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Project Proposal - Rough Draft

Company Name: The Deconstructors

Submitted to: Todd Breedlove

Submitted by:

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Email:

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REVISION HISTORY

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| **Author** | **Company** | **Version** | **Date** | **Filename** | **Comments** |
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SIGNATORY PAGE

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ Author: Michael Remley Date

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ Author: Codey Winslow Date

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ Author: Kacey Balabin Date

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ Author: Jared Glasser Date

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ Author: Jihyuk Chung Date

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ Reviewer: Todd Breedlove Date

TABLE OF CONTENTS

[Project Proposal - Rough Draft i](#_Toc22512821)

[LEGAL NOTICE i](#_Toc22512822)

[COPYRIGHT NOTICE i](#_Toc22512823)

[REVISION HISTORY i](#_Toc22512824)

[SIGNATORY PAGE ii](#_Toc22512825)

[TABLE OF CONTENTS iii](#_Toc22512826)

[1. INTRODUCTION 1](#_Toc22512827)

[**1.1** **PURPOSE** 1](#_Toc22512828)

[**1.2** **SCOPE** 1](#_Toc22512829)

[**1.3** **INTENDED AUDIENCE** 1](#_Toc22512830)

[2. PROJECT MANAGEMENT 2](#_Toc22512831)

[**2.2** **Change Management Procedures** 2](#_Toc22512832)

[**2.3** **The Deconstructors Team, Timelines, and Documentation** 2](#_Toc22512833)

[3. SYSTEM GENERAL DESCRIPTION 3](#_Toc22512834)

[**3.1** **PROBLEM STATEMENT** 3](#_Toc22512835)

[**3.2** **PERSPECTIVE** 3](#_Toc22512836)

[**3.2.1** **History / Background / Prior Releases** 3](#_Toc22512837)

[**3.2.2** **Relation of Development to Existing Systems** 3](#_Toc22512838)

[4. PRODUCT REQUIREMENTS 4](#_Toc22512839)

[**4.1** **Functional** 4](#_Toc22512840)

[5. USER PROFILES 6](#_Toc22512841)

[6. APPENDIX A – GLOSSARY OF TERMS 7](#_Toc22512842)

[7. APPENDIX B – CHANGE REQUEST FORM 8](#_Toc22512843)

1. INTRODUCTION
   1. **PURPOSE**

The purpose of this document is to propose the design and implementation of the [product] application. The section and subsections following are dedication to defining and describing the format of this document or the intended design plans.

* 1. **SCOPE**

The scope of this document is limited to project management, general system discussions, and a description of the product requirements which will describe in limited detail the intended design features and functionality. Also, includes is the specific functionality of modules and otherwise discrete functionalities that may later be added to the system.

* 1. **INTENDED AUDIENCE**

The intended audience of this document includes everyone, including children and any third party interested in this project.

1. PROJECT MANAGEMENT
   1. **CHANGE MANAGEMENT PROCEDURES**
   2. **THE DECONSTRUCTORS TEAM, TIMELINES, AND DOCUMENTATION**
2. SYSTEM GENERAL DESCRIPTION
   1. **PROBLEM STATEMENT**

Develop a product that streamlines activity planning. This product should allow quick and easy creation of schedules for recreation or responsibility. This will come in the form of a mobile app, and it should be designed in an open enough way to allow the user to use it in a way that fits them best.

* 1. **PERSPECTIVE**
     1. **History / Background / Prior Releases**

[product] encompasses features that have existed in many organization software products over time, but this app will be able to bring more focus to the planning process that those could not. Other apps that attempt to serve the same purpose follow more of a spreadsheet-like design which is not the direction [product] will go.

* + 1. **Relation of Development to Existing Systems**

[product] will not be built upon any existing system.

1. PRODUCT REQUIREMENTS

This section serves the purpose of detailing all requirements the final product must meet upon launch. The functional requirements are grouped by broad areas of requisite and detailed further in subgroups. They describe the features within the app we want to deliver directly to the user.

* 1. **FUNCTIONAL**

1. **Startup/ Login Screen**

This screen is used to capture the user’s credentials if they wish to use the product’s online features.

1. Username and password fields
2. Login as guest button
   1. User can choose not to go online and still use the app
3. **Main Screen**

This page is the landing for users to choose what feature they want to use in the app

1. New Plan
   1. Users can select this to begin creating a new plan
2. My Plans
   1. Users can select this to view their saved plans or plans stored on the cloud
   2. (Optional) Users can tag events to view how much they spent time on
3. Today Area
   1. This section is a quick access are to see what plans were scheduled for today
4. Social
   1. Users can send add other users as their friends
      1. Users can accept or deny friends request
   2. Users can send messages to other users
5. **Notifications + Reminders**
6. The system will have a notification and reminder system
   1. The system will notify the user of upcoming events through push notifications
      1. The system will use the android’s native push notifications and banners
   2. The users will be able to disable messaging notifications
7. **Settings**
8. The system will have a settings tab containing app preferences
   1. The system will allow the user to edit how they are reminded about upcoming events.
9. The system will have a privacy tab containing privacy preferences
   1. The system will give the user choice to always be online & discoverable
   2. The system will allow the user to edit privacy settings
   3. The system will allow the user to disable private messages
10. The system will have a cloud tab containing save preferences
    1. The system will give the user choice to save plans to the cloud
    2. The system will give the user choice to share plans with friends
11. **Graphic User Interface**

The application’s main interface and button layout

1. The system will display login page
   1. The system will give the user choice to log in using an email
   2. The system will give the user choice to log in as a guest
   3. (Optional) The system will give the user to log in with Google+
   4. (Optional) The system will give the user to log in with Facebook
2. The system will have adjustable time frames for selected activities
3. The system will have visual aids for constructed schedules and plans
4. **Installer**
5. Create Installer for android devices
   1. (Optional) Add ability to change language
6. (Optional) Create a Website for PC users
7. **Error Handling**
8. Create custom error module
9. **Platform**
10. Android Studio development
11. Application and server code written in Kotlin
12. **Performance**
13. Xxxx
14. USER PROFILES

The users of [Product] are everyone who are interested in a new application to manage and organize their localized activity.

1. APPENDIX A – GLOSSARY OF TERMS

[Product] – The proposed project, which is and planner application for everyone to help manage daily life and localized activities better.

1. APPENDIX B – CHANGE REQUEST FORM

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date Requested: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Description of Proposed Change:

Reason for change:

Comments: