

DRAFT FOR A MONOLOGUE CLOUD COMMUNITY WEB PROJECT

Key steps:

	Designer	First Programmer	Second Programmer
Planning (8)	Review project requirements. (2) Programmers decide on web platform (Ruby on Rails, Django, PHP, etc.) Programmers sketch components of code internals. (4) Designer and programmers sketch layout and design of website. (2)		
Design (15)	Creates mockup of design. (10) Creates HTML template. (5) Gives template to programmer.		
Implementa- tion (51)		Add template to site. (5) User system. (10) Message system. (5) Deployment. (8)	Monologue system. (10) Request system. (8) Editor features. (5)
Testing (25)	Thorough testing by programmers, other people involved, and test users. (10) Decisions of what modifications need to be made to improve user experience. (5) Programmers divide work to fix and bugs or make needed modifications. (10)		

* Numbers in parentheses are an estimation of how many hours each stage will take.

* Additional time will be needed for regular meetings between programmers, the frequency and duration of these depending on the timeframe of the project.

Requirements:

Monologue System:

1. Search the community database of Monologues online
 - a. Search by title, text of monologue, or author
 - b. Search by category
 - c. Sort by title, category, date added, or author
 - d. Click on monologue to view (2)
 - e. If the user is not satisfied with results, click a button to request a monologue (7)
2. View a monologue online
 - a. See monologue title, author, text, and all category information
 - b. Click on author to view author's profile page (4)
 - c. Logged in users can rate monologue and add comments
 - d. Share monologue by emailing or through various social networks
3. Submit a monologue to add to the database
 - a. The author enters the monologue title, text, and any attributions
 - b. If the monologue is a response to a request, the monologue is added to the request page and the requester is notified of the response
 - c. The monologue is added to the search index, (1) and marked as requiring review by an editor (11)

User System:

4. View a user's profile page
 - a. See user's name, biography, photo, and preferred categories of monologues
 - b. Link to user's Facebook page, and possibly other social networks
 - c. Send a message to user (9)
5. Edit profile and account information
 - a. Change email address, password, and notification preferences
 - b. Change information that appears on profile page (4)
6. Sign in/Sign out/Register
 - a. User can sign in with Facebook email/password
 - b. User can sign in with Monologue Cloud email/password
 - c. User can create a new Monologue Cloud account with email, password
 - d. On first sign in, user is asked to update the information that appears on his profile page
 - e. New email addresses must be verified

Request System:

7. Request a monologue
 - a. Select desired categories, along with any other descriptive text that would help the author
 - b. Users that match the categories are notified
8. Search requests for monologues
 - a. Search requests in the same manner that one would search for monologues
 - b. View most recent requests
 - c. View requests that fit the author's preferred categories
 - d. Click on request to see a page showing request information, as well as all responses, and to respond to the request by submitting a monologue

Message System:

9. Send a message to another user
 - a. Enter user's name and message to send
10. View message inbox
 - a. See messages addresses to user, sorted by date

Special Features for Editors:

11. Review unreviewed monologues
 - a. See number of monologues left to review, and next monologue to review
 - b. See monologue title, text and categories
 - c. Choose whether to migrate the monologue to the selective database
 - d. Choose whether to remove the monologue completely from the site
 - e. Choose whether to block the author of the monologue
12. Manage monologues
 - a. Edit all information regarding monologues when searching for monologues

Numbers in parentheses are references where there will be a critical connection between two parts of the site.