Project Development Proposal

For

BuddyU

Commented [Instr1]: Please use this report template as provided. Do not change template elements such as section numbers, headings or stock text, reorganize the report, or delete sections.

You may add sections at the end or add sub-sections if needed. You should also adjust page breaks so major headings are placed appropriately in the final document.

Items in angle brackets, < >, are parts of the report that you must replace with appropriate information. There should be no angle brackets left in the document you submit for grading.

All comments (like this one) should be DELETED before submitting the final version of the report. Comments in a draft version are fine.

Ideas in this team launch report are loosely based on the Team Software Process (TSP) (Watts Humphrey).

Instructor: Bruce Char
Team Members: Sita Robinson
Brandin Bulicki, Briana Schuetz,
Sanobar Lala, Chris Pavelec
Cycle:068
Date Submitted:

Document template copyright 2015, CCI Faculty

Grading Rubric – Project Development Proposal

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading.

Achievement	Minimal	Exemplary	Pts	Score
Project Request			10	
Scope of Effort	Students need to describe (3) levels of scope with a value of 10 points each.	Clear distinction between the (3) different scope levels with details.	30	
Approach	Technical, 5 points Management, 5 points		10	
Major Deliverables	Students must describe a minimum of (3) the critical tasks for success, 10 points. Students must identify and describe risks that relate to their project, 5 points.	Students describe a more than (5) critical tasks for success, 10 points.	15	
Plan and Schedule	At least 30 tasks listed in their plan.	At 35-50 tasks in their plan all with dates and resources assigned.	20	
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
Tone and Presentation	Difficult to follow, but can be understood. Deduct 4 points if submitted document still contains items related to the template. (< fields >, Word comments)	Clear and concise. A pleasure to read.	5	
Late Submission	Deduct 10 points if 24 hours late. Deduct 25 points if 48 hours late.			
Total			100	

Project Development Proposal

Project

Project Request

BuddyU, the social scheduler app is just the app you need if you have a large group of friends in the same major and you want to collaborate with them, but you don't know how to merge your schedules to figure out a common time of taking a very collaborative class or find events around campus to attend together. This app allows your fellow classmates or "buddies" to create schedules in such a way that is convenient for you and your friends to hang out. Our tantalizing chat feature and interactive design for the app will make it easy and efficient for you to communicate with your friends in creating perfect schedules so you are never bored. The facilitation in the coordination of college student classes specifically, make the learning experience more enjoyable by using this app. BuddyU will interact with users via a user interface on an Android mobile device platform. There will be two separate interfaces that both utilize Graphical User Interface (GUI). One will be for users (students) to interact with and one will be for administrators to edit. Users will be able to see and edit their calendars while only seeing others' calendars. Administrators (all project team members) will have access to the system's data and settings.

Scope of Effort

The BuddyU app is designed to help students balance work and free time as well as connect with friends in as well as outside the classroom. The app does this by allowing the user to create schedules with their friends based off of the times from Drexel's Term Master Schedule. To further the effectiveness of the app after the scheduling season, once a schedule is finalized the student will be able to see who is taking the same classes as them and then be able to interact with these other students through a built in chat feature. They will also be able to see events around campus that their "buddies" are attending which will allow them to develop relationships outside the classroom as well. Someone would want to use this app so they could develop a better relationship with other students in their classes. Also being in a class with your friends makes it more enjoyable and thus makes it easier to learn the material. Lastly the app allows you to communicate with the other students or "buddies" using the chat feature which will make it easier to understand the material being taught by discussing or asking questions.

If everything mentioned before is complete with a enough time we will also have more features that can be added. BuddyU has the potential to become the college social network. If enough time is allotted we will have additions of adding CollegiateLink access, which will keep students up to date with other events occurring on campus.

Additionally, we will include more customizable settings to the users account. After this class, BuddyU could grow into other platforms. Currently, we are only catering to Android users but it could become universal including Apple and Web based platforms. Also, we could grow the app to include other colleges in the Philadelphia area and then expanding to other US colleges.

Approach

Commented [C2]:
Technical – how the project's development phase will be accomplished from a technical perspective.

Management – who will be responsible for which aspects of development. Be sure to assign a team member to coordinate (6) of the roles listed in the week 1-2 lecture materials. (100-300 words)

Technical:

From a technical perspective we can break it up into three major parts. The first major part includes the user interface of the app which is being created in Android Studio and the creation is still being accomplished by developers working on coding for the screens to make them transition smoothly from one another and accept in data inputs from the user. The second major part includes the logic and algorithm code for the schedule merger part of our app. This part we haven't started working on a lot yet but it is indeed a major focus part of our project. We currently have a basic app which we made using Android Studio that we can register an account with and sign in with using Java, XML, and Firebase. Currently, we are working on the chat feature of our app. After that, we need to work on other features such as the calendar which will be the main part of our app. Most of this will require use of our Firebase database to store user information, amount of time in the app, information from CORQ and the Term Master Schedule. Firebase will track the number of times the user uses the app and other helpful user information.

