Florida International University School of Computing and Information Sciences

Software Engineering Focus

Final Deliverable

Project Title:
Apps, Arts and Issues: APP-lying the Arts to Digital Communication

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Abstract

This document presents the information necessary to gain a good understanding of how cross-disciplinary students at Florida International University Campus utilize Scrum agile methodology for the development of a non-profit organization website. Additionally, they used scrum to guide in the establishment of social media presence and developed campaigns. This Document contains various section that provide an in depth understanding of the user stories completed throughout the sprints, the project plan, system design and system Validation.

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INTRODUCTION

Positive Pathways which was previously known as Florida Reach is a Department of Children and Families (DCF) program designed to provide services for a network of post-secondary campus-based support initiatives at Florida public colleges, universities and