

COMP3000 Computing Project

2021/2022

Project Title: Go Phish!

Links

GitHub:	https://github.com/AlexCleverley/COMP3000
Trello:	https://trello.com/b/O8uXw5wu/project-planner
Gantt Chart:	https://app.teamgantt.com/projects/gantt?ids=3258035

Project Vision

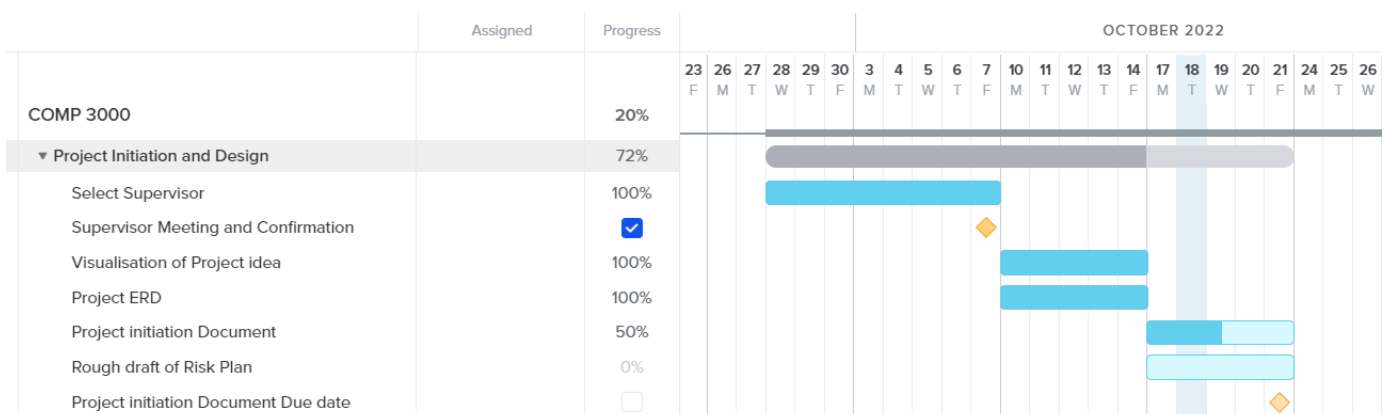
For an audience of less technically skilled / digitally unaware people, who's at threat of potential phishing emails, the Go Phish! Phishing detection game is a mobile application that provides a platform for people to become more digitally aware to phishing scams.

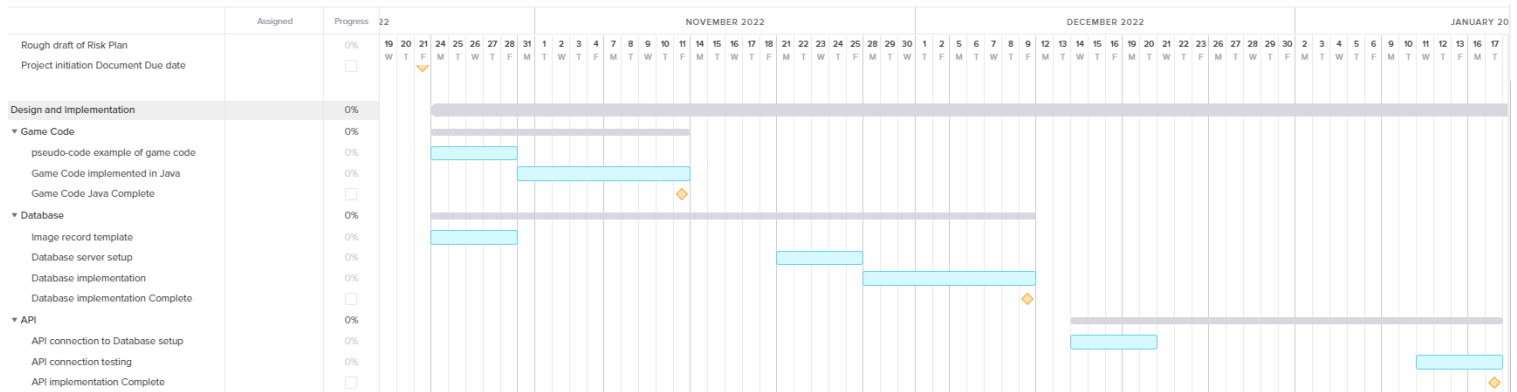
Different from, company-issued high level industry Phishing awareness tests, our product takes the form of an interactive game, allowing for a relaxed but engaging environment to learn more about phishing scams and the possible signs of a potential one.

Proposed Gantt chart

The project will incorporate multiple elements of both back end (SQL Server, Java game code, etc) and front end (Mobile application Views, Interactive buttons) that will need to be prioritised to allow the workload of these packages to be evenly distributed and worked on in order.

Below you will see a screenshot of the current Gantt chart that will be used for this project. This screenshot outlines the initiation and early design stages of the project, showcasing some of the weekly sprint tasks that will be undertaken with regards to the agile application development cycle. The Gantt chart can also be accessed through the link at the top of this document.





Above is another screenshot of the current Gantt Chart, this one highlighting the design and implementation stages. In order to maintain a steady workflow, less demanding tasks (such as developing pseudocode of game code) have been condensed to one week and have been paired with other less demanding tasks which then allows for the more demanding tasks to be extended to biweekly sprints usually injected with a break to reassess the workflow and make alterations to the Gantt Chart where necessary.

As shown by the Gantt Chart, the design and implementation stage of the project continues onward into the new year with the goal of completing all of the design related sprints before the new year begins.

Risk Plan

Below are identified risks that are related to the development of the project:

Risk	Likelihood	Impact
Scope of the project becoming too big to finish before deadlines	High	High

Solution: Create an MVP (minimum viable product) that aligns with the project vision before designing and implementing additional features / quality of life updates.

Risk	Likelihood	Impact
Project tasks being prolonged and slowing overall progress	High	Medium

Solution: Utilize a Gantt chart so that project elements can be scheduled and completed in a timely manner. In the event of a need to prolong a task of the project, the Gantt Chart can be adjusted to allow for more time to work on that task whilst also reorganising future tasks so that a healthy workflow can be maintained and avoid crunch (overbearing work).

Risk	Likelihood	Impact
Files can become corrupt during development	Low	High

Solution: Utilize version control via GitHub, so that in the event of a corrupted file occurring previous versions of that can be requested and downloaded from the GitHub repository; mitigating progress lost.

Keywords

Mobile application, phishing, scam emails, cyber breach, smartphones, detection game, spot the difference, training mode, testing mode, score