Management:

Project Manager – overall accountability for the entire project
For example: Sita and Sanobar have coordinated the management of all the business and coding aspects together.

- Sita Robinson
- Sanobar Lala

Technical support resource – responsible for setup and maintenance of the development environment.
For example: Brandin focused on setting up and trying to run our Android studio workspace

- Brandin Bulicki

Developers – all
Example: We all have contributed in setting up screens using Android studio to make our app functional. Sita specifically worked on the authentication for making an account and signing in using email, Facebook, and Google. Brandin is currently working on the chat. The rest of the tasks/features will be a group effort.
Testing coordinator – develop and monitor all aspects of the project test plan
For example: Briana brought in users and made them test and give feedback on our prototype. She stored and analyzed their feedback

- Briana Schuetz

Planning and scheduling coordinator – monitor and report progress versus plan

For example: Sanobar has kept tabs on gantt chart development

- Sanobar Lala

Issues management coordinator – track and manage status and resolution is project issues

For example: Chris has developed the code in order to navigate between screens in our app and helped us keep on track for our interface and database.

- Chris Pavelec

Code version control manager – via bitbucket

She has been the main person to control repositories on bitbucket.

- Sita Robinson

Major Deliverable

By the end of this term, we plan to have completed the BuddyU mobile app, developed using Android Studio and Firebase. The scope and time frame of this app prototype is obviously dictated by the end of this term. Currently, we have a prototype in which the app's main screens that are navigable and a login system connected to Google and Facebook. By the end of this term, we would like to have the app's central features to be fully functional. We will implement some specific defining features like a calendar for our students to look at their schedules. Students will also be able to see other students schedules to determine shared classes and common free times. There will also be a calendar that lists all the events happening in Drexel that students could add to their own schedules. Additionally, we want to further develop a chat room that allows users to interact with one another so that they can coordinate schedules together. In order to ensure that our app is heading in the right direction, we will conduct further user testing to gain feedback and suggestions that could optimize our app. In conclusion, by the end of the term, we will deliver a working mobile app available to Drexel students to use.

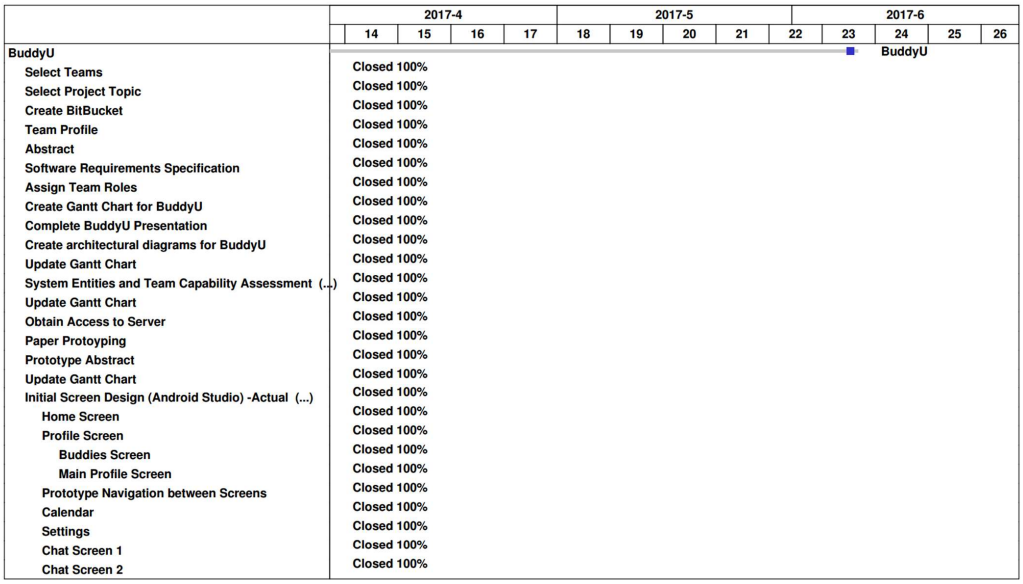
Commented [CC3]:
Summary of major deliverables – including milestone dates as stated in the project task list. (150-300 words)

