# Project Background

## Motivation

The idea of this website is driven by the negative impact of COVID-19 on Victorians today. The pandemic has caused many Victorians to feel confused and overwhelmed with the many changes and events that took place. Here, we want to create a platform where we provide Victorians with the right information, at the right time about COVID-19. Doing so will allow us to show Victorians how they can keep their loved ones and themselves safe and stay informed about what is happening around them.

*Taken from Assignment 1*

## People (The Team)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Details | Interest in topic | Skills before project | Skills after project | Individual assigned roles |
| Matthew Howatson  (s3835344) [s3835344@student.rmit.edu.au](mailto:s3835344@student.rmit.edu.au) |  | Strong design skills  Basic knowledge with Java programming and HTML/CSS. |  |  |
| Lunke Zhu (s3816935) [s3816935@student.rmit.edu.au](mailto:s3816935@student.rmit.edu.au) |  | Good communication skills  Strong knowledge with Java programming  Good leadership skills  Basic Website Programming skills  Tends to be a perfectionist |  |  |
| Qiwen Dun (s3789330) [s3789330@student.rmit.edu.au](mailto:s3789330@student.rmit.edu.au) |  | Strong design skills  Basic knowledge with Java programming and HTML/CSS.  Weak in making decisions and providing suggestions |  |  |
| Huiyu Wang (s3737937) [s3737937@student.rmit.edu.au](mailto:s3737937@student.rmit.edu.au) |  | Basic knowledge with Java programming and HTML/CSS. |  |  |
| Ramon Aguila (s3840883) [s3840883@student.rmit.edu.au](mailto:s3840883@student.rmit.edu.au) |  | Basic knowledge with Java programming and HTML/CSS.  Basic understanding of project organization – time management, delegating tasks, communication.  Strong interpersonal skills | Improved website programming knowledge  Better understanding of project organization – learnt Agile Ways of Working | My roles for this project are project manager and lead developer for minimum viable features 3 and 5. My main job as a project manager is to help the team lead plan and execute our project outcomes. My main job as a lead developer is to design, prototype and test my allocated features. |
| Yuxiang Bai (s3776877) [s3776877@student.rmit.edu.au](mailto:s3776877@student.rmit.edu.au) |  | Strong programming and website programming skills  Weak in creating project plans  Weak in creating project designs |  |  |

## Aim and Goals

Our group aims to help Victorians stay safe during the pandemic. We intend to do so by providing real-time data about active COVID-19 cases in Victoria, showcasing risk levels of people around them and providing updates about restrictions and rules. This can help with contact tracing and provide opportunities for citizens and the Government to take proactive and reactive measures, which can minimize the virus spread and help citizens stay positive and healthy during a difficult and confusing time.

Goals

1. Keeping people informed about COVID-19 in Victoria – Chatbot, RSS Feed (Generic)
2. Create an easily accessible platform for most data relating to COVID-19 in Victoria. – User friendly, hosting on website, purpose for this
3. Keeping people informed about COIVD-19 in their suburbs - Living more safely, taking precaution, testing facilities (Specific)

## Scope

Our project objective is to create a functional website that provides real-time information about COVID-19 in Victoria, and updates about regulations and restrictions relating to COVID-19. The deliverables are the minimum viable features: Interactive Map, Contact Tracing, Chatbot, COVID-19 Trend and RSS Feed; and the extended features: Regional RSS Feeds, COVID Cases presentations and testing facility locations.

Milestones

* Week 7-9: Complete feature designs and website design
* Week 10:Complete feature prototypes
* Week 11: Conduct testing and implement necessary changes
* Week 11-12: Finalize the product

*Assumptions and Constraints*

* Assumption: Majority of Victorians have access to internet and functional devices. Hence, we are trying to cater for all suburbs.
* Assumption: COVID-19 will be around for six months since the start of this project. Hence, we thought creating this website would be a good service.
* Assumption: We are assuming that conveying the relevant information will encourage citizens to abide the rules and regulations.
* Constraint: The website may become redundant when COVID-19 dies.
* Constraint: The information provided about COVID-19 is limited – therefore we cannot provide detailed information.
* Constraint: Despite getting information from official websites such as . . . , the information may not be fully accurate as some people refuse to get tested or other factors.
* Constraint: We have a limited time frame. Therefore, certain features may not be developed properly?
* Constraint: Majority of the team members have limited experience with programming and website programming.

# Project Progress

## Outcomes to Date

## Windfall

## EVFs

## Scope creep

Has the scope of your project changed?

|  |  |
| --- | --- |
| Expectations | Reality |
| * 5 MVFs * 0 EVFs * Testing the website | * 5 MVFs successfully implemented? * EVF1 was not done * 2 EVFs successfully implemented – scope creep * Individually tested the features – scope creep |

|  |  |
| --- | --- |
| Expectations | Reality |
| * 5 MVFS * 0 EVFs * Testing the website with 2~3 users each (12~18 users total) | * 5 MVFs * 3 EVFs * EVF1 DNF * EVF2/3 finished * Individually tested the features |

## Progress

|  |  |  |  |
| --- | --- | --- | --- |
| Week | Planned Outcomes | Outcomes achieved | Evidence |
|  |  |  |  |

Did you make changes to the schedule?

