College of Business App: Vision & Scope

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1 Background

Students at Oregon State University today all have the task of attending their classes, doing their homework, and staying on top of their school responsibilities. Beyond registered classes, there are many events that OSU holds for students, staff or outsiders to the college. These people most often find out about these events through emails, Canvas announcements, or word from their professors. This method of informing students can easily go forgotten about or sometimes not reach the recipient in the first place. The College of Business App will act as a platform where staff and students at OSU can schedule, plan, and sign up for events at Oregon State through a central application that holds all the necessary information about these events. This application will allow staff to manage events listed and create new ones, while students can easily browse through current events, or search for ones of their own interests. Beyond just creating and signing up for events, the application will support integration with calendars, allowing users to keep track of events they signed up for and set reminders. With this information being held within the application, event planners will be able to track physical attendance through capabilities supported by the app, to make sure which students signed up and which students showed up. As a whole, the College of Business App will act as the home for event planning, registration, and tracking for events taking place at Oregon State.

2 Vision Statement

Growth Hypothesis: Students and Staff at Oregon State will break the communication barrier that is currently in place surrounding events.

Students at Oregon State currently have a platform for managing their schedule and classes to help them complete their assignments on time and manage their time between each class they are enrolled in. Beyond classes, the tools available to students for extracurricular options show little presence. Many students miss out on events that they might be interested in, as there is no concrete way for reaching these students. With the College of Business App in place, a general 'home' for events will be set, allowing students an ease of exploration for events, and a general tool for planning and tracking events they find appealing. With this there will no longer be any interference in finding or being informed of events around campus. Along with increased awareness of these events, event organizers will be able to see exactly who was present, opening post-event possibilities.

Value Hypothesis: Attendance at Oregon State events will increase, creating possibilities for more events to take place.

With a tool in place for students to explore events around campus and attend those that they are interested in, the general attendance of these events will dwarf the numbers that the previous attendance displayed. The College of Business App will supply those students with information about events that they would otherwise be unaware of and, due to no knowledge of the event, fail to attend. With this situation eliminated, attendance will rise and hosting events at Oregon State will be more desirable, possibly reaching hosts that would previously not show interest.

Functional requirements - The project can offer different functions for students and administrators. Business students can view the current events, and to choose their own like to take part in the events of the content, and advising appointments sign up. The administration can browse through all events, and create or delete some events,and check the student's attendance.

Non-functional requirements - Students can check in by swiping a student ID card or scanning QR-code.

3   Success Measures

[Success measures should be clear steps that can be taken at various stages of the project to determine if the vision goals are being met. Each measure needs to specify what you are measuring, how you are measuring it, and an expected outcome. This should not be focused on measuring the features of the solution (i.e. this isn't test results that verify the features have been implemented correctly). Rather, this is a measure of the impact the solution has had on the business. Do not write "all tests are passing."]

The first stage is to make an operation flow chart and draw an App interface. The success condition of this project is that the project owner agrees with our design.The second stage is to complete the code. Our team members can divide the code into modules that perform the code's functions in turn. This is the success of the second stage.The final stage is the testing phase. We can put the App in different environments for use and use the App according to the operation flow chart's requirements.If the app passes our test in the third stage, the app will be finally successful.

4   Prioritized Project Constraints

[All projects are constrained by the three components: time, resources and scope. It is impossible to have all three be completely flexible, so this section focuses on the prioritization of these three elements and how decisions should be made as it pertains to these constraints (e.g. In order to achieve the goals laid out in the vision the solution must be in place by the beginning of the fall term. In order to release by that date, scope may be reduced or more resources brought to bear on the project).
This section may not be very clear cut and it is important to convey the interactions of these three constraints. Often one constraint will take priority over another up to a point at which the prioritization might change (e.g. a minimal scope might be required for success, after which the budget becomes the most important priority).]

Time:
The first constraint is time, because we are all senior students, we may not have too much time to do this project. Therefore, it is important to schedule time limits for completing projects, which can help us keep our tasks on time.

Resources:
In terms of resources, we can contact our project partner and our TA. The project partner can advise us on the functionality of our project so that our project will go in the right direction. TA can help us technically, and we can ask for solutions when we have problems with our code.

Scope:
On the scope of implementation, our team members hope to complete the design of all functions of the App and complete the basic website framework before the end of this semester. This will allow for implementation and testing to get started sooner, Our partners want to realize the function that students

can check in by swiping a student ID card or scanning QR-code. This functionality will start after the basic function of the project is realized.

5 Stakeholders

- **Omar Trindad**
  The project partner.
- **OSU Business Students**
  Uses the App to view current events and expand events, and get event registration and notification.
- **Administration**
  Uses the App to create or edit events, and get event registration and notification.