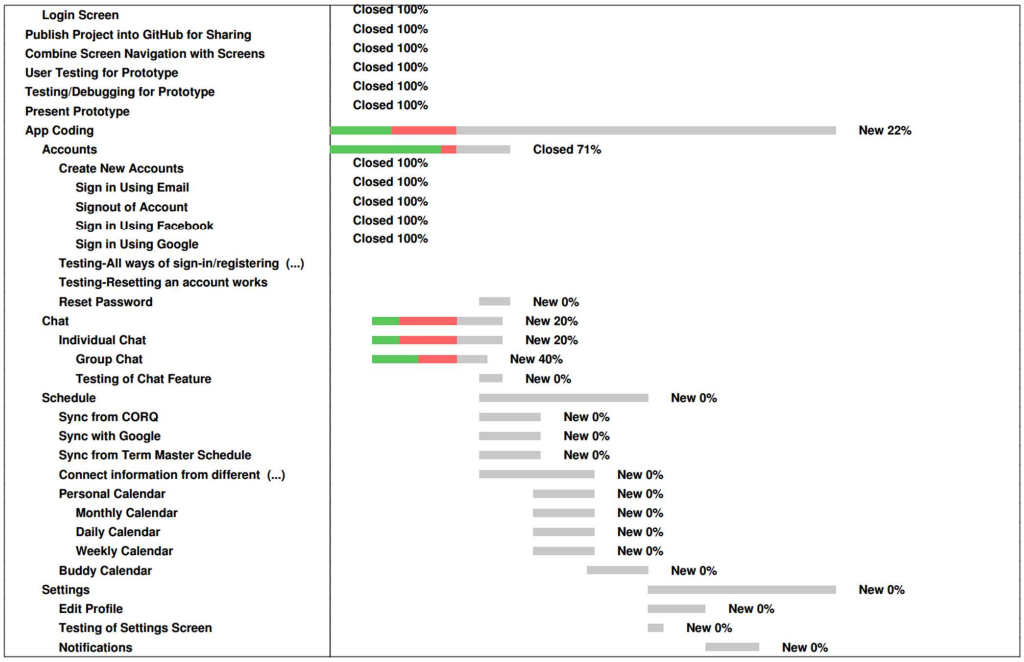
Commented [C4]:
Summary of major deliverables – including milestone dates as stated in the project task list. (150-300 words)

Plan and Schedule

The figure below shows the initially identified set of activities for this cycle. It lists the completed actions or tasks we are working on in green and those that still need to be done in grey. The red means we are slightly behind on that aspect and need to speed up. This outlines the steps that will need to be completed to have a working prototype by the end of the quarter.

BuddyU


2017-4
2017-5
2017-6
14
15
16
17
18
19
20
21
22
23
24
25
26
BuddyU
BuddyU
Select Teams
Select Project Topic
Create BitBucket
Team Profile
Abstract
Software Requirements Specification
Assign Team Roles
Create Gantt Chart for BuddyU
Complete BuddyU Presentation
Create architectural diagrams for BuddyU
Update Gantt Chart
System Entities and Team Capability Assessment (...)
Update Gantt Chart
Obtain Access to Server
Paper Protoyping
Prototype Abstract
Update Gantt Chart
Initial Screen Design (Android Studio) -Actual (...)
Home Screen
Profile Screen
Buddies Screen
Main Profile Screen
Prototype Navigation between Screens
Calendar
Settings
Chat Screen 1
Chat Screen 2
Closed 100%


Login Screen
Publish Project into GitHub for Sharing
Combine Screen Navigation with Screens
User Testing for Prototype
Testing/Debugging for Prototype
Present Prototype
App Coding
Accounts
Create New Accounts
Sign in Using Email
Signout of Account
Sign in Using Facebook
Sign in Using Google
Testing-All ways of sign-in/registering (...)
Testing-Resetting an account works
Reset Password
Chat
Individual Chat
Group Chat
Testing of Chat Feature
Schedule
Sync from CORQ
Sync with Google
Sync from Term Master Schedule
Connect information from different (...)
Personal Calendar
Monthly Calendar
Daily Calendar
Weekly Calendar
Buddy Calendar
Settings
Edit Profile
Testing of Settings Screen
Notifications
Closed 100%
New 22%
Closed 71%
New 0%
New 20%
New 40%

Report a Problem	New 0%
Privacy Policy	New 0%
About BuddyU	New 0%
Terms and Conditions	New 0%
Profile	New 0%
Update Buddies Screen	New 0%
Configure Firebase in Cloud	Closed 100%
Logo Revision #3	Closed 100%
User Testing	New 0%
BuddyU Presentation	New 0%