

# PROJECT DESCRIPTION

## Vipassanā – Insight Awareness (VIA) - System

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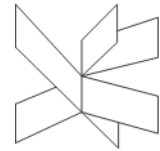
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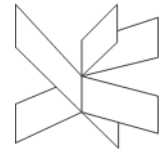
Michael Viuff



## Table of Contents

<b>I.</b>	<b>Background description</b>	<b>3</b>
<b>II.</b>	<b>Definition of purpose</b>	<b>3</b>
<b>III.</b>	<b>Problem statement</b>	<b>4</b>
<b>IV.</b>	<b>Delimitations</b>	<b>6</b>
<b>V.</b>	<b>Choice of models and methods</b>	<b>7</b>
<b>VI.</b>	<b>Time schedule</b>	<b>8</b>
<b>VII.</b>	<b>Risk assessment</b>	<b>9</b>
<b>VIII.</b>	<b>Sources of information</b>	<b>10</b>

## Appendices



## I. Background description

Vipassanā - Insight Awareness (VIA) is a center for spiritual events originally with a base in the Buddhist principles of meditation with the purpose of offering their members insight on this culture and way of life, presenting them a method of approach life on a daily basis ([VIA Interview](#)). Today's events at VIA also include spiritual practices not directly linked to any religion like dream interpretations, healing, astrology, reincarnation, Karma, alternative health care and similar practices. VIA also organizes a wide range of lectures, seminars and workshops dedicated to its members. VIA's main goal is to be the prime choice in organizing and running of spiritual events. Everything ranging from workshops, lectures, seminars, meditation sessions ([Example of an Event](#)) across any religion including Buddhism, Christianity, Hinduism, Shintoism and Taoism. The staff is ready to assist anyone willing to hold a spiritual event in their center ([Home Page of VIA](#)). It is offering guaranteed safety within their event halls and chance to find likeminded individuals either to participate in the event or help run it ([The Council of VIA](#)).

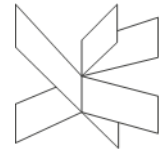
Vipassana-Insight Awareness has problems with the organization and keepsake of its events.

The company lacks a proper database system ([VIA Interview](#)) to use in running the organization properly. The employees usually have a hard time remembering the contact information for lecturers and their members as well. Moreover, they encounter issues with whomever is subscribed to their newsletter and the subscribers' contact information.

It also has issues with reaching and engaging with its members over the internet ([VIA Interview](#)). They currently have no way of advertising themselves online and no way for their customers to check the event information (hours, prices) and the contact information of its staff outside of the open hours of the office.

## II. Definition of Purpose

To avoid confusion and time waste in connection with misinterpreting and misunderstanding contact information or event details and to create a healthier connection with the company's customers, as well as providing all necessary information about staff and events.



### III. Problem statement

Below we have an overall question that encompasses our final goal, accompanied by smaller-scaled specific questions meant to outline our expectations of the challenges to come during the project's development.

**Overall Question:** How can we develop the system and website it accompanies ?

Before any work commences we must take a step back and think the whole process through. We need to think about the methods we're going to use, about the design we choose and the way we implement it.

**Specific Question:** How can we develop a complex system that meets the customer's requirements?

Development of a software application with specific customer requirements almost always implies that there will be problems along the way. Some of these problems are related to the implementation itself and some of the problems are related to external factors such as copyright issues.

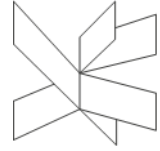
**Specific Question:** How can we satisfy the customers idea of a good design for the system?

Working with customers that are not familiar with common design practices in software development can usually lead to disparity between the developers and the customers idea of a great overall design.

**Specific Question:** How can we faithfully translate the design of the product into the actual system?

Translating design into actual code can impose problems if the design itself is flawed. During the implementation of the design we may realize that we need to change it as it is not practically viable.

**Specific Question:** What legal issues, such as copyright infringements may arise after the system along with the website will be put in use?



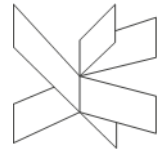
Due to absence of a legal consultant we may not detect certain copyright infringements during development thus legal issues may arise after the system and website will be put in use ([Danish Copyright Law](#)).

**Specific Question:** How can we transfer the current data that the customer has into a new system?

The customer holds specific information that we will need to transfer into our system after it is fully developed. Some of this information may not comply with the system's capabilities.

**Specific Question:** How will the user interact with the application?

A good interaction between the system and the user is necessary in order to correctly and efficiently store information in the system ([The Importance of a GUI](#)).



## IV. Delimitations

Below are the delimitations of this project and team. All listed items will not be handled by our development team and thus will not be taken into account in the final project.

