**Plans and Progress:**

**Story of our Project:**

**How it began:**

Social media plays a significant part in how we communicate and share information. As the technology of social media progresses, more and more of the user’s information is utilised and the more *public* our lives become. Encapsulating the findings of Taneja, Vitrano and Gengo (2014, p.159), for users to get the most out of out of their social media experience, they are required to share their personal information. Consequentially, this stresses the importance of privacy settings when using social media. While social media was still emerging into the mainstream many users were not aware that their personal data and privacy was at risk. Tuunainen, Pitkänen and Hovi’s findings (2009, p.7) indicate that early adopters of social media were unaware of the amount of personally identifiable information had been published on social media platforms. Issues concerning privacy on social media was brought into the mainstream during Facebook’s Cambridge Analytica scandal in 2018. Third party apps were able to harvest the data of over 50 million Facebook users. This data was then used for targeted political advertising. Chan (2019) writes that the Cambridge Analytica scandal directly affected the 2016 USA presidential election, with Donald Trump and Ted Cruz each paying $5million to Cambridge Analytica to have access over the data, and then targeted political advertisements towards users who were more prone to conspiratorial thinking.

Despite social media users becoming more aware of how their privacy is at risk, most users do not keep up to date lengthy and constant changing terms and conditions. Furthermore, Taneja, Vitrano and Gengo (2014, p.160) argue that many users may feel shame using more strict social media privacy settings as they feel other may believe that they have something to hide. The developers at the Fighting Mongooses understand that control of privacy settings is the easiest way to avoid risks associated with the misuse of privacy data. The Fighting Mongooses have been developing an application to simplify how users can keep up to date with their terms and conditions and which privacy controls are suited for them. The Fighting Mongooses hope to use humour through promotional material and easy to follow tutorial material to help normalise the use of privacy controls and reduce user apprehension and stigma using such measures.

**How it progressed:**

The concept idea for the project was first conceived during the second assessment, where we all agreed to develop Adam’s idea that he put forward during brainstorming, from there everything started to take direction of what we were going to do. At the start of the third assessment, during our group meetings, we decided to divide the workload in teams and report our progress in the next meetings and present if we have any issues or dead ends in the project topics. We kept this run more open to trust in everyone to get done what needed to be done if anyone fell behind others would help and if any questions needed to be answered asap, we were usually always available.

From our first meeting we first discuss ideas for assessment 5, what the presentation would be like. We collaborated in the ideas to develop the presentation during the next 3 meetings until we reached the final cut. There were weekly and at times daily updates to the scenes created and the sounds which were put up to poll to see if everyone was in agreeance with how each individual scene progressed, any changes that had to be made we implemented to achieve the best possible result. At the same time, we defined the limits of our IT project and made changes accordingly to produce a working product.

**Weekly progress**

A follow up of week by week on how the group of *The Fighting Mongooses* have progresses over the past weeks in the project development

Wk1 28/ 10/20

In this first meeting we touch the topic of creating the storyboard for our assessment 5 presentation, as well we talk about how it would be the most efficient way to start working on assessment 3, the decision was to work in groups of 2 and divide the workload

Wk2 04/11/20

Reporting into the second week we had our topics divided in the following

|  |  |
| --- | --- |
| Overview, Aims | Jorge |
| Plans and progress | Jorge / Sam |
| Roles | Sam |
| Scope and limits | Daniel |
| Tools and technologies | Daniel |
| Testing | Maddy/channon |
| Time frame | Maddy/Adam/channon |
| risks | Daniel |
| Group process and communication | Sam |
| Skills and jobs | Sam |

During this week, the GitHub repository was created, and the progress made was uploaded into GitHub and Microsoft teams. Adam and Channon were elected to work on the application development as well as the website for Adam and the presentation creation by Channon

Wk3 11/11/20

The first contributions were completed and uploaded to GitHub and Microsoft teams, while they still in a draft version more changes would be coming over the next week.

Wk4 18/11/20

During this week, the project app is being created with figma, also the content of the report is being finalised in draft form, for everyone to read and make changes if needed. The final cut of the presentation was put forward to collaborate on.

Wk5 25/11/20

Completion of reports and some initial testing of software was made viable however still a way from being complete. Promotional content uploaded to get word out. Lost a member of team have lost contact which had unfinished content, so Channon took those sections to complete with everyone collaborating on the product that was produced.

