UNIVERSITY OF REGINA

Project Activity 05 – Final Report

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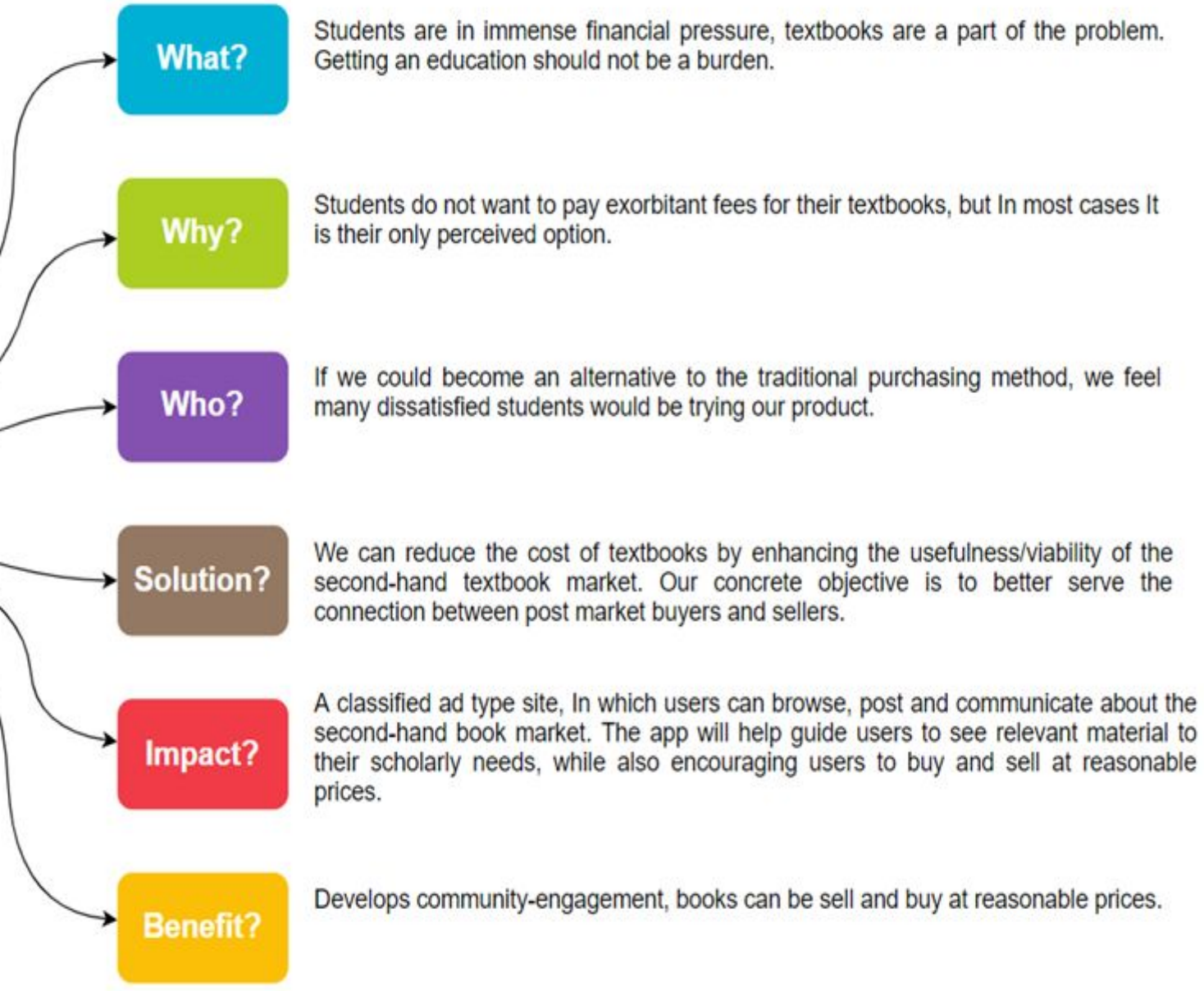
Program : Software Systems Engineering

