical point of view?

You are able to interact with your pet directly with animations

* Do you have a client login and an admin login?

Yes, a user log in

List any documents, if any, which were used as sources of information for the plan.

N/A

## System Requirements

## 1.5.1 Context Diagram

Describe at a very high level the system's architecture.

Identify the components/modules that will interact.

Use context model

(See Ch5: Section 5.1 and Figures 5.1) (Chapter 1 Slide 45)

The diagrams are uploaded in icollege

## 1.5.2 Activity Diagram

Describe at a very the system's architecture at every level.

Identify the flow of components/modules how they interact at all point of the project.

Use activity model

(Chapter 1 Slide 43)

The diagrams are uploaded in icollege

## 

## References