Capstone Project, group 8
Project Statement

Project:
Our project is to create a crowdfunding application specifically for students and other university community members who are in need of financial assistance.

Purpose:
Sometimes students require financial assistance in cases where applications for support through the university or public funding programs would be too timely or logistically burdensome. Examples would be the individual need for a laptop or textbooks, or the funding requirement of small university clubs.

Customer:
Customer in this case would be Kent State University. They would pay to use our services to facilitate the crowdfunding requests/donations. Kent's objectives in regard to this application would be to offer another medium for financial aid for its students and faculty. Kent would want to do what they can to improve student and faculty quality of life. They also want more students to enroll, so having this additional support could be another selling point for incoming students. Other major stakeholders could be other universities who would want to use this service.

Users:
The application's end user would be the students or clubs requiring the crowdfunding services. These users would post donation requests and be able to give donations to postings. Students usually have access to a computer with internet connection and a modern browser, so accessing the application isn't a big issue. However, we might need to make consideration for visually handicapped students. Our application should be designed so that a student armed with screen reading software is able to accurately understand and navigate the interface. The administrator would be the university. Because the university will be administrating the app, we must develop a clean and easy to use interface for both user and admin.
Kent State University currently has around 22,000 undergraduate students. If only 10% of the undergraduates use the application, we'll have 2,200 users. We need to make an estimate for the number of concurrent users and make sure the servers are able to handle the network load.

Technical:
The project would be built as a web application. The first iteration should include a way for a user to create a funding request, a way for administrators to approve and deny requests, and integration of *one* digital wallet service.
Once the working build is complete, we will add more features with further updates. We plan to decide which features to include with meetings and then setting a goal, depending on feedback on the current build and remaining development time. This is our implementation of an Agile development process, where we plan, we build, we review feedback, and repeat.

Examples of possible features are a secondhand textbook market, textbook/software drives for specific classes, and an accompanying mobile app.

Assumptions and Risks:
One big assumption we are making is that this application is something that universities will adopt. We are assuming that the universities will be an active part in moderating requests users make that are associated with said university. There might be legal stipulations about this sort of thing, as it deals with money and we have a public university as the administrator for this.

Always a risk with crowdfunding is the funds not being used by the poster for its intended purposes. Our project pre-remedies this by having the university be the one to approve and deny requests, giving them the responsibility. Security over transfers is also a concern. We're using a third party service to manage the monetary transactions, but we still need to make sure our customers' information is protected.