Presented to : Dr. Tim Maciag

TABLE OF CONTENT

PROJECT REFRESHER

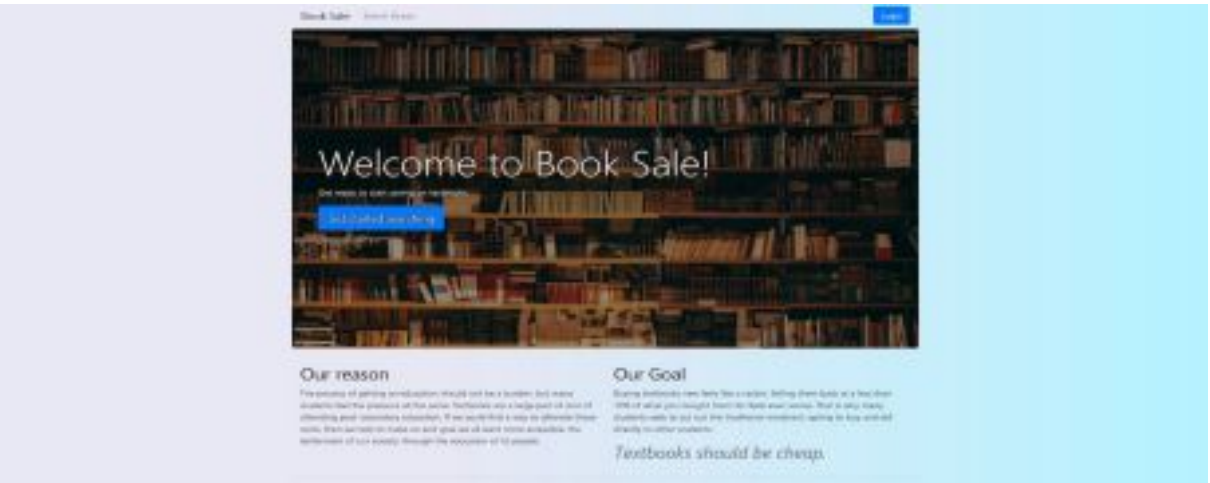


PROJECT DOCUMENTATION

Project Scope Statement	This is where we defined what we will achieve with our MVP, the only change we made is that we did not include an notification system	LINK
Business Case	This is where we decided what type of project we would	LINK

	undertake, another close alternative was to make a book store type app.	
Project Charter	A document in which goals/objectives with risks are highlighted. We also described who the key stakeholders were.	LINK
Project Roles and Responsibilities	We defined clear cut roles for each member of our project team, but in reality it was more fluid than the document would have you believe.	LINK
RACI	The RACI was more useful in describing the group responsibilities, we would add tasks, and make one person accountable for it, even if others did the work.	LINK
Stakeholder Management Plan	A document in which we helped define who is impacted or impacts our project.	LINK
Stakeholder Analysis	A document which shows the power/interest/support of each stakeholder, in our opinion, is not very useful for us in this project.	LINK
Activity Diagram	The main flow of activity the user goes through, from searching to selling/buying.	LINK
Case Story Diagram	How the different users in our system interact with each other, and the system.	LINK
Class UML Diagram	A diagram in which we link the different entities and actions in our websites. Very useful in picturing the big picture of our interactions.	LINK
Lofi Sketch	In our feedback, Tim pointed out we actually made a medium fidelity sketch, but it was still useful in picturing how the end product of our website would look.	LINK
MVC Diagram	The big picture diagram helped us to divy up where each aspect of our project belonged.	LINK
System Flow Diagram	Used to highlight how each user interacts and then flows through the system.	LINK
Communication Data Diagram	Diagram which shows which information each aspect of our website should receive and get.	LINK

