

# ASSIGNMENT PART 1

COSC2625 BUILDING IT SYSTEMS

**MAX AND OTHERS**

**SCRUMBOARD APPLICATION**

## Group Members

**Full Name:** Max Simms-Walker

**Student Number:** S385347



### Background and Passion in IT

I am an Australian student studying a bachelor's degree in Information Technology. I enjoy travelling, meeting new people, playing basketball, cooking, movies and cats.

My passions in I.T. includes web development, UX/UI design and cyber security.

### What are you good at/interested in?

I am good at using HTML and CSS as well as using designing tools like FIGMA, I also know some basic JavaScript, java, SQL, node.js and php. I am interested in making/designing websites.

### What are your weaker points in the context of the project needs

My weaker points would be programming, I do not feel as comfortable as I would like to be programming so I need to improve upon my programming skills. Furthermore, I have little experience using git and designing software. However, I know how to create repositories and upload file onto AWS and Github.

### **What role do you expect to be performing in the project**

I expect to be performing the job of designing the software and implementing features in the application using HTML, CSS and JavaScript.

#### **1. [Benjamin Vo] [S3843112]**



#### **[Background and Passion in IT]**

I'm a current student at RMIT, an undergraduate doing bachelor of IT with plans to hopefully do a masters degree as well. I've done VCE software development and various other computer related subjects in high school. I enjoy learning about PC hardware and would like to be in the field of Cybersecurity. From a young age, I've played with computer and few sorts of components with my father, thus getting me really interested in pursuing a career around it

#### **[What are you good at/interested in?]**

I'm interested in playing video games a lot. Regarding the field of IT, I'd say I'm decent/is interested in the design aspect of IT (UX/UI). I'm decent at doing Java programming but my general confidence in Java is still lacking.

#### **[What are your weaker points in the context of the project needs]**

Weaker points in the context of the project would be the coding aspects of the mobile application as I've personally have never touched or been around the process of app development.

[What role do you expect to be performing in the project]

The role that I expect to be playing would probably be coding a few functionalities of the app. Would like to help in also designing the application's aesthetics as well.

## **2. Lim Sing Huat [S3836781]**

### **[Background and Passion in IT]**

First year student in Bachelors of IT, changed course from an engineering diploma to this degree due to the wide range of possibilities in the future. I am personally into business IT and analytics but is also keen to learn all of aspects of IT.

### **[What are you good at/interested in?]**

I would say that my java is decent from semester 1 programming course and I can do basic HTML and CSS. Since starting my degree, I have developed an interest in the business side of IT.

### **[What are your weaker points in the context of the project needs]**

I would say that my HTML and CSS needs some brushing up to do as most of my modules this semester requires both HTML and CSS. Thus, this web application project will help me improve in that aspect.

### **[What role do you expect to be performing in the project]**

A role that will help improve my programming skills and designing would be ideal.

## **Mohamed Hussein Nur [s3841634]**

### **[Background and Passion in IT]**

I am a first-year bachelor of IT student and don't really have any background in IT prior to Uni. Since starting my degree, I have developed an interest in developing websites and simple GUI's.

### **[What are you good at/interested in?]**

I'm decent at HTML5 and CCS3 currently. I'm also learning basics of Java in Intro to programming class. I would be interested in learning JavaScript as well because I believe it's vital to improve functionality on web pages. I have also used Figma as a prototyping tool in the past and have basic knowledge of MySQL lite.

### **[What are your weaker points in the context of the project needs]**

I wish to improve on my CSS skills (specially CSS grid) throughout this project and want to increase my JavaScript knowledge.

**[What role do you expect to be performing in the project]**

I would be happy to partake in a role that requires CSS and JavaScript programming. I also wouldn't mind taking up a role that includes some type of UI designing

**3. [Yashraj Mewada] [s3841523]**



**[Background and Passion in IT]**

I am a first year in Bachelor of Computing Studies, I've got very little background in IT since it's my first year, but I've always been interested in the development of new technology.

**[What are you good at/interested in?]**

In my personal life I'd say I'm interested in gaming, physical activities, going to gym and a bit of travelling and photography. Within the IT field I'd say I'm mainly interested within the designing and business aspects of IT. I can't say I'm good at programming or databases, but I've managed to learn a bit of java and SQL in the last semester and have a basic understanding of it.

**[What are your weaker points in the context of the project needs]**

My weakest points would mainly be the programming aspects of it due the fact that I've just recently learned the language like many other but also the fact that I struggle with it the most.

**[What role do you expect to be performing in the project]**

Although I'm expected to be performing roles evenly within the group as programming seems to be the most difficult tasks.

**4. [Nipun Herath Mudiyanse] [s3839956]**



**[Background and Passion in IT]**

A student that enjoyed going out and was enjoying life before quarantine. Currently studying Bachelor of IT and completed VCE Software Development. IT knowledge has been proven to be important and I aspire to broaden my knowledge as well work in the IT industry in the future.

