

NORTH AMERICAN UNIVERSITY

PROJECT REPORT

COMP 3322 SOFTWARE ENGINEERING

Bulletin - NAU

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1 Introduction

Communication is a fundamental part of our lives. University life is full of busy people running around trying to get their agendas done. They depend on sending and receiving message instantly. Their main tool remains to be email. Unfortunately, email is not always reliable and a fast method of communication. Since the dawn of the age of the internet, messengers were created. Their goal was to facilitate communication by offering instant connection and message delivery. Our motivation for this project stems directly from the necessity of instant communication. Bulletin-NAU offers the capabilities of instant messaging connecting students to faculty members.

1.1 Requirements Analysis

1.1.1 Explain the need and how this project will address it?

Have you ever faced a problem and were not able to get a direct answer in the nick of time? Well we all have been there. Sometimes we face problems that we wish to resolve instantly, but reaching people capable of doing so may not be so easy. Bulletin-NAU will be able to connect students to faculty members at any time and anywhere.

1.1.2 Who are the end users?

This project is aimed at North American University students and faculty members.

1.1.3 Software Product Features

TODO

1.1.4 Software Performance, Portability, Security

TODO

1.1.5 Database Requirements

As a means of keeping track of messaging and user data we utilized Google Firebase 3 as our database. Firebase gives you the tools to develop high-

quality apps, grow your user base, and earn more money. We cover the essentials so you can monetize your business and focus on your users.

2 Project Organization

2.1 Software Process Model

We selected to follow the **Agile development** model for our iOS application. The Agile development process model favors adaptive planning, evolutionary development, early delivery, and continuous improvement, and it encourages rapid and flexible response to change. The Agile manifesto consists of:

1. Individuals and Interactions over processes and tools
 - (a) As university student ourselves we understand the product in and out thus giving us a complete advantage of understanding what needs to be implemented in order to achieve the goal of this project.
2. Working Software over comprehensive documentation
 - (a) Our software was built with keeping in mind that importance of simplicity. The user must "naturally" understand the application and its utilization without having to explain every detail or action to take.
3. Customer Collaboration over contract negotiation
 - (a) We consulted with the Computer Science Department faculty in order to specifically tailor the application to suite the needs of North American University student's needs and help the faculty member to be more helpful.
4. Responding to Change over following a plan
 - (a) As we built the application, we tested each feature and made changes accordingly. It is very difficult to just write out a solid plan to follow. It is much more efficient to be able to respond to change during development.

2.2 Roles and Responsibilities

- Design
 1. Bedir M Tapkan
 2. Shohrat Muhamov
- Front-end
 1. Bedir M Tapkan
 2. Mikhail M.Meskhi
- Landing Page
 1. Albina Frolova
- Back-end
 1. Albina Frolova
 2. Bilal Onal

3 Project Management Plan

3.1 Tasks

3.2 Front-end

3.3 Back-end

3.3.1 iOS Development

3.3.2 Design

3.3.3 Landing Page

3.4 Timetable

4 Testing

4.1 Features Tested

4.2 Features Not Tested

4.3 Test Cases

5 Additional Material

5.1 Screen shots

5.2 Final Presentation

5.3 Code