Flickr Slideshow
with Thumbnail Carousel

Project Team:

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1. Introduction

1.1 Foreword

The goal of this project is to create a slideshow with a vertical thumbnail carousel that rotates downwards and draws its photos from Flickr. An enlarged image of the selected photo should appear to the right of the carousel. The slideshow will be programmed in JavaScript and jQuery using Backbone.js to structure the code and communicate with the Flickr API. The number of images it can hold will depend on the number of images produced when the API is queried.
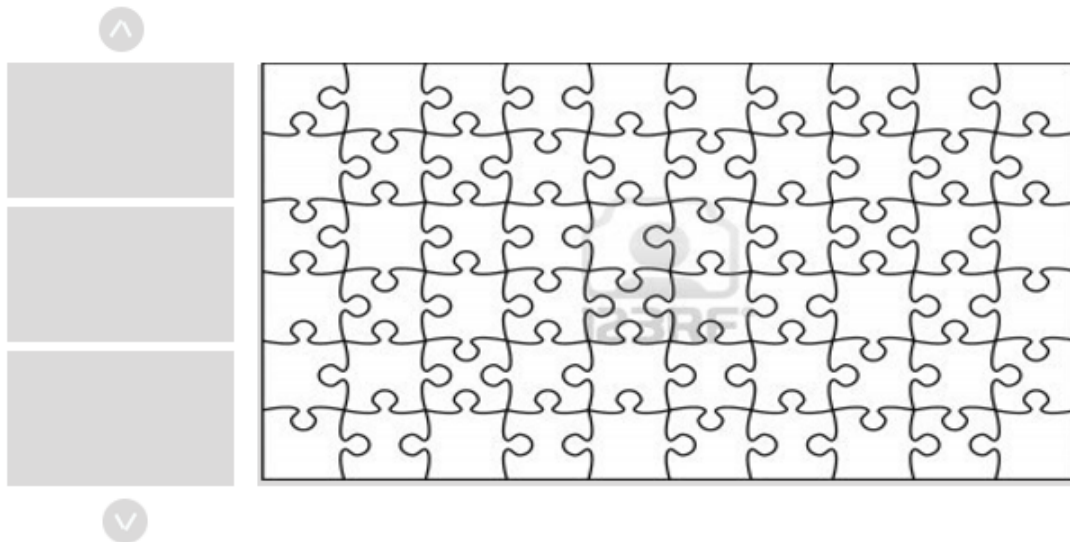If time allows, we can turn the enlarged image into a puzzle game.

1.2 Background

2. Project Organization

2.1 Development Model

Simple Slideshow

Puzzle Slideshow

2.2 Project Team

The table below lists the members of the XXX project team. The project Team consists of xxx

Project Team
Jennifer Soh (Project Management and User Interface)
James Griffith (Lead Developer and Internal Tester)
Jennifer Soh (lead) James (assistance) (Architecture)
James and Jennifer (Internal Tester)

3. Risk Analysis

3.1 Risk Analysis

Risk	Affects	Descriptions
Backbone MVC	Messy Code. Problems connecting with API.	One of the project requirements is to build the application using Backbone, which uses the Model View Collections pattern. The MVC pattern helps to keep the code clean by providing it with a basic structure.
Flickr API	No photos	Can't retrieve photos from Flickr.
Enlarged image for puzzle	Can't turn the image into a puzzle.	We need to figure out whether or not the puzzle game can still work with images take from Flickr. If not, we can't make the puzzle.

3.2 Risk Analysis Strategy

Risk	Solution / Mitigation
Backbone MVC	Research and study slideshows built using the MVC pattern
Flickr API	Carefully read and understand the Flickr API documentation. We can also research the topic using Google.
Using image for puzzle	We can figure out a way to put the image into local storage if necessary and learn from other JavaScript examples to figure out a work around.

4. Hardware and Software Requirements

To build the application:
- Hardware: PC or Mac computer.
- Software: Basic text editor and browser.

To run the application:
- Hardware: PC or Mac computer, possibly a mobile device.
- Software: web browser.

5. Schedule and Work Breakdown Structure

April 7th – 14th: Create the slideshow code, figure out the Flickr API.
- James will code the thumbnail carousel and the image view.
- Jen and James will figure out how to make it conform to the Backbone structure.
- Jen will build the HTML document and work on styling and refining the structure and appearance of the slideshow.
- Begin research on the Flickr API.

April 15th – 21st: Complete the slideshow program and have it connected with the API.
- Jen will connect the slideshow to the API.

April 22nd – 28th: Polish the appearance of it and figure out how to convert the large image into a puzzle.
- James and Jen will both research and understand how to program the puzzle and work on implementing it, with James in the lead for coding it and Jen assisting.

April 29th – May 4th: Finish Puzzle.

May 5th to project due date: Refine and clean up any bugs.