**[What are you good at/interested in?]**

I am interested in one day being able to create my own app, it is a dream of mine to create an app that will be viral but even if it does not gain popularity I'd like to create an app for it to be part of my portfolio. I am a bit more enthusiastic about designing the interfaces of applications, this might be because I am not that confident with my coding skills. However, I do enjoy the backend coding and improving my coding skills as well. Outside of the IT world I enjoy gaming and physical activities as well as going out whenever possible.

**[What are your weaker points in the context of the project needs]**

I think creating and managing data bases will be one of my weaker points, however I am studying Practical Database Concepts as a subject this semester and I believe that it will be extremely helpful going forward with our project idea.

**[What role do you expect to be performing in the project]**

I will be more than happy to take on tasks that will require me to use skills such as design and programming as well tasks linked to databases in order to boost my confidence in each of these areas.

## Description

[ Describe the IT system you intend to build and include details of the functionality it will provide. Pitch your description so that someone with moderate technical knowledge will understand the project outcomes without ambiguity. Categorise your project. This section should also identify the type of project this is a mobile app, web app, a game or something else. It should also contain description of the functionality of the product]

We intend to develop a scrum/kanban board in the form of a web application that assists users in keeping track of their projects progress. The board is monitored and referred to by the team and shows all tasks during daily meetings, keeping the team focused on the remaining tasks and goals. The Scrumboard application has the functionality to create a project and add members, creating notes that are first stored in a backlog, users can then add tasks to the note to be completed as well as remove tasks. Users can also drag and drop the notes from different parts of the scrumboard into other parts of the board e.g. move notes out of the backlog into the to do category or in progress category for instance. Developers will be able to drag avatars that represent developers who are working on a specific task on to the notes to make it clear who is doing what task. The notes will be customisable, users will have the option to change the colour and font of the notes. The Scrumboard application includes a calendar feature that can be used to set deadlines and save the state of the notes on a given day to keep a timeline of the project's development. When tasks are completed they will be moved to the done pile.

## Demonstrable Outcomes

### Project Motivation

**What are the factors that motivated the group to choose this project?**

Our group thought that it would be useful to have an application that could be used to help us in future application development projects. Although similar applications exist like Trello, our team wanted to focus on an application that was more specific to the scrumboard and would expand upon existing user board applications by adding a calendar features to track projects and set deadlines. Furthermore, our team thought that it would be a great project to challenge ourselves and become familiar with new programming languages, as well as developing new functionalities that we have never created before.

### Minimum Viable Features (MVF)

### **Feature:**

#### **Create project**

-When users open the application for the first time, they will have to create a project. There will be a graphical interface and an input field.

### **Validation test**

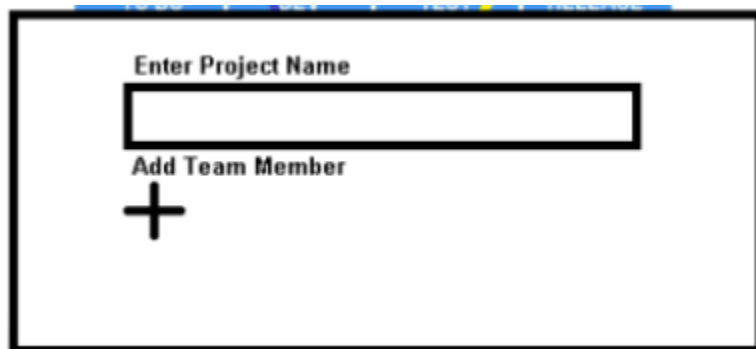
-When users type in text in the enter project name form and click add Team name is added to the database and project name appears on interface to indicate that project is created.

#### **Add team members**

-The Scrumboard application will have the capability to add team members to the project by clicking on the plus icon. This will be displayed on the same graphical interface below the create project input field.

### **Validation test:**

-When plus icon is clicked a text field appears that allows users to type in team members name when the team member clicks submit the team member is added to the database and the team member appears on the interface to let the user know that the member has been added.

A rectangular box representing a user interface. Inside the box, at the top, is the text "Enter Project Name" followed by a horizontal rectangular input field. Below the input field is the text "Add Team Member" and a plus sign (+) icon.

### **Feature:**

#### **Create grid with categories**

-A five column layout will be displayed that contains the categories backlog to do, dev, test and release which users can drop their notes into different categories.

### **validation test:**

-A column of 5 columns should appear when user has authenticated their group and logged in

| Back log  | TO DO | DEV   | TEST  | RELEASE  |
|---|-------|---|---|--|
|  |       |  |  |  |
|  |       |   |  |  |
|  |       |   |   |  |
|  |       |   |   |  |
|  |       |   |   |  |

### **Feature:**

#### **Create notes**

-The Scrumboard application will have the functionality to create notes which can add tasks.