### Development delimitations:

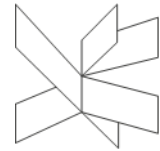
- We will not handle the link between the website and the system upon the customer's request.
- It is not our main priority to develop a complex graphical user interface.

### System deployment delimitations:

- Our team will not manually teach the end user how to use the system.
- Our team will not handle the actual deployment of the system.

### Legal delimitations:

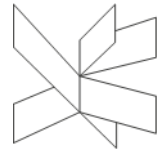
- We will not focus on solving copyright infringements or any other legal issues that may arise.



## V. Choice of models and methods

The table below gives a more in-depth look at our team's way of solving a specific problem that may occur during the development of the project. The problem in question is "How will the user interact with the application?".

Why is it necessary to solve this problem?
To have a more user-friendly interaction between the user and the application itself.
Which methods will we use?
A custom user interface.
What will the UI contain?
It will contain relevant tools for the employee to work with.
How do we know what is relevant to the employee?
Feedback from employees during feedback and Q&A period.
Who will be responsible for solving a problem?
The whole project team.
Development deadline?
7 <sup>h</sup> November
Feedback and quality assurance period?
8 <sup>th</sup> November – 18 <sup>th</sup> December
When is the final deadline?
19 <sup>th</sup> December



## VI. Time schedule

Overall schedule for the [website](#) part of the project:

Analysis and requirements
14 <sup>th</sup> September – 16 <sup>th</sup> September
Design
16 <sup>th</sup> September – 18 September
Implementation
18 <sup>th</sup> September – 25 <sup>th</sup> September
Internal testing
25 <sup>th</sup> September – 28 <sup>th</sup> September

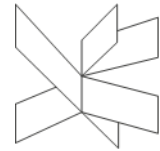
Overall schedule for the [software application](#) part of the project:

Analysis and requirements
29 <sup>th</sup> September – 4 <sup>th</sup> October
Design
5 <sup>th</sup> October – 8 <sup>th</sup> October
Implementation
9 <sup>th</sup> October – 19 <sup>th</sup> October
Internal testing
20 <sup>th</sup> October – 7 <sup>th</sup> November
External testing
8 <sup>th</sup> November – 18 <sup>th</sup> December

## VII. Risk assessment

Harabagiu Stefan(266116), Nikita Roskov(266900), Dawei Li(269053), Andrei Cioanca(266105)



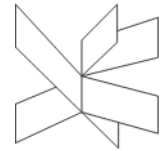


Below are some of the risks we find the most important that may or may not hinder our progress and how we plan to overcome them.

Likelihood scale goes from, least likely to happen (1) to most likely to happen (5).

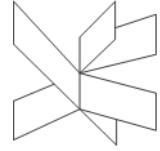
Severity scale goes from, least amount of work required to fix the issue (1) to a lot of work required to fix the issue (5).

Risk	Description	Likelihood Scale: 1-5	Severity Scale: 1-5	Risk Mitigation	Identifiers	Responsible
Flawed design	The design is incorrect	2	4	Apply the SCRUM approach constantly	The verification part of the development process	The whole team is responsible for every risk assessment
Confusing user interface	The interface is not easily understandable by the end user	1	3	Constant communication with customer	External testing	
Design misinterpretation	Misinterpreting our own design when implementing it into the system	2	3	Constant verification between the original design and new implementations	Running frequent tests	
Incorrect initial data transfer	Transferring the initial data of the customer incorrectly	1	2	Structuring the initial data according to our system's needs	Verification between developer and end user	



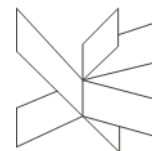
## VIII. Sources of information

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## Appendices

- Group Contract



## Group Contract

### Group 4

**Date:** 09/10/2017

These are the terms of group conduct and cooperation that we agree on as a team.

**Participation:** We agree to each participate in an equal amount during the project's development.

**Communication:** We agree to meet and discuss everyone's part in the project as well as problems that may arise during development on a weekly basis.




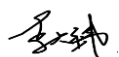
**Meetings:** We agree to meet once a week to discuss and assess everyone's part in the project and to assemble it overall.

**Conduct:** We agree to meet on time and focus for the duration of the meeting on the project.

**Conflict:** We agree to discuss every possibility and to communicate every nuance of the conflict we might have.

**Deadlines:** We agree to respect deadlines even though it might mean incompleteness of the project, as long as we assess the reasons and document our overall failure it will help us in the future.

**Other Issues:** Will be discussed in the meetings.

Group Member's Name	Student Number	Signature
Andrei Cioanca	266105	
Stefan Harabagiu	266116	
Nikita Roshkov	266900	
Dawei Li	269053	

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