Milestone Report 1 - Webapps Project

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1 GENERAL DESCRIPTION OF WEB APPLICATION PROJECT

1.1 GROUP STRUCTURE AND WORK DIVISION

So far this project has presented us with barely any difficulties, so there has been little difference in the roles of the individuals. Alan and Octavian met on the day the project commenced and together came up with the idea. The day after we had a meeting lead by Alan, who already had a general plan in place, in which we rigorously organised everything we could, by coming up with a general ideas for the control flow, sketches of the pages and general Model separation as we are following a MVC pattern. After this meeting we all agreed to learn the required programming languages we did not already know. We have not met again with Sean since as he is still in the learning process, however Alan and Octavian have spent the week working together in the library. Octavian found some great online tutorials and Alan, combined with previous knowledge, has used them to set up the project using gitlab and created a landing page, user verification functionality and a basic project page. Since raising his knowledge to the required level, Octavian has focused his efforts on the legislative assignment.

Work division for the main development stage is yet to be discussed. I assume it will be each team member working on a section of the Website on their individual branch, conducting extensive module testing and upon completion, merging back to master and performing integration tests.

1.1.1 IMPLEMENTATION LANGUAGE

We have decided to complete this project using Ruby on Rails. None of us have any prior experience creating web based applications and, to the best of our knowledge, this is the simplest approach for generating a project of this scope in an efficient manner. We really like the ability Rails gives us for modular and integration testing as well as the MVC pattern for software design and are keen to learn more. Having done our WACC compiler in CoffeeScript should allow for a faster grasping of AJAX components in our design. Also considering our course has taught us little about dynamic, reflective programming languages, we see Ruby as an excellent tool to aid our development.

2 OUR WEBAPP - PROJECT MANAGEMENT

Our webapp is simple project management software with the possible extension of using case based reasoning to analyse the quality of team members contributions. Users can sign up and then create projects adding team members. They then set up tasks for the project and have in browser editing capabilities for their either uploaded of created documents. Analysis of contribution and overall project status graphs will also be provided.

2.1 USER INTERACTIONS

The project will have user authentication capabilities and synchronised user access to document editing within individual projects. Some sort of user hierarchy will be implemented, allowing for project ownership, task ownership and general team member status. We have yet to decide whether documents within projects will be simultaneously editable by users. Some sort of chatting element will exist, however this will probably be in the context of comments on tasks.