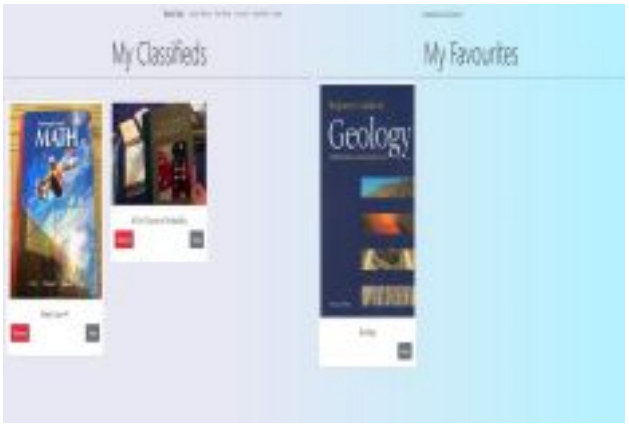
MVP DEMO

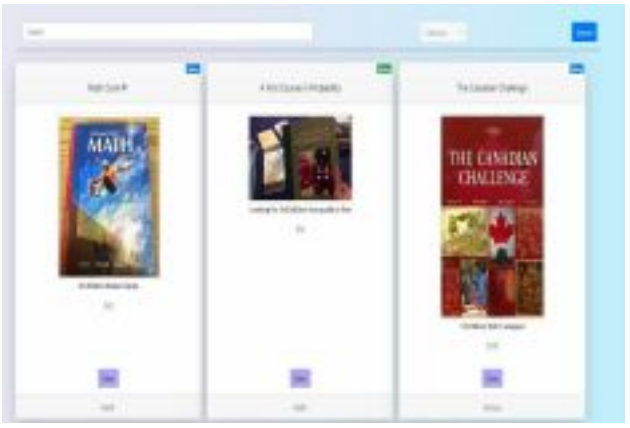


This is our web application home page where the users can access the minimum functionalities of our web application which is view classifieds, login, and sign up.

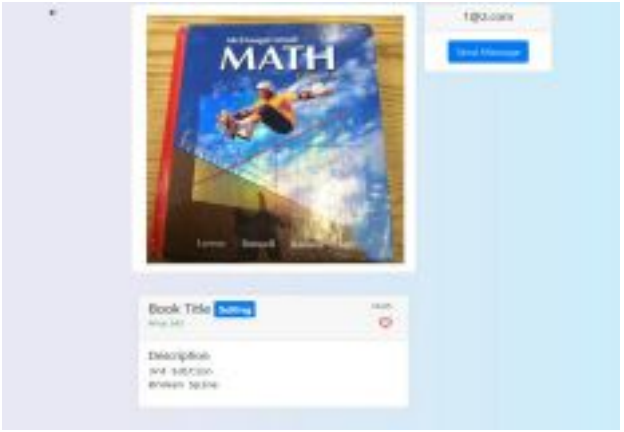
These are the login and sign up pages where the users can register or login an account to fully access the web application.

This is the navigation bar when the user is currently logged in. By being logged in, users unlocked the features favouriting, mailing, and posting classifieds.





These are the Account and Search options. The Account option shows the current users listings and posts that have been marked as favourite. The Search options gives the user the freedom to search for specific books and shows the books that are currently listed by other users.



These are the View and Post Book options. The view option shows some information of the book such as price, description, etc, and it gives the user a way to contact the owner of the book. The Post Book option let the user post a book with fields that best fits their concerns.


These are the Compose and Inbox options. The Compose option let users communicate with each other via a built in messaging platform inside the web application. The Inbox option lets the user see messages received from other users.

Justification

We believe we have created a solid MVP. To be a solid MVP for our type of solution, it requires three major systems. Firstly, you must be able to view and post classifieds at the absolute minimum. To allow individuals to post books and have the website remember who posted, we must have a user account type system. And lastly, to facilitate communication between buyers and sellers we had to have a messaging system. We have achieved all those needs, and are thusly satisfied in calling our product a viable MVP

MVP OUTCOMES

MVP Functionalities?

Three main systems are on display. The user system, the classified system, and the mailing system.

What we achieved?

We believe we achieved a viable MVP in which buyers and sellers of second-hand textbooks can be better connected. For how simple it is, we believe if it were used it could in effect achieve our goal of lower textbook costs.

What improvement could be made?

Since it is a very simple web application, there is a great amount of extra things we could improve, but the three main improvements are: Expand the user system to allow for email verification and account recovery in case a user forgets their password. Refine the classified system to allow the editing of classified entries in case the user makes a mistake. And finally to better alert the user of mail, e.g a notification system

How reliable?