6 Risk

Risk	Likelihood	Impact	Mitigation Strategy	Early Detection	Consequence
The deadline may not be possible with the size of the minimal required scope of the project.	Unlikely	High	To mitigate this, a review of current progress and an update to the plan will be done on a weekly basis so more resources can be brought in if required to accomplish the minimal required scope on time. Each update will provide an opportunity to assess current progress and decide if the project should move forward or if it should be scrapped or postponed	Weekly plan updates result in an iteration plan that goes beyond the deadline.	Should the mitigation strategy fail to prevent/avoid the risk, the project may be scrapped without any solution being deployed.
Team members may not be able to attend project meetings.	Unlikely	Medium	In order to alleviate this situation, team members should decide whether to attend the project meeting in advance, unless it's an emergency.	If they cannot attend the meeting for some reason, they will tell the rest of the team 24 hours early.	Should the mitigation strategy fail to prevent/avoid the risk, We will record the content of the project and tell team members who did not attend the meeting by email after the meeting.

7 Scope

1.1 Process Flows
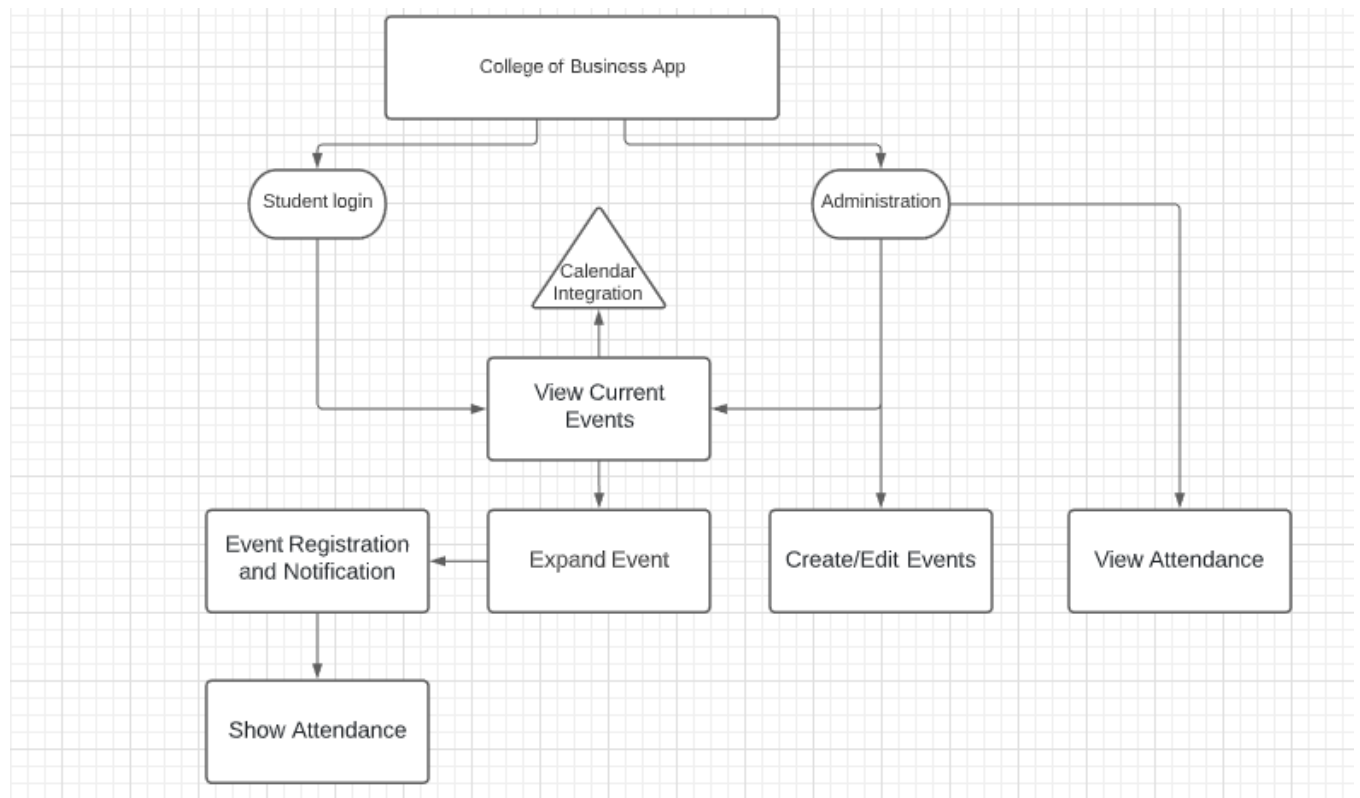
1.2 User Stories

As a business student, I need this College of Business App to help me view the current events, and to choose their own like to take part in the events of the content, So that I can register for advising appointments more conveniently.

As an administrator, I need this College of Business App to help me browse through all events, and create or delete some events. So that I can check the student's attendance after a student's signs up for an event.

8 Iteration Plan and Estimate

[An estimate of the iterations is described here. Based on the velocity of the development team, an overall cost of the project is described. This is usually done as a range due to the level of uncertainty at this stage of the project. Looking at previous project data is useful in creating these estimates.]

The development will be divided into three stages. The first stage is to create an operation flow chart, draw App interface, and assign the design of different functions in the application to team members to carry out. This step will finish before the end of this term. The second stage is to

complete the code. Our team members can divide the code into different modules and complete the code function in turn, and then upload it to GitHub for testing. This process will take ten weeks. The last stage is the testing phase. We can put the App in different environments for use and use the App according to the operation flow chart's requirements. If any bug is found in operation, we will fix it. I think it will take nine weeks to complete.