### **Validation test:**

-When the + icon is clicked a new sticky note will appear, when the user types in information on the note text will appear also.

-When user clicks the + icon on the sticky note a new task is created.

### **Feature:**

#### **Delete notes**

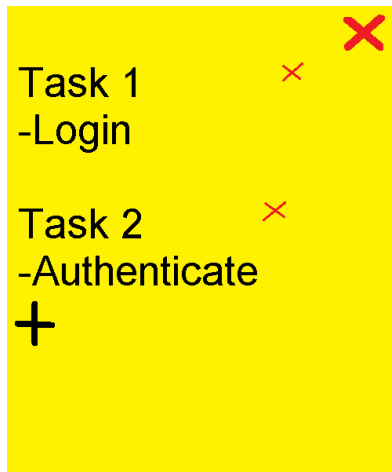
The Scrumboard application will have the functionality to delete notes as well as delete tasks.

### **Validation test:**

-When the **X** icon is clicked on the top right corner the sticky note will delete

-When the **X** icon is clicked above task the task will delete.





### **Feature:**

#### **Drag and drop notes**

-Drag and drop functionality of the notes containing tasks is an essential feature of this application as been able to move the notes into different categories is a must.

### **Validation test:**

-When the user clicks and holds down the click button and moves the mouse the note should move with the position of the mouse and when the user lets go of the clicker the sticky note should remain in the position where the user released the mouse.

### **Feature:**

#### **Calendar feature that can set dates.**

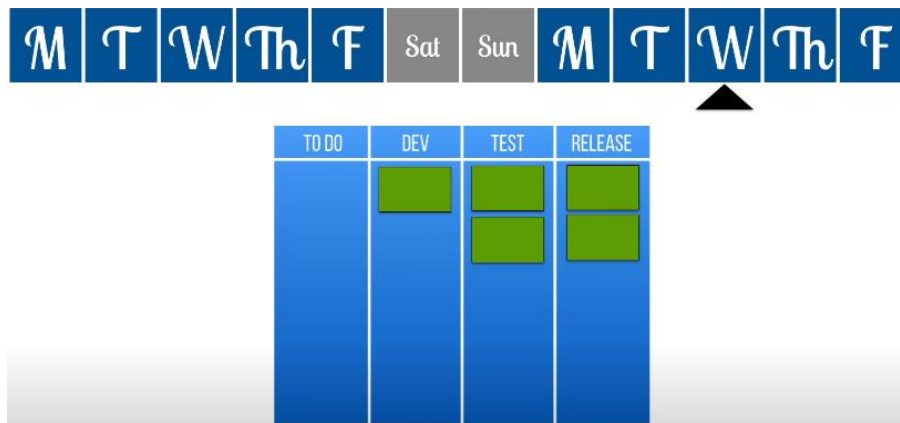
Finally, a calendar feature of the application which can set dates and view state of scrumboard throughout will be used to track and plan SCRUM projects.

### **Validation test:**

-A calendar should display above the scrum board when the user logs in.

-When user clicks on different days it should show the state of the scrum board during these different dates.

-When the user taps on the set deadline icon that date should be set as the project deadline and that day in the calendar changes to red.



## Extended Viable Features (EVF)

### Feature:

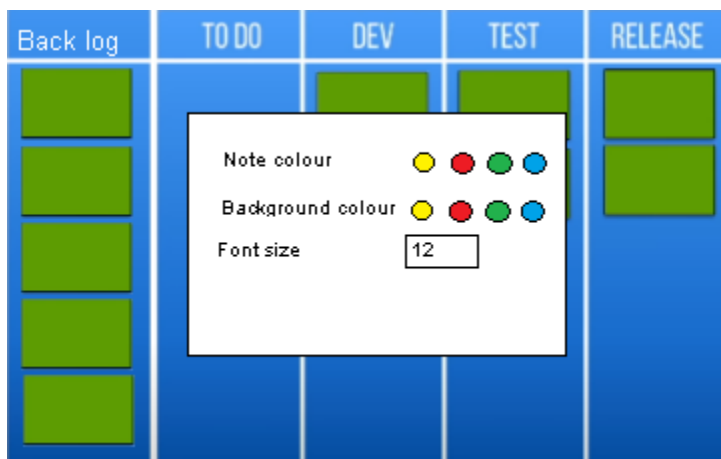
**Customization of font size & color, background and stick notes**

-Users will have the ability to change the colour of sticky notes and background of logboard

### Validation test:

-When users click on the options icon window pop up box will appear with the options to change colour of sticky notes, font-family, font-size and background of Scrum-board

-When user selects any of the different customizable options the effects should take place immediately e.g. notes turn colour from yellow to blue, background changes from white to black.



