

COSC 4P02
Project Proposal
R8Scholar

by

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Team Name: R8Scholar

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Objective: Goal is to develop R8Scholar a website dedicated to rating all things Scholarly with respect to Brock University.

GitHub Page: <https://github.com/SethShickluna/COSC-4P02-R8Scholar>

Proposal:

In this document, we propose a web application to rate scholars. This website is similar to known websites such as RateMyProfessor.com but with a few modifications. This website would allow students from Brock University to sign up and contribute, or to view content anonymously. The differences when compared to RateMyProfessor is our site allows not only professors to be rated but also courses and departments. Furthermore, each opportunity for rating will also come with a place to leave comments as well as forum discussion from verified users. We have considered the name ‘R8Scholar’ for this project.

The objective of this project is to deliver a comprehensive experience for Brock students to be able to communicate about their experiences and to give advice/information on potential interactions they might have at the school.

This project is important in the sense that Brock University does not have a form of social networking which can bring together and educate the student community on what experiences are common at the University. This will allow Brock students to have a personalized experience in which they can better understand which programs, resources, or people are best fit to them as well as give feedback after having that experience in order for other Brock students to benefit as well.

The importance of this project also is derived from the fact that web development technologies are always growing and expanding so having hands-on experience with these technologies allows us to become increasingly familiar with developer technologies that are used in the industry.

Software Engineering Process:

The team will be looking to take the project on using the SCRUM methodology, the reason being that SCRUM offers an agile development and the freedom to work in concentrated teams but with a common goal. The interleaved nature of updated requirements and incrementing of software features seems just right for this type of project.

Due to the web development required as well as the constant need to review performance, feature stability and doing extensive unit testing, the SCRUM length should look to be limited to between one and two weeks in order to allow for development teams to solve problems encountered during previous cycles.

The timing of releases/iterations of the project will largely be dictated by the due dates for the reports and the timing for the presentations. There is no defined timeline as of now, but, see the timetable provided in this document for an overview.

Technologies:

- Django: Development framework to manage templates and database (Python)
- Bootstrap CSS: Bootstrap is an open-source CSS library which handles the design and look of a website. This technology allows developers to easily write beautiful web pages without having to worry about the nitty-gritty of writing large CSS files.
- AWS Server: This project will need a database to store the information of the users and the information they contribute to the website. AWS has many free options for hosting websites and connecting to a back end database.

Sprint Cycle/Weekly Meeting:

Sprint planning: every Monday 4PM (UTC -05:00) Eastern Time (US & Canada) starting 5th week

Sprint review/retrospective: Sunday 7PM (UTC -05:00) Eastern Time (US & Canada) starting 5th week

Timetable:

Week	Objective	Notes
1 (January 11th)	Finalize the project proposal	
2 (January 18th)	Requirements Elicitation	Invite Nasser Ezzati-Jivan Start system design this week (as it might take longer)
3 (January 25th)	System Design	
4 (February 1st)	Requirements/Overall Design report finalized	Report due February 7th Sprint planning for next week
5 (February 8th)	Begin 1st Development sprint	The content of these cycles are decided in the weekly scrum meetings
6 (February 15th)	2nd Development sprint	Invite Nasser Ezzati-Jivan
7 (February 22nd)	3rd Development sprint	Finish first release & Assess backlog
8 (March 1st)	Report on the first release of the website // implement backlog features	Report due March 7th
9 (March 8th)	4th Development sprint	
10 (March 15th)	5th Development sprint	Invite Nasser Ezzati-Jivan
11 (March 22nd)	6th Development sprint	Finish second release
12 (March 29th)	Work on the second report. // implement backlog features from second release	Report due April 3rd
13 (April 5th)	Final Development sprint	Fixes/adjustments to second release
14 (April 12th)	Split into teams to work on presentation, demonstration, and report.	Product ready for release, start working on presentation, demo, report
15 (April 19th)	Finish working on presentation, demonstration, and report.	Practice presentation, and demonstration.
16 (April 26th)	Final Presentation/Demonstration	Final report this week