**Project Proposal**

**For**

Find A Partner

|  |  |
| --- | --- |
| **Instructor: Erjia** |  |
| **Team Members: Anthony Lam, Uday Jain, Anthony Pham, Albert Leung, Xiang** |  |
| **Cycle:** | 1 |
| **Date Submitted: 4th February, 2019** |  |

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**Grading Rubric – Project Proposal**

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Achievement** | **Minimal** | **Exemplary** | **Pts** | **Score** |
| **Content** | Section(s) missing, not useful, inconsistent, or wrong. | Provides all relevant information correctly and with appropriate detail |  |  |
| Project |  |  | 30 |  |
| Team |  |  | 10 |  |
| Timeline |  |  | 30 |  |
| **Grammar and Spelling** | Many serious mistakes in grammar or spelling | Grammar, punctuation, and spelling all correct | 10 |  |
| **Expression** | Hard to follow or poor word choices | Clear and concise. A pleasure to read | 10 |  |
| **Tone** | Tone not appropriate for technical writing | Tone is consistently professional |  |  |
| **Organization** | Information difficult to locate | All information is easy to find and important points stand out | 10 |  |
| **Layout** | Layout is inconsistent, visually distracting, or hinders use | Layout is attractive, consistent, and helps guide the reader |  |  |
| **Late Submission** |  |  |  |  |
| **Total** |  |  | 100 |  |

**Project Proposal**

This report documents the initial definition of the project. It includes an abstract and project overview. It also includes a summary of issues related to the project and to the team.

**Project**

## **Project Name:** Find a Partner

## Abstract: Find a partner is an online app/website that will match users of similar interests on campus for specific activities and events. It’s targeted towards students studying at Drexel University, specifically freshman. It’s needed to promote a sense of unity and socialization among the students.

## **Project Deliverables**

1. Find A Partner - This is the primary functionality offered by our application. Users will be matched with other users with similar interests by the Find a Partner algorithm. The user will then be able to choose from a list of potential buddies to go to an event with.
2. Discussion Board - This aspect of the application will be a user-driven platform where users can create events, comment on other events, add events to their own calendars and more.
3. User Profile - Users will be able to specify their interests and enter a short bio for themselves for other users to see. Users will also be able to login in with other social media platforms to import their pre-existing profiles(Drexel, Facebook, Google).
4. Direct Messaging - Users will be able to have private encrypted direct message chats with other users they find on the platform.
5. Categories **-** Users will be allowed to choose a type of event they want to attend from a list of categories, and browse discussion boards according to that.
6. Banning Users **-** If users are found doing unethical activities or inappropriate behavior, their accounts would be banned.

## **Resources**

1. We will need access to a server where we can store the database we generate by collecting user profiles. The server will also run the algorithms to match people and maintain a history of all the content on the discussion boards and chats.
2. Access to Drexel facilities for using Drexel IDs as login credentials, since the application is targetted towards Drexel Students.
3. We need IDE’s and other necessary software to develop the application.
4. Capable hardware to host the website/application.

## **Expertise**

1. Developers that are able to do web development using HTML, CSS, Javascript.
2. Developers with backend experience in
3. Leadership skills to make sure that we are focused on the vision of this project.
4. Communication skills to both advertise our website as well as communicate what the needs are and what else needs to get done.
5. Knowledge in business and marketing to get our application the initial traction it needs.
6. Knowledge about implementing business models to generate revenue from advertisements, etc.

**Team**

## **Team Members and Roles**

Figure 1, below, identifies all the team members and the initial role assigned to each person.

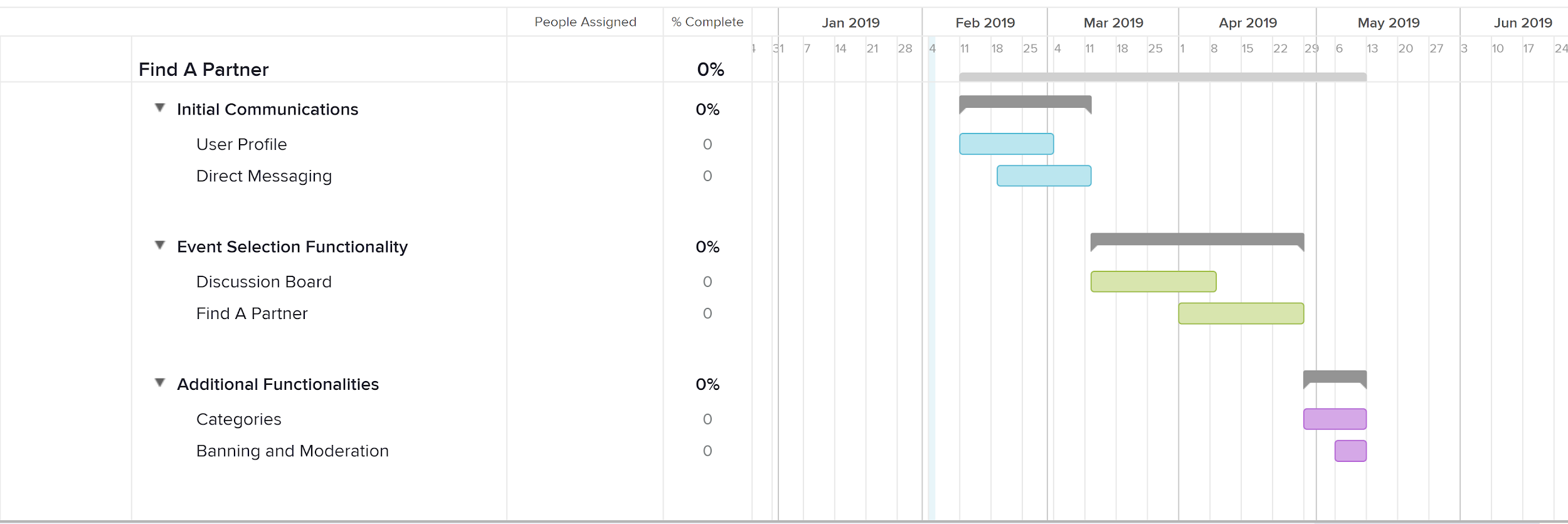
|  |  |
| --- | --- |
| **Name** | **Role** |
| Xiang Liu | Project Manager + Scheduler/ Planner |
| Albert Leung | Business / Technical Designer |
| Anthony Lam | Application / Web Developer |
| Anthony Pham | Business / Technical Designer |
| Uday Jain | Application / Web Developer |

**Figure 1 - Team Members and Roles**

**Timeline**

The figure below shows the initially identified set of activities for this cycle.

Gantt Chart Below



**Figure 2 – Project Timeline**