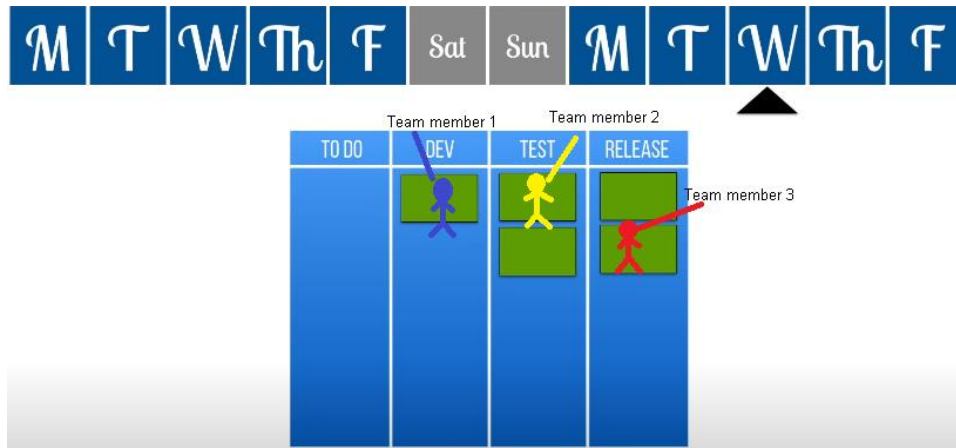
### Feature:

**Drag and drop features of avatars**

Users can create avatars that can be placed on a sticky note to better emphasise who is doing each task in project.

### Validation test:

- When user clicks avatar icon an avatar appears.
- User can drag avatar to sticky note where it stays in place.



(Need one more extended feature)

## Project Justification

### 1. Workload - Ben

[ Justify your expected and actual workloads]

#### **Justified Workload**

Since we are working on a web application, the approximate time the project should take would fulfil the time requirements. With assistance using the trello board, we will try to allocate the tasks evenly so every student will be able to do equal amounts of work, depending on the difficulty.

As a requirement from the assignment, every student is to do some sort of coding. Since every individual in max-and-others have similar coding experience, the workload in developing the core features would generally be equal.

*Week 1 and 2: Workload was fairly light as we were starting the semester*

|   |            |            |  |
|---|------------|------------|--|
| Research and brainstorm project ideas                                 | 27/07/2020 | 10/08/2020 | Max<br>Mohamed<br>Sing<br>Nipun<br>Benjamin<br>Yashraj |
| Writing a small paragraph about potential ideas after first rejection | 27/07/2020 | 10/08/2020 |  |
| Doing microdentals  | 27/07/2020 | 10/08/2020 |  |
| Approx: 1-5 hours each  | 27/07/2020 | 10/08/2020 |  |

*Week 3:*

|   |            |            |  |
|---|------------|------------|--|
| Research and brainstorm project ideas                                 | 27/07/2020 | 21/07/2020 | Max<br>Mohamed<br>Sing<br>Nipun<br>Benjamin<br>Yashraj |
| Writing a small paragraph about potential ideas after first rejection |            |            |  |
| Doing microdentals  |            |            |  |
| Approx: 1-5 hours each  |            |            |  |

*Week 4 Assignment Part 1*

|   |            |            |          |
|---|------------|------------|----------|
| Assignment 1- Project justification (Beyond current capabilities) (1-2 hours) | 09/09/2020 | 16/09/2020 | Benjamin |
| Assignment 1 - Risks (1-3 hours)  | 09/09/2020 | 16/09/2020 | Yashraj  |
| Assignment 1 - How  | 09/09/2020 | 16/09/2020 | Mohamed  |

|   |            |            |  |
|---|------------|------------|--|
| (1-3 hours)   |            |            |  |
| Set up AWS  | 09/09/2020 | 14/09/2020 | Benjamin   |
| Design logo/ website layout<br>(1-2 hours)                              | 09/09/2020 | 14/09/2020 | Benjamin   |
| Create use cases for each feature based off user stories<br>(1-4 hours) | 09/09/2020 | 16/09/2020 | Mohamed Sing Nipun                                     |
| User stories – Acceptance criteria<br>(1-3 hours)                       | 09/09/2020 | 16/09/2020 | Yashraj Sing Max                                       |
| Setting up Github<br>(1 hour)   | 09/09/2020 | 16/09/2020 | Max  |
| Create user stories on Trello<br><br>(1 hour)                           | 03/09/2020 | 10/09/2020 | Max<br>Mohamed<br>Sing<br>Nipun<br>Benjamin<br>Yashraj |

*Week 5: Design phase (3 weeks)*

|   |            |            |   |
|---|------------|------------|---|
| Design of the overall mobile app for the different functions<br><br>Phase 1: initial sketch up of general design,<br><br>Each screen/tab allocated between all team members<br><br>(3-4 hours each) | 17/09/2020 | 23/09/2020 | Benjamin<br>Mohamed<br>Sing<br>Yashraj<br>Max |
|---|------------|------------|---|

*Week 6*

|  |            |            |   |
|--|------------|------------|---|
| Design of the overall mobile app for the different functions | 23/09/2020 | 30/09/2020 | Benjamin<br>Mohamed<br>Sing<br>Yashraj<br>Max |
|--|------------|------------|---|

|  |  |  |       |
|--|--|--|-------|
| <p>Phase 1: initial sketch up of general design,</p> <p>Each screen/tab allocated between all team members</p> <p>(3-4 hours each)</p> |  |  | Nipun |
|--|--|--|-------|

### Week 7

|  |            |           |  |
|--|------------|-----------|--|
| <p>Mockups, Design and Build</p> <p>Phase 2: developing sketches, starting to put it into computer, close idea to the actual prototype</p> <p>Usage of prototyping tools, (such as figma) creating all layouts</p> <p>(3-4 hours each)</p> | 30/09/2020 | 6/10/2020 | Benjamin<br>Mohamed<br>Sing<br>Yashraj<br>Max<br>Nipun |
| <p>Starting off researching on how to code the functionalities of the mobile app</p> <p>(1-2 hours each)</p>   | 30/09/2020 | 6/10/2020 | Benjamin<br>Mohamed<br>Sing<br>Yashraj<br>Max<br>Nipun |

### Week 8

|   |           |            |  |
|---|-----------|------------|--|
| <p>Finalise Design Documentation</p> <p>Finalisation of designs (how the app will look)</p> | 6/10/2020 | 13/10/2020 | Benjamin<br>Mohamed<br>Sing<br>Yashraj<br>Max<br>Nipun |
|---|-----------|------------|--|

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*Student allocation of task may change further down the project depending on time frame or help*

The group's minimum viable features includes:

- Create Project
- Adding Team members
- Creating grids with categories
- Creating/Deleting notes
- Dragging and dropping notes
- Calendar

Extended Features are:

- Customisation of font size, colour, background and notes
- Drag and drop of avatars

Majority of these functions will require coding, which all of us are willing to do and gain extensive knowledge on. Since all of us have worked with Java before, it is very likely that all of us will be allocated with 1 function to code in java. Before we start on developing the actual application, our weeks are divided into sections approximations of tasks within the weeks

*Week 9: This would be the area where developing the functional parts of the mobile app (3 weeks)*

|  |            |            |  |
|--|------------|------------|--|
| Design and Build iteration<br><br>Using java to code all key and minimum functions for the application | 13/10/2020 | 20/10/2020 | Benjamin<br>Mohamed<br>Sing<br>Yashraj<br>Max<br>Nipun |
| Create Project (Scrum board project)   | 13/10/2020 | 20/10/2020 | Benjamin   |

|  |            |            |         |
|--|------------|------------|---------|
| (4-5 hours)  |            |            |         |
| Creating grids with categories                                       | 13/10/2020 | 20/10/2020 | Mohamed |
| (4-5 hours)  |            |            |         |
| Creating/Deleting notes  | 13/10/2020 | 20/10/2020 | Sing    |
| (4-5 hours)  |            |            |         |
| Dragging and dropping notes  | 13/10/2020 | 20/10/2020 | Yashraj |
| (4-5 hours)  |            |            |         |
| Calendar   | 13/10/2020 | 20/10/2020 | Max     |
| (4-5 hours)  |            |            |         |
| Customisation of font size, colour, background and notes             | 13/10/2020 | 20/10/2020 | Nipun   |
| (4-5 hours)  |            |            |         |
| Drag and drop of avatars   | 13/10/2020 | 20/10/2020 | Mohamed |
| (4-5 hours)  |            |            |         |
| Customisation of font size, colour, background and notes (1-3 hours) | 13/10/2020 | 20/10/2020 | Max     |

### Week 10

|  |            |            |  |
|--|------------|------------|--|
| Design and Build iteration   | 20/10/2020 | 27/10/2020 | Benjamin<br>Mohamed<br>Sing<br>Yashraj<br>Max<br>Nipun |
| Using java to code all key and minimum functions for the application |            |            |  |



|   |            |            |          |
|---|------------|------------|----------|
| Create Project (Scrum board project)<br><br>(4-5 hours)                     | 20/10/2020 | 27/10/2020 | Benjamin |
| Creating grids with categories<br><br>(4-5 hours)                           | 20/10/2020 | 27/10/2020 | Mohamed  |
| Creating/Deleting notes<br><br>(4-5 hours)                                  | 20/10/2020 | 27/10/2020 | Sing     |
| Dragging and dropping notes<br><br>(4-5 hours)                              | 20/10/2020 | 27/10/2020 | Yashraj  |
| Calendar<br><br>(4-5 hours)   | 20/10/2020 | 27/10/2020 | Max      |
| Customisation of font size, colour, background and notes<br><br>(4-5 hours) | 20/10/2020 | 27/10/2020 | Nipun    |
| Drag and drop of avatars<br><br>(1-5 hours)                                 | 20/10/2020 | 27/10/2020 | Mohamed  |
| Customisation of font size, colour, background and notes (1-5 hours)        | 20/10/2020 | 27/10/2020 | Max      |

