Team: 1

Team members: Joseph Duong, Hoang Nguyen, Hunter Glass, Grant Henry, Liam Connolly

Project name: SeeSaw

### **Project Synopsis**

Social media application for the purpose of having a centralized location for users to find local events. Purposed to fill the lack of such an app.

### **Project Description**

SeeSaw is being made because currently, when a user wants to find local events to go to, he or she must scour several sources. These include university club websites, facebook group pages, local business instagrams, posters, and much more. Because of this, events often find users by accident; SeeSaw will allow the user to have more agency in searching for events and thus build community for his or her friends and the local community at large. The end result of this project would be a multi-feature application centered around local events. These features include personal and business/organization accounts, tags to filter by event type, ability to follow friends, ability to make groups, private events, an interactive map, and others. We'd also like to implement event promotion, in which people can boost their event in exchange for a fixed monetary price.

Item	Projected Date
Rough Draft of App Design and Wireframe (mobile app)	10/15/2021
Final App Design (mobile app)	11/25/2021
Begin iOS development	12/20/2021
Android Functionality	3/1/2022
Beta Test App	3/31/2022
Release App	May-22
Achieve C-Corp Status	Jul-22
Select and obtain a corporation name	5/21/2022
File articles of incorporation with the state	6/14/2022
Write company bylaws	6/21/2022

#### **Project Milestones**

# **Project Budget**

Item	Projected
AWS Hosting	\$1,000
Figma Pro Account	\$500
Website URL Registration	\$500
Total Expenses	\$2,000

### Gantt Chart (semester 1)

ROJECT TIT	TLE	SeeSaw 581 Se	COMPANY NAME University of Kansas Senior Project																						
Team Members		Hoang Nguyen,	Joseph Duon	g, Hunter Glass	s, Liam Conno	10 DATE 9/27/21																			
								PHASE ONE						PHASE TW	•				PHASE THE	PHASE THREE			PHASE FOUR		
WBS NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION	WEE	K 1 (9/27)		WEEK 2 (10/4	) I	NEEK 3 (10/1	) "	EEK 4 (10/	18)	WEEK 5 (10/	25) \	WEEK 6 (11/1)	w	IEEK 7 (11/8)	WEEK 8 (11/	(15) V	VEEK 9 (11/22)	WEEK 10 (11/29)		
						мт	WR	FM	TWR	FM	TWR	FM	TWF	R F N	TWF	FM	TWR	FM	TWRI	мтw	RFM	T W R F			
	Project Conception and Initiation	1																							
	Rough Draft of App Design and Wireframe	All	9/27/21	10/15/21	18																				
	Frontend Research	All	9/27/21	10/15/21	18																			STOP V	VEEV
	Backend research	All	9/27/21	10/15/21	18																			3100	VEEK
	Mock-ups and templates	All	10/15/21	11/11/21	26																				
	Front end design and framework	All	11/12/21	11/25/21	13																			FINALS	WEEK
	Have plan for backend	All	11/12/21	11/25/21	13																			FINALS	WEEK
	Have dataflow diagram	All	11/12/21	12/3/21	21																				
	Begin iOS Development	TBD for when	1/17/21	3/15/21	58																				
	Testing of product	we know more concretely	1/17/21	3/15/21	58																			WINTER	BREAK
	Beta Release/Bug Squashing	about	3/15/21	4/1/21	16																				
	Release App	implementatio n requirements	4/1/21	5/1/21	30																				
					0																				

# Gantt Chart (semester 2)

JECT TITLE	[Project's title]				COMPANY NAM	E [Company	s name]										
JECT MANAGER	[Project Manage	er's name]			DATE	3/12/18											
							PHASE ONE			PHASE TWO			PHASE THREE			PHASE FOUR	
TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION	WEEK 1 (1/17)	WEEK 2 (1/24)	WEEK 3 (1/31)	WEEK 4 (2/7)			WEEK 7 (2/28)	WEEK 8 (3/7)	WEEK 9 (3/14)	WEEK 10 (3/21)	WEEK 11 (3/28)	WEEK 12 (4/4	
					MTWR	FMTWRF	MTWRF	MTWRF	MTWRF	MTWRF	MTWRF	M T W R F	MTWR	MTWRF	M T W R F	MTWR	
Begin iOS Development	-	1/17/21	3/15/21	58	_												
	TBD upon concrete	1/17/21															
Testing of Product Beta Release / Bug Squashing	knowledge of		3/15/21	58													
Release App	implementatio n requirements	3/15/21	5/1/21	30													
Kelease App	in requirementa	4/1/21	5/1/21	30													
						PHASE ONE			PHASE TWO								
TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION	WEEK 13 (4/11)	WEEK 14 (4/18)	WEEK 15 (4/25)	WEEK 16 (5/2)	STOP WEEK	week 6 (2/21)							
					MTWR	FMTWRF	MTWRF	MTWRF	MTWRF	MTWRF							
Project Conception and Initiation	1																
Begin iOS Development		1/17/21	3/15/21	58													
Testing of Product	TBD upon concrete	1/17/21	3/15/21	58													
Beta Release / Bug Squashing	knowledge of implementatio	3/15/21	4/1/21	16													
Release App	n requirements	4/1/21	5/1/21	30													