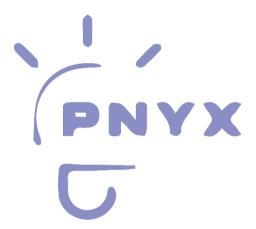
Sandra FOUZARI Victoria GAUTHIER Danila KILIN Constance LE FOURN SOFTWARE ENGINEERING

Arnaud NAUWICK Ahmed AZOUGH





The final report for Software Engineering class

Year: 2022/2023 Semester 7

Index

Project Summary:	3
Benchmark:	
Design Pattern	
Plan and interfaces:	
The main page:	5
The sign in/sign up	
The book submission	
Teamwork:	9
The team:	9
The Organisation:	9
-	11

Project Summary:

The main goal of this website is to allow customers and streaming platform users to contribute ideas for script, books, or fanfictions that could potentially be turned into films or TV shows. These ideas are submitted through the website, and users can then vote for their favourites. At the end of each month, the top five submissions with the most votes are selected and offered as a "call for tenders" to professional filmmakers, scriptwriters, and streaming platforms. These industry professionals can then review the ideas and decide if they would like to adapt them into a project.

If a professional filmmaker or scriptwriter is interested in adapting one of the top five submissions, the website helps facilitate a contract between the user who submitted the idea and the professional. If the submission is an existing work, such as a book or a story from a platform like Wattpad or Webtoon, the website also helps to ensure that the author of the work receives financial compensation.

Overall, the goal of the website is to provide a platform for users to share their ideas and for professional filmmakers to discover new, untapped stories. It also helps to ensure that the authors of existing works are properly compensated if their ideas are adapted into films or TV shows. It is an unique and innovative platform that aims to empower users to participate in the creative process of film and television production. The voting system and monthly themes will help organize the submissions and ensure that a wide range of ideas are considered. The call for tenders system also provides an opportunity for professional filmmakers to discover and potentially adapt new stories into their projects. Overall, it aims to be a valuable resource for both users and industry professionals.

Benchmark:

Currently, social media users have the option of suggesting ideas for new film or television series in the comment sections of posts made by their favourite streaming platforms. For example, Netflix may create posts on Twitter that invite users to suggest ideas for new content. However, it is possible that some of these suggestions may not be visible to all users, and there is no guarantee that the suggestions will be read or taken into consideration. Additionally, users are not typically rewarded in any way for making these suggestions.

The only websites that currently exist in this domain provide instructions on how to submit an entire script. There are no websites that allow users to submit already existing stories as potential scenarios for film or TV adaptations. The only website similar to what is being described is Wattpad, which is a platform for writing and sharing stories. Some stories from Wattpad have been turned into published books, with or without the help of the Wattpad platform. Wattpad also has a voting system that allows readers to find stories using keywords and to create a top ten list of popular stories. This system is used to identify the most popular stories on the platform, some of which may be considered for publication in the traditional publishing industry.

Design Pattern

COULEURS

charte graphique

Les couleurs ont été choisies en fonction des valeur du site web notamment la créativité avec le violet et le principe de vote rappelé par le bleu

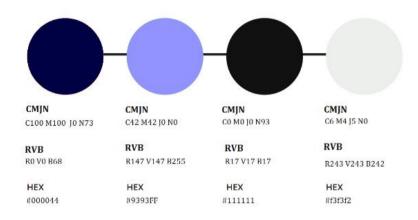


Fig 1: Graphic

TYPO

Les fonts choisies sont simples et corporates

Titres

H1 Made Tommy Bold 36 pt H2 Made Tommy Medium 30 pt

Textes

Cambria Regular 14 pt

Fig 2: Typo

Plan and interfaces:

Here are some visuals that we created during our class time, where some of the visuals came to light. The visuals are simple, and help see what sort of structure we could use for the creation of the websites with the different options that may be included.

Link to GitHub to find the source of every page shown below: <u>GitHub - Const679/software-engineering</u>

The main page:

The welcome page where you arrive. You have access to the options given on the website.