*Week 11: prototype finalisation*

|   |            |           |  |
|---|------------|-----------|--|
| Design and Build Iteration<br><br>Same key functions being developed by the same individuals, | 27/10/2020 | 4/11/2020 | Benjamin<br>Mohamed<br>Sing<br>Yashraj<br>Max<br>Nipun |
|---|------------|-----------|--|

|  |  |  |  |
|--|--|--|--|
| (unless changes are to be made)<br><br>Last week is for finalisation of the application, prototype should be working (applies to all functions by everyone)<br><br>(5 hours each ) |  |  |  |
|--|--|--|--|

*Week 12: documents being finalised*

|  |           |            |  |
|--|-----------|------------|--|
| Finalise portfolio Documentation<br><br>(1-3 hours each) | 4/11/2020 | 11/11/2020 | Benjamin<br>Mohamed<br>Sing<br>Yashraj<br>Max<br>Nipun |
|--|-----------|------------|--|

## 2. Beyond Current Capabilities - Nipun

[ Rationalise and contrast the expected versus beyond expected capabilities]

### 3. Risks - Yashraj

#### Risk 1

Within our Scrum Board idea we've decided on enlisting a unique feature which is a calendar, the calendar will be able to set dates and view the states of the scrum board at different dates, this feature will allow users to easily view project deadlines. The risks of this feature within our project is its implementation due to most of the group members lacking coding skills as most of us are beginners. By having this as one of our main and unique features we risk the ability to complete the project or fulfill the intended result as we may not be well prepared or are unable to implement the feature in the short span of time.

Certain tools or rather expertise that we are lacking are the coding skills to implement the calendar feature, other resources we are limited by are time. Time is a factor that can influence how much effort we will put into creating the application as well as the learning curve required to build this application.

To resolve this major issue, we have access to numerous resources on both canvas, YouTube and other websites that can help our team by giving us a starting point to implement the feature within our website.

#### Risk 2

A major risk that comes with creating the scrum board is the originality of the idea, as there are already many other scrum board applications and websites out there that we need to compete against and make ours stand out, the risks for creating a scrum board idea is the possibility of it being the same as others.

Although we have all the tools to create the project there is always the uncertainty that the project could offer nothing unique to other competitors out there, as it could be too similar to other scrum board like applications and therefore not stand out as much as our team would of hoped.

Although there seems to be many variants of the kanban/scrum board, ours tries to resolve this by focusing on being project oriented rather than general use, this is done through setting up scrum boards with 5 columns for the projects in the order of Backlog, To Do, Dev, Test and Release. By having a more project-oriented scrum board our project has the potential of standing out as users may be attracted to the sole idea of project management within a scrum board with a calendar feature.

### Risk 3

The implementation of the commit button is a potential risk for our project. The commit button is crucial for the setup of our database and its functionality, setting this up is a risk as it proves to be a problem in terms of programming, this feature also poses a risk in the sense of implementation of security protocols for privacy principles and user data storage.

Setting up the database and programming the commit button to store the layout of the database seems to be a daunting task. as previously mentioned most of us are new to programming, some members seem to have experience in setting up databases which does reduce the difficulty of this task. Other resources we may need to access are privacy policy rules and following Australian regulations of storing user data.

This risk can be solved through members doing heavy research into the implementation of the commit button and the database through YouTube or other resources. This could be considered a minor risk as some members are more comfortable in dealing with this feature. To resolve the risk of data storage we may need to include user disclosure when storing their data as well as the privacy policies which we may need to conduct research on as well.

### **Team dynamics:**

Within our team the 3 main challenges we face as a group are organizational skills, communication and time management. in terms of our organizational skills, our team is severely lacking in the sense of the way our work is managed within Microsoft teams as it tends to be cluttered up and mixed between channels, this can be managed by having all files uploaded to the main channel. For communication within our group, we seem to be less interactive outside our group meetings, this can be solved by updating what each member is working on every 2nd or 3rd day. Lastly time management seems to be somewhat of an issue as some members tend to be late or can't arrive at some meeting due to other obligations, this can be resolved by agreeing on a specific time that everyone is available.

