

Team 14 Initial Project Description

Team Members:

Nick Alvarez
Sahil Hirani
Leon Kleyn
Rohan Choudhari
David Jordan

Project Name:

- Toucan

Project Synopsis: (1-25 words)

- Social networking app that places users in groups containing multiple text channels based on location with the option of maintaining complete anonymity.

Project Description: (150-250 words)

1. Why is the project being undertaken?

- A large number of people tend to share their experiences via social media platforms like Snapchat, Facebook, Instagram, and Twitter during an event. According to Harris Insights and Analytics, 31% of 18-34 year olds who own a smartphone and go to live events, say they are on their phone during half of the event or longer. Whereas less than 15% of that group said that they “never” use their phone during a live event. There’s tremendous potential in terms of social networking, content sharing, and marketing if all these people are connected through a platform.
- The app will also provide the team with valuable app development experience. Working on the app will involve the following components of app development:
 - Data security
 - UI/UX Design
 - Multi-platform implementation
 - Testing:
 - Usability testing
 - Security testing
 - Performance testing

2. Describe an opportunity or problem that the project is to address.

- The app can potentially prove be useful in a wide range of scenarios. It can be used to connect people in events like the following:
 - Concerts
 - Conferences
 - Hackathons
 - Campus events
 - Fundraisers

- Football, basketball games etc

3. What will be the end result of the project?

A working social networking application

Project Milestones:

First Semester:

- Initial brainstorming and research: **October 12, 2018**
- Choose platforms, languages, and tools: **October 19, 2018**
- Design application functions and architecture: **November 9, 2018**
- Create user interface: **November 16, 2018**
- Initial implementation (coding initial foundation/ running app): **December 2018**

Second Semester:

- Structure and code to complete application: **January 2019**
- Integrate backend and frontend: **February 2019**
- Start testing: **February 2019**
- Make revisions: **March 2019**
- Deploy application: **April 2019**

Project Budget:

- Hardware, software, and/or computing resource
 - Software: IDE for application building
 - Hardware: A smart phone, both Iphone and Android needed for cross platform testing
 - Computing resources: Computers that have and can run said IDE's
- Estimated cost: \$0
- Vendor: Our team is building this application outside of any vendors description
- Special training (e.g., VR): Training/testing will be done on our teams smartphones
- When they will be required: Requirements will be created by our own team since we are not affiliated with a vendor. Requirements include: Must give individuals in a large area the ability to freely communicate with others near them about varying topics through channels while remaining anonymous.

Work Plan:

- Who will do what
 - David and Sahil will collaborate to design the front end of the app and create a easy to understand and non-threatening user interface.
 - Nick and Leon will collaborate to design a well organized back-end that can provide information in an efficient manner
 - Rohan will help bridge the front-end and back-end by keeping track of system specifications in order for easy integration
 - Every member will begin a week of research and collaboration to best decide what software would be best fit for our application.