## Testing

Ramon conducted a user-testing with a university student for the Chatbot and RSS Feed. This has resulted in some changes – Renaming ‘Cases’ to ‘Restrictions’, improving the clarity of the questions and answers, added a new category ‘Help’ and reduced the amount of questions answered.

Our plans for testing had changed throughout the project. Initially, our group aimed to conduct testing with 2~3 users on our prototype website. We ended up testing the features individually with # unique users as we did not have enough time.

We encourage groups to allocate a time for testing with users and conduct it despite having some components unfinished. This can be very beneficial as feedback from users can identify whether the features successfully fulfill its intended purpose, identify ways it can be improved to be more user-friendly and draw inspiration for alternative solutions that can be implemented. We also recommend doing this as early as possible to allow time for implementing changes.

## Tools and Technologies

|  |  |
| --- | --- |
| Technology | Definition |
| Microsoft Teams | Microsoft Teams is a communication platform which allows groups of users to chat and host meetings online. We used this to discuss questions, concerns and our weekly progress. We also host and record our meetings here. |
| GitHub | GitHub is an online collaboration tool that is used primarily for group assignments involving IT tools. We used this to host our project files and test if our code provides correct outputs. We also used this as evidence for everyone’s individual weekly contribution. |
| Trello | Trello is an online collaboration tool that can be used to organized anything. We used this to organize our project, by creating a Kanban-style board to list tasks that need to be accomplished and keep track of progress. |
| Visual Studio Code | Visual Studio Code is a free code-source editor. We used this to create websites for the assignment submissions and the website for our final product. |
| Lucid Chart | Lucid Chart is a website-based application which allows users to create and share charts and diagrams. We used this to create visual plans and flowcharts for our features. |
| Figma | Figma is a website-based application for creating prototypes. We used this to create draft designs of our features. |

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| --- | --- | --- | --- | --- | --- | --- |
|  | Proficiency with: | | | | | |
| Member | Microsoft Teams | Github | Trello | Visual Studio Code | Lucid Chart | Figma |
| Ramon | 2.5 | 2 | 2.5 | 2 | 2.5 | 2.5 |

# Challenges and Learning

## What did we find easy? Challenging? Unexpected?

|  |  |  |
| --- | --- | --- |
| Easy | Difficult | Unexpected |
|  |  |  |

## Expected Challenges

|  |  |  |
| --- | --- | --- |
| Expected challenge | What we did to address the challenge | Did we overcome it? |
|  |  |  |

## Skills & Experiences learnt or developed

This project has taught me how to properly plan a project and the importance of proper planning. It taught me how good planning can help the team stay focused on our objective, identify and address risks and limitations and manage our resources the best way possible.

I also practiced applying some of the principles of ‘Agile Ways of Working’ in this project. More specifically, I focused on encouraging open communication, simplicity and using working software as the primary measure of progress. Applying these principles made the project development smoother for our group – The emphasis on open communication allowed us to adapt to most changes, the set tasks were made clear and achievable, and our group created features with the focus on delivering value to users.

I also learnt about Chatbot and RSS Feeds during this project – how they can be developed from scratch or through third-party applications and why businesses use chatbots. I created both features through third-party applications as creating them from scratch is very difficult and can be very time consuming.

## Change of Plans

* MVF Changes
* 3x EVFs
* Testing

## Our Timetable – Was it realistic? Changes that we would make now

* Realistic for the most part as it followed a logical progression.
* Allocated a reasonable time for research
* Needed to allocate more time for product development
  + Creating a project timetable based on outcomes.  
    e.g. Having the interactive map interface ready by Week 6.
* Needed to incorporate testing within the product development
* Allocating 3 days for user testing, the remaining 4 days for implementing changes
* Including all assignment start and end dates within the timetable
* Allocating the last week for buffer - time to catch up on things and to finalize products

## Tools and Technologies worked out as expected?

Yes

## Risks

Our group was able to monitor and minimize some of the risks identified in [Assignment 1](https://alpha-zett.github.io/AssignmentPart1/newWebsite/pageC.html).  
However, some of the identified risks materialized during the project.

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| --- | --- |
| Risk | What did we do to address them? |
| “Scope creep may occur. This occurs when an uncontrolled change is made to the project’s scope” |  |
| “Some members may not be understand[ing] the set-tasks” |  |
| “Tasks may not be accomplished within the agreed date” |  |

## Unexpected events