## **Part D – Mohamed -----> “HOW” -Section**

### **Resources & Tools**

## **GitHUB -**

Our Group will be using GitHub as a (FREE) version control software, which'll allow us to track changes in our code across different versions. We believe GitHub will make it easier for multiple team-members to collaborate on a single feature if needed. This'll be done by creating a private repository and all our team members will gain access to it.

An alternative to using GIT could be something like Google drive, It also provides a version history to users but in this case, we believe GitHub is more suitable as it's directed more towards programmers.

**AWS** - We will be using AWS to host our HTML & CSS pages for each assignment stage, this method was a suggestion, encouraged through the assignment specifications. To host our website on AWS we will be creating a s3 bucket to deploy it on the internet and this'll provide a link to our website. The URL will make it easier for our assignment to be graded by the markers

(Hosting through AWS will be very low cost, although we do have an allowance given to each student by the university amounting to \$50 of credits.)

An Alternative to this will be to use Firebase (made by GOOGLE), this works similarly to AWS in regards to website hosting, but the university would like us to use AWS instead, so that's what we are going with.

**Trello** - Our group will be using Trello as a task management tool. It makes collaboration easier because it allows us to organise our tasks via sticky notes on different lists. Everyone in our team also has access to Trello, so it makes it easier to keep up with what's being worked on and who is working on it.

**Microsoft Teams** - We will also be using Microsoft teams as our main communication tool, it allows us to keep all of our communication in one place and makes it easier for our mentor (Ivan) to keep up to date with how we are going.

**HTML-** HTML will be one of the 3 programming languages we will use, it'll mainly be used to structure the front end of our website.

**CSS-** Cascading Style sheets will also be used on the front-end of our scrum board website. Its main purpose will be to beautify the presentation of our user interface and to help us create a responsive web application.

Specifically, we intend to use CSS flexbox because it'll allow us to easily align items both horizontally and vertically in the layout of our website. We also intend to use CSS Grid as it'll make it simpler to create a responsive design.

**JavaScript-** Vanilla JavaScript will be used to implement functionality to our front end and could also be used as a backend (Node.js) if we decide to not go with MySQL Database.

## **Collaborative Workspaces**

### **Trello:**

#### **How to navigate to this workspace**

1. Sign up using RMIT email
2. Once signed in, you will be redirected to the HOME Page
3. Under the sub-section, "Teams" you should find a team called "Max & Others"
4. Once in the "Max & Others" team channel, you will have access to all our team boards!

Additional LINK:

<https://trello.com/b/zoYfuBq1/trello-board>

### **Microsoft Teams** - *This workspace can be accessed via 2 ways:*

1. Browser
2. MST Desktop application

#### **How to navigate to this workspace**

1. Sign up using RMIT Account
2. Click "teams" in the navigation panel on the right
3. Enter our main course channel called "COSC2625 Building IT Systems Semester 2, 2020"
4. Access our private sub-channel through list called "IS- MO-330-Max & Others"

Additional LINK:

<https://teams.microsoft.com/l/team/19%3ac2a1b6b4ff304416b98ad469f506ec9e%40thread.tacv2/conversations?groupId=caa461f4-e382-4703-8007-4561845e6dd6&tenantId=d1323671-cdbe-4417-b4d4-bdb24b51316b>

### **GitHub:**

#### **How to navigate to this workspace**

1. Sign into your GitHub account
2. Search up for a Repository called "IS-MO-330-Max-and-others"

Additional LINK:

<https://github.com/Maxtreme69/IS-MO-330-Max-and-others.git>

### **AWS:**

## **How to navigate to this workspace**

1. Login to AWS educate
2. Click “my classrooms” in the top navigation panel
3. Choose the classroom allocated to this course, called “Building IT Systems 2” - Educator should be named Isaac Balbin
4. Next you will be re-directed to the Vocareum labs site and through here you can access the “AWS Management Console”
5. When in the “AWS Management Console”, search up a service called s3
6. Next search up our private s3 Bucket called “buildingcompsystemsassignment1”!
7. You are finally here!

Additional LINK:

<https://s3.console.aws.amazon.com/s3/buckets/buildingcompsystemsassignment1/?region=us-east-1&tab=overview>

## **Group Contract**

### **Expectations: (Ground Rules)**

1. Meetings will start around 5-10 mins after the agreed upon starting time, this will usually be 4:30pm every Friday afternoon. Everyone should assume responsibility to make sure they are available and ready by then.
2. You should expect the meetings to last around an hour, sometimes it may be shorter or take longer than an hour.
3. Everyone is required to attend all the meetings, if you aren't able to make it, please let the team know before-hand.
5. You should try your best to remain in the meeting until all the discussions/ tasks have been completed. If you must leave mid-meeting, make sure to let the team know.
6. Each member should expect to take on a reasonable workload for the week coming and whatever you were assigned is expected to be completed before the next meeting unless another deadline is agreed upon.
7. All group-members are encouraged to participate in discussions, and you should be open to receiving and giving constructive feedback.