Final sketch:



Bienvenue sur PNYX

Le site où vous pourrez proposer à vos plateformes de streaming préférées des livres, webtoons et autre idées pour adaptation

Nous	Partager une histoire	Voter pour une histoire	Précédents gagnants	Votre espace	Nous contacter
Notre projet	Pour le thème	Vos livres	Pour le thème	Vos histoires Vos votes	
Notre collaboration	Pour le thème	Vos scénarii	Pour le thème		
Notre équipe	re équipe Pour le thème	Vos Webtoons	Pour le thème	Vos documents	

Fig 3: Main page sketch

Final page:

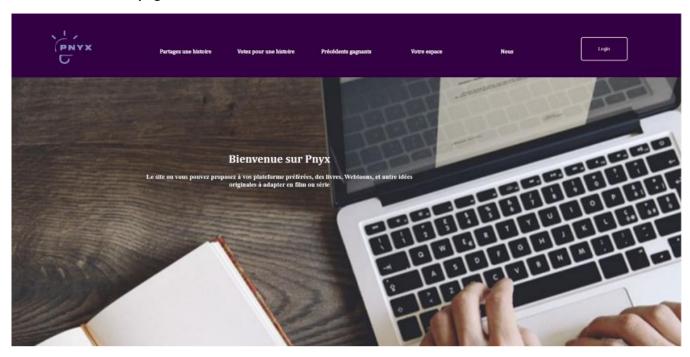


Fig 4: Home Page of the website

The sign in/sign up

This page allows the users to sign up if they haven't already logged in with all the information, in order to build the user in the database.

Same goes for the sign in where the info given should allow us to find the user in the database.

Final sketch:

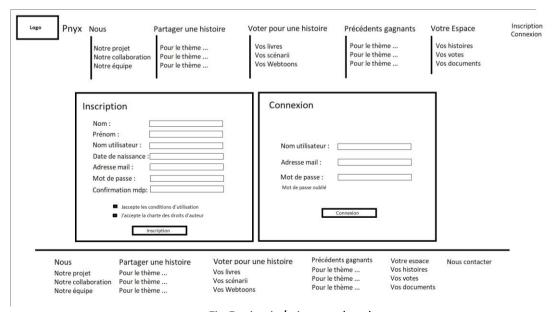


Fig 5: sign in/ sign up sketch

Final page:

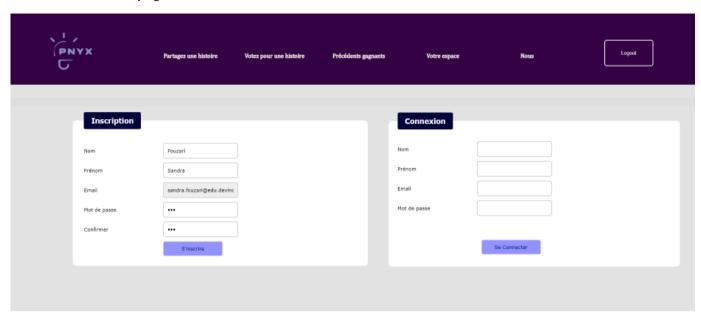


Fig 6: Sign in and sign up page

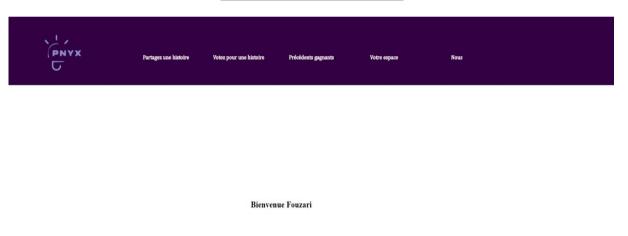


Fig 7: Complete connexion page

The book submission

The submission page on the website is designed to be dynamic, meaning that the information that is requested from the user can change depending on their selection in the "Partager une histoire" (Share a Story) section. For example, if a user wants to submit a story that they have published on Wattpad or Webtoon, the website will ask for the title of the story, the username of the author, and the URL link to the story. However, if the user wants to submit a script, the website will request a

synopsis of the story and a letter of intent, which will be publicly displayed on the website. The script itself will only be disclosed to the website's administrators and professionals if the story is selected as one of the top five submissions.

