

# Capstone Project

## Project Layout

### Module 2

#### Exercise 2:

##### **Business Objectives:**

Create a vibrant website for the USNStart coworking space at USN Campus Bø, catering to students, entrepreneurs and professionals in the region. Attract individuals and teams from larger companies in the city who seek a flexible and inspiring workspace. Foster a supportive community that encourages networking, knowledge sharing, and collaboration among members. Provide a range of membership options to accommodate different needs and budgets. Increase visibility and awareness of USNStart coworking space to attract potential members.

##### **Project Deliveries:**

Development of a dynamic and engaging website for USNStart Coworking Space. Creation of a visually appealing website that conveys the core value and unique features of the coworking space, design and implementation of a desk booking system for members to reserve workspace. Integration of privacy and security measures to protect user data. Implementation of a responsive website accessible on various devices. Inclusion of high-quality visuals, showcasing the interior, amenities, and facilities. Provision of clear and comprehensive information about membership plans and pricing. Coordination with stakeholders for feedback and review throughout the project.

##### **Project Exclusions:**

Though we hope to deliver on various Backend features as stated above, we recognise that we are only required to deliver a static website. We believe that we have managed our time in accordance with obtaining the necessary skills to implement the backend features, though these might have to be excluded.

##### **Constraints:**

Time constraint: The project must be completed within the timeframe of January 2024 to April 2024.

Budget constraint: The project should be implemented within the allocated budget for development and hosting.

Resource constraint: The project team consists of four developers, and their availability and expertise may impact the project timeline and deliverables.

Stakeholders: Mitigating disagreements among students, organizations and USN. Navigating technical challenges with the USN system stand as substantial hurdles in the development of the START USN project.

### **Assumptions:**

By making the USNStart Coworking Space website user-friendly and attractive, using an easy-to-use desktop layout system, and promoting collaboration with stakeholders, we hope to increase the number of educational, professional, and business institutions in the region. We believe that creating a fun and supportive community, with multiple membership renewal options, will help USNStart Coworking Space be more successful in attracting and retaining members. Furthermore, we are confident that, based on time, budget and challenges presented, the project will be successfully completed by given timeframe.

### **Exercise 3: Project success criteria**

#### **Does this list reflect needs from all relevant stakeholders?**

The project description and USN's wishlist does have many criterias that are conceivably important for multiple stakeholders. We believe that they give us an introductory insight to what features the website should include and how it should be designed. These two documents reflect most needs if not all, for all relevant stakeholders, but each bullet-point could be further refined.

#### **Are these "wishes" clear enough to guide the management and development of the project?**

The wishlist is a good starting point but there are some important details that should be more specific. The visual design of the website and how the feedback/reviews work, and the booking system, just to name a few. More details around these topics would help to improve the development of the project and avoid possible future misunderstandings.

#### **What can the success criteria for this project?**

The success criteria for this project can be increased visibility, good reviews, efficient booking system and visitors from their target groups. After the launch of the website, it can be a good idea to measure the traffic of the website and the number of members over time. Collecting reviews from the website and other forums can be a good way to see what people think about the project. To confirm that the booking system works as expected, with minimal error and minimal bad reviews from costumers is essential for the projects current and future success. With a non-functioning system, it can lead to bad reviews which could have dire affects on the overall result. Another success criteria for this project is whether the project reached the target groups they aimed for. Measuring the number of costumers from the target groups is essential.

**What can be a timeframe for your team? (4 members)**

The timeframe for the project of four people depends on several factors like experience in the team, how complex the project is, and available resources. The waterfall model is a development process that can be used in this case. Planning and design, development, testing and delivery and maintenance. Each of these stages have different timeframes. Planning and design could take around 2-3 weeks. In this stage you make your plan for the website's structure, design of the UI, and how the system should work. In the development stage you are coding the website with design specifications. This could take around 4-6 weeks. It is important to check that every component of software works as expected before you move on to the next stage. In the next stage, the software is tested as a whole to see if it works as intended without any issues. This could take around two weeks. After the software is approved and ready, it will be launched. This could take somewhere around a week's time. After the launch, maintenance is integral. When issues arise after launch, it is important to fix them to make sure the website continues to meet the requirements.