Scope and Limits

The scope of our project is to provide an app that checks a user’s security and privacy settings for Facebook and gives corresponding recommendations to alter settings to increase security and privacy. We have limited it to an Apple and Android app with plans to produce a Windows application in the future when we expand our capabilities. Another limit we have imposed is to focus on Facebook as the sole social media platform the app will be compatible with and have the ability to scan the security and privacy settings of. Though once again when our organisation increases, so will our scope and we plan to add other social media platforms such as Instagram and Twitter as we move forward and grow.

One of the major limitations of our app is our current inability to change any security and privacy settings directly through the app and are instead going down the route of offering tutorial videos that the users can be instructed by and implement the changes themselves. This may change in the future if the company’s open up added functionality through their API’s that allow more control via third party applications though this is unlikely so we will instead try and continuously fine tune our tutorial videos through user feedback to make them as easy to follow as possible.

In conclusion, with consideration of scope and limits our proof of concept will be an app compatible with Android and Apple smart phones which scans Facebook’s security and privacy settings and recommends changes with tutorial videos available to guide the user to implement the changes. This will be our deliverable.

Daniel notes / draft / brainstorm space

\*Daniel - reading A2 feedback - starting work now

From Spec:

“There's no such thing as perfection. You're never finished with a film. You run out of time.” -- Peter Jackson, director of `The Lord of the Rings’ and ‘The Hobbit’ trilogies

One of the more difficult parts of project planning and execution is to define the scope and limits of the project.

As mentioned above, you never really complete project like these; all you can ever do is your best in the time available.

Part of that involves setting priorities and accepting that there will be features that will take too long to develop.

This means that it is important to set a scope for your project, as a means of ensuring that you make the most of the time available.

For example, if you are developing a game, you might consider only producing one level and two or three characters, in order to show a proof-ofconcept, rather than develop three levels and ten characters.

The scope is probably the most crucial part of your plan, and also the most difficult to define. One way to define the scope is to think of the deliverables for your project, i.e. what outcomes would you be able to show to someone who asks you to see the results of your work.

This will also include several statements about what will not be part of the project. For example, if you are using Open Street Maps to show the location of all your favourite shops, the deliverables would include the updated map, but not the Open Street Maps technology itself.

It would also not include many other features of Open Street Maps, or other interesting location -- just those which show your favourite shops. Also, be aware of the phenomenon of `scope creep', which is the tendency for projects to incorporate more and more features.

There is nothing wrong with being ambitious, but you only have a certain amount of time.

At least one paragraph is expected.