### **Task Allocation:**

#### **Specific tasks-**

Features

Backend design

Database design

User Interface design

**Roles** - To be decided upcoming weeks

**Due-Dates** -

Assignment Part 1: 15/8/20

Assignment Part 2: 20/9/20 (Incl: Mock-ups, low-fidelity prototype & Basic Design)

Assignment Part 3: 18/10/20 (Full design, High-fidelity Prototype & Fully functional build with MVP)

**Dealing with unmet Expectations:**

1. If you are assigned a task outside of your capabilities, it is recommended that you try your best to complete it and seek help from other group members.
2. If you need assistance with your allocated task, you should seek help ASAP instead of leaving things to the last minute.

**Expected frequency of responses:**

1. It is recommended that you turn on your notifications for our teams' channel because that's where most of our communication will occur.
2. You should also provide a secondary form of contact.
3. It is recommended that you check our team's channel for any updates at least twice a day (Every 12 hours). If you turn on your notifs , this shouldn't be a problem for you as you'll be alerted instantly.

**NOTE:** This Group contract will be posted on our teams' channel for everyone to agree on and everyone will be given the chance to amend or add onto the rules stated above before the contract is finalized

**Max & Others (TEAM MEMBERS)**

| <u>Name</u>        | <u>Strengths</u>                           | <u>Areas to Develop</u>                           |
|--------------------|--|---|
| <b>Benjamin Vo</b> | Java<br>UI Design                          | Java<br>UI Design                                 |
| <b>Max</b>         | HTML<br>CSS<br>Figma<br>JavaScript<br>Java | Designing<br>JavaScript<br>Java<br>PHP<br>Node.js |



|                     |                            |                           |
|---------------------|----------------------------|---------------------------|
|                     | PHP<br>Node.js<br>SQL      | SQL                       |
| <b>Nipun</b>        | Design                     | SQL<br>Design             |
| <b>Mohamed</b>      | HTML<br>CSS<br>Java<br>SQL | JavaScript<br>Java<br>SQL |
| <b>Sing (Randy)</b> | HTML<br>CSS<br>Java        | Design<br>HTML<br>CSS     |
| <b>Yashraj</b>      | Java<br>SQL                | Java<br>SQL               |

#### 8. Project Timetable

| Title                                 | Planned Start | Planned Due | Lead by  |
|---------------------------------------|---------------|-------------|--|
| <b>Week 3</b>                         |               |             |  |
| Research and brainstorm project ideas | 27/07/2020    | 21/07/2020  | Max<br>Mohamed<br>Sing<br>Nipun<br>Benjamin<br>Yashraj |
| <b>Week 4</b>                         |               |             |  |

|   |                      |                      |  |
|---|----------------------|----------------------|--|
| Create proposal and propose project to Ivan and Isaac             | 03/09/2020           | 05/09/2020           | Max<br>Mohamed<br>Sing<br>Nipun<br>Benjamin<br>Yashraj |
| Set up Github   | 03/09/2020           | 10/09/2020           | Max  |
| Set up AWS  | 03/09/2020           | 10/09/2020           | Sing Huat Lim  |
| Team meeting  | 07/09/2020<br>4:30pm | 07/09/2020<br>6:00pm | Max  |
| Create user stories on Trello                                     | 03/09/2020           | 10/09/2020           | Max<br>Mohamed<br>Sing<br>Nipun<br>Benjamin<br>Yashraj |
| Work on assignment 1  | 03/09/2020           | 16/09/2020           | Max<br>Mohamed<br>Sing<br>Nipun<br>Benjamin<br>Yashraj |
| <b>Week 5</b>   |                      |                      |  |
| Assignment 1 – Create website                                     | 09/09/2020           | 16/09/2020           | Max  |
| Assignment 1 – Project justification (Workload)                   | 09/09/2020           | 16/09/2020           | Benjamin   |
| Assignment 1- Project justification (Beyond current capabilities) | 09/09/2020           | 16/09/2020           | Nipun  |

|  |            |            |                                |
|--|------------|------------|--------------------------------|
|  |            |            |                                |
| Assignment 1 - Risks                                     | 09/09/2020 | 16/09/2020 | Yashraj                        |
| Assignment 1 - How                                       | 09/09/2020 | 16/09/2020 | Mohamed                        |
| Set up AWS   | 09/09/2020 | 14/09/2020 | Sing                           |
| Design logo/website layout                               | 09/09/2020 | 14/09/2020 | Benjamin                       |
| Create use cases for each feature based off user stories | 09/09/2020 | 16/09/2020 | Mohamed<br>Sing<br>Nipun       |
| User stories – Acceptance criteria                       | 09/09/2020 | 16/09/2020 | Yashraj<br><br>Sing<br><br>Max |