Final Sketch:

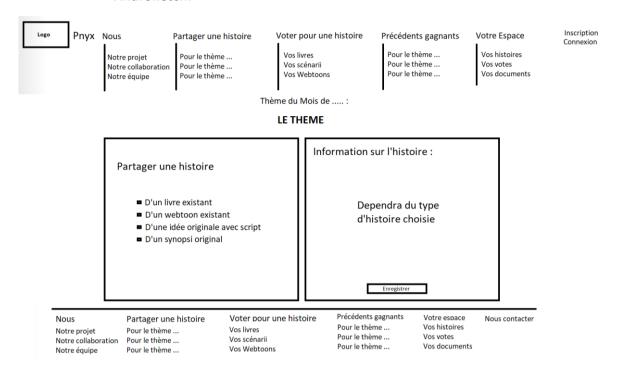


Fig 8: book submission sketch

The website is to be built the following way:

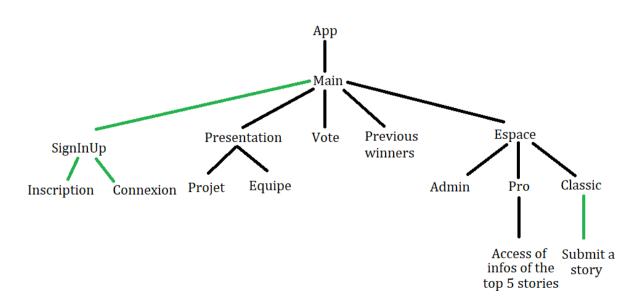


Fig 9: Website structure

Teamwork:

The team:

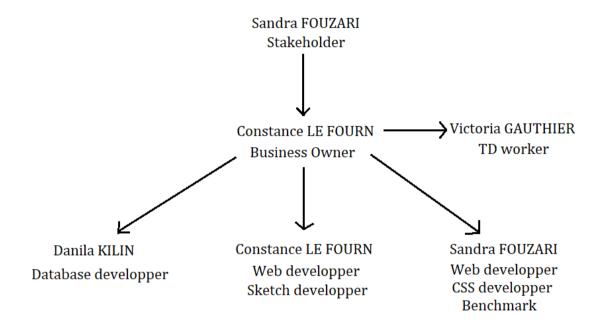


Fig 10: The different roles

You'll find an explanatory video with this link: https://we.tl/t-0aVqFLypEv

The Organisation:

Every non assigned tasks was completed as a group.

Link to Jira, an invite has already been sent: Pnyx - Feuille de route - Jira (atlassian.net)

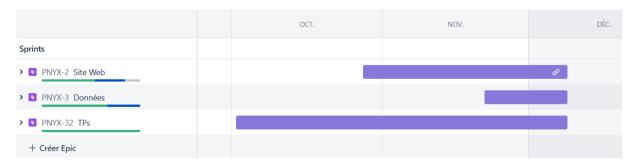


Fig 11: The 3 sprints



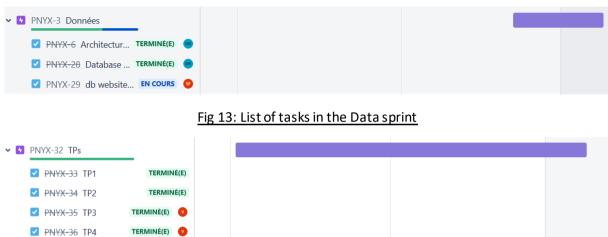


Fig 14: List of tasks in the TP sprint

Conclusion:

The website was developed using a range of software engineering techniques and best practices, including agile methodologies.

As part of the development process, we conducted extensive research to understand the needs of our target audience and to identify any existing solutions to the problem we were trying to solve. We then used this information to inform the design and functionality of our website. Throughout the project, we worked collaboratively as a team, using agile methodologies to track our progress and make adjustments as needed. In addition to the technical aspects of the project, we also placed a strong emphasis on user experience and accessibility. We wanted to ensure that our website was easy to navigate and use for a wide range of users, regardless of their technical expertise or ability. To achieve this, we carefully considered the layout and design of the website, as well as the language we provided. The quantity of work that was demanded for this project was a little too important for the time we were allocated, but we have succeeded in creating the baseline. It has not yet been finished; however, we have completed the required tasks for this class.

Overall, we are proud of the work we have completed and believe that our website represents a small but introductory contribution to the field of software engineering, in the context of a group of students that are in the discovery phase. We hope that this project not only demonstrates our understanding of software engineering concepts, but also provides a useful and functional idea. Thank you again for considering our project, and we hope that you find it interesting.