**COSC 4P02 - Project Proposal**

**Project Overview**

Helping our neighbors in a challenging time when you have means is a selfless act. There are many charity organizations which provide aid, relief, food, and financial assistance to the needful and underprivileged. Donors always face questions of where to start, which organization to choose, or whether their donations will really reach those who need them. There is a gap for a standalone platform which connects donors with local organizations or individuals who are in need. Especially now as people are losing jobs and financial resources due to an extended period of lockdowns amidst a global pandemic, the need to support local charities and local communities is prevalent.

The main goal of this app is to connect both needy individuals and non-profit organizations with people who are willing to donate various goods in a way that is accessible, fast, and easy for both the non-profit organizations and people who are willing to donate. This app will provide a platform where individuals can post their situations, non-profit organizations can post their campaigns, users can get information about the charity contributions of these organizations, and donors can list items which they want to donate.

This app is important because it will make it easier for non-profit organizations to better understand people who need donations and reach people who are willing to drop off donations. Having one app which lists all the current needs in the community will also help and encourage people who are willing to donate but are not sure where or how to easily find all the information they need. This will provide a boost to local donations and charities.

Not-for-profit organizations and individuals will be able to upload their needs to our app once after registering with the service. The sign-up process will collect users' contact information, descriptions of their organizations or needs, and a map for donors to quickly locate drop-off and business locations. Users will be able to browse through a list of these organizations via a search engine where they can include filters to easily find causes which suit them best. This feature will be especially helpful for people with hobbies such as sewing and knitting, as they will be able to see what in-demand items they should make to donate. It will also be possible for organizations to mark their requirements as “URGENT” which will make them a priority in the search queue. User’s registered for notifications may also be notified via phone or email of the current in-demand requirement. Lastly, to connect users together, a chat function will be implemented so that users can safely communicate with one another to discuss drop off locations, pick up times or anything else that may need further discussion. The target audience is non-profit organizations, people who want to donate and people who need donations.

**Project Details**

We will be using the Scrum framework to utilize agile software development principles to build our app. Our product will be built in a series of iterations or sprints to make the project fast and manageable by breaking down big requirements into small pieces. We will have regular weekly meetings on Wednesday at 6:30 pm instead of daily scrum meetings, where we will do Sprint Planning to decide what to work on and how it will be done. In this meeting the product owner, scrum master and development team will decide the sprint objective and choose items from product backlog and assign to individuals. By the end of the meeting, we hope to start working on our sprint backlog and try to move them from in-progress to complete during this task breakout stage. If we planned our sprint to last more than one week then instead of planning for the next sprint, we will have a Scrum Meeting where we will do a team standup about how our work is progressing and help each other with our challenges. After the end of our sprint, we plan to do our sprint review to showcase our work, potentially create workable app and create reports for our milestone on March 7th and April 3rd. We aim to provide clear feedback to our team members in sprint retrospective meetings and identify where we can improve ourselves for the next sprint. We decided to use Jira software (https://software4p02.atlassian.net/browse/DON) to keep better track of our Scrum ceremonies and artifacts associated with it.

Our development team consists of the following 7 students:

Alanna McNulty ([am17xy@brocku.ca](mailto:am17xy@brocku.ca)),

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Sam Laffin ([sl11hm@brocku.ca](mailto:sl11hm@brocku.ca)).

Sapan [Sharma(ss17hq@brocku.ca](mailto:Sharma(ss17hq@brocku.ca)) will act as both team leader and Scrum Master for this project. Alanna McNulty ([am17xy@brocku.ca](mailto:am17xy@brocku.ca)) will be acting as the product owner.

We have decided to create a mobile app on the Android platform and will be using Java as our language.

Scheduled weekly meetings will be recorded in teams every week every Wednesday at 6:30pm, with the potential for additional meetings to be scheduled as needed.

**GitHub page:** <https://github.com/SharmaSapan/SE.git>

**Jira page:** https://software4p02.atlassian.net/browse/DON

**Timetable:**

**January 11th - February 17th:** Project Proposal, initial brainstorming app ideas and final proposal.

**January 18th - February 7th:** Requirement and Overall design phase, where we plan to complete Software Requirements Specification Document.

**February 8th - February 22nd:** First sprint cycle, where we plan to create and test the initial mockup of the app, GUI, database, and other features.

**February 23rd - March 7th:** Second sprint cycle, where we plan to create and test release 1 for the app.

**March 8th - April 3rd:** Third sprint cycle, where we plan to create and test release 2 of the app.

**April 4th - April 25th:** Product ship and final reports, where we will create final app, provide updated documents and artifacts and prepare a final presentation.