**Original concept/ design**

The purpose of The Fighting Mongooses’ flagship product is to make it easier for the user to interact and understand their privacy settings using social media. Therefore, the product is designed to be simple and intuitive to use. Avoiding the use of complicated menus and functions, the user simply utilises the function of a single button and further user prompts are displayed as they are needed. Setting up privacy settings on all the user’s devices and social media accounts can be a complicated task. It is important that each stage of the Mongoose Security app provides a simple experience for the user.  
  
Future versions of the program may increase the functions and useability of the application however, development of the application will always prioritise simplicitiy and a user-friendly interface.

**Updates and changes**

There have been no major changes or updates from the initial stages of development for the application. All user interface decisions and development processes have been consistent since the initial stages of development and planning. There have been a few changes. Initially the application was intended to utilise scraping data and APIs. It was made apparent in the initial stages of development that APIs are somewhat difficult to obtain and are frequently updated. This would require more resources to constantly check and maintain software to keep up with the ever-changing APIs. To reduce a constant workload, it was decided that the application would exclusively utilise scrap data for the time being. This would require The Fighting Mongooses only to make changes when Facebook or other relevant social media platforms made design changes themselves. Future versions may begin to implement APIs as more resources become available.

It was decided after initial stages of development that paid ads would be added to a free verion of the product. In order to not compromise on our company’s mission and protect user’s privacy, no invasive or target adds will be permitted. Adds will solely be from virtual private network companies to promote safe and protected internet usage. These advertisements are relevant for the target audience for the application.

**Software implemented**

The application would be created with two different software programs, Figma and Bravo studio. First with Figma we can create and test the basic structure of the application. with this software we can start adding shapes and forms that would give the Mongoose security app its design. For this first step we would be using the prototype function, to develop the first concept ideas for the app.

Secondly, from Figma we can connect the application design to bravo studio, in bravo we can add containers or blocks of content that would display the information for the user

**Meetings and communication**

Our team communication process happens in Microsoft teams, we organize weekly meetings to discuss and report our progress and brainstorm on a particular subject we might be working during that week. The meetings are chaired by one of the team members who follows the agenda which is usually kept to a minimalistic approach with only main dot points, as we go through the agenda topics the discussion opens-up and we start to participate and give our opinions and ideas. This is how most of our meetings have been progressing during our course.

**Testing features and user interface**

Testing procedures, alpha testing (just us) majority of the program will be made workable in the initial stages the testing however will have boundaries as the number of profiles we will have to work on.

Beta - nightly builds, open on app store. Needing more profiles to test on this will be an open beta available to any user that wishes to trial it. Having input into the creation is rewarded to anyone that helps test hopefully bringing in more subjects.

Full release - paid option and free tier after initial stages of release

**Creating promotional material and tutorials**

The creation of promotional content and the tutorials is a vital part to the progression of the Fighting Mongooses’ products and engaging with our clients. We opted for a more the light-hearted approach towards promotional videos, trying to peak people's interest with humorous videos. The tutorials however are to be made professionally with sound editing to make as crisp as possible and easy to understand. Another key aspect was to make them as short and compressed as possible to fit within the app to use as little room as possible. Further promotional content will be made in the future with the same ideals of keeping it as memorable as possible. All of these are to be made using open-source software to keep costings down.

**What stage are we up to?:**

Currently we are still in development with some alpha testing on the main UI. Once all the kinks are taken out of the UI links, we can add content to these. We are also working on the process of how our application will scrape user data and implement that into our project. This will be unachievable by report time however should be implemented prior to beta release.

**References**

**Chan, R., 2020. *The Cambridge Analytica Whistleblower Explains How The Firm Used Facebook Data To Sway Elections*. [online] Business Insider. Available at: <https://www.businessinsider.com/cambridge-analytica-whistleblower-christopher-wylie-facebook-data-2019-10?r=AU&IR=T> [Accessed 3 November 2020].**

**Taneja, A., Vitrano, J. and Gengo, N., 2014. Rationality-based beliefs affecting individual’s attitude and intention to use privacy controls on Facebook: An empirical investigation. *Computers in Human Behavior*, 38, pp.159-173.**

**Tuunainen, V., Pitkänen, O. and Hovi, M., 2009. Users’ Awareness of Privacy on Online Social Networking sites – Case Facebook. In: *22nd Bled eConference*. Bled, Slovenia: ResearchGate, pp.5-7.**