Our MVP relies on a lot on client side verification, which is a dangerous game to play for a web app. It works well for a small number of users and classifieds. If it were to scale up majorly there may be issues.

What technology?

The technology we felt best for us is the ones we used in the lab of ENSE374, Node/Express/Mongo/EJS. We feel justified in this system, as it put all of us, the developers, on an equal footing in understanding and contributing to the creation of our software.

Most happy with?

We achieved a few things that we are most satisfied with in this web app. Firstly, we achieved our envisioned core functionality related to a classified type system, but we also achieved a few ‘nice to have’ features as well, such as being mobile friendly and the favoriting system. In general we are pleased with the outcome

FEEDBACK

The Rushed Picks

The main feedback The Rushed Picks provided were:

- Purchase option or would you just connect students buyers with sellers?
- Physical textbooks rather than eBooks, what is the impact?
- How do you achieve community engagement?
- What is the best way to implement a communication/notifcation system?
- No cost/budget included in the project scope?

Dr. Tim Maciag

The main feedback from Tim was:

- Lofi Vs. Medium fi interface sketch
- Go higher level with your project idea when in the conceptualizing phase of the project.
- An incorrect activity diagram implementation.

How did feedback Impact/change project decisions?

Throughout the project duration, we have received various feedbacks from Tim and The Rushed Picks. We analyzed each feedback individually and took them into full consideration since those feedbacks are the only one that we have gotten throughout the project. We implemented the feedback that was deemed beneficial for our project and disregarded the rest.

For example, The Rushed Picks highlighted that our notification system was vague and not well flushed on in what the purpose was. That along with our time constraint helped us to justify leaving it out of our first MVP.

A feedback we did not employ is in regard to the project budget. They highlighted there is a cost associated with doing this project, and we should have some monetary budget. We disagree, we believe there is a cost, but it is not solely monetary, but more of a budget of time. We discarded that feedback in a sense that we did not implement it is the way they viewed.

FUTURE MVP

It is a hard thing to decide what to focus on for our next MVP. We have talked about and are not hundred percent certain, but our thought process goes as follows. The main ‘thing’ in this website is the classified. It is what all the other systems revolve around, but the main ‘action’ in the website is the receiving and sending of messages about said classifieds. So which one do we focus on?

We decided to picture ourselves as a user. What do they expect most? Well, in our opinion and estimation the user expects to find exactly what they are looking for when they go to the website. In turn that means we should focus on the classified system.

To better develop the classified system the following thing would be added. A related classified system, in which users see similar textbooks when viewing a specific classified entry. An edit classified system, where users can correct their mistakes. A more robust and specific classified creation system in which fields such as ISBN, version, quality and such can be more accurately catered to. And finally, a pagination system so the website doesn’t break down on a large amount of classified entries.

SUMMARY

In the beginning of the project we assured each other that we can complete the project on time and with great satisfaction. We felt that this project is going to give us an experience on what it is like to work in the industry. During the first four activities as a team, we meet once and set a time and date where we would combine all our work and do the vlogs together. Before coding the project, we decided to use the tools that were given to us in the lab to remove the knowledge barrier between ourselves.

Upon finishing our MVP, we achieved our envisioned MVP that we set at the beginning of the project. Throughout the entire project experience, our team felt most proud of us achieving our envisioned MVP, finishing the project and deliverables on time, successful team collaboration, and expanding our knowledge both in project management and new technologies. What we like about the project is that we got the opportunity to work with other people and simulate real life project management.

There is also great value in giving and receiving feedback. To be able to receive and give good and negative feedback from and to our peers is a new thing for us in regards to our post-secondary career. It is very important though, as it is a common occurrence when working in a ‘real-life’ team project. I believe the task in Activity 4 was very important in us becoming pragmatic programmers as Tim puts it.

After finishing the project, we learned how to manage teams remotely and collaborate in accomplishing tasks within a very small time frame. Moving forward in our university journey, we will continue to use what we have learned during this project. We believe that this project is a great stepping stone and gives us a glimpse on what will be happening when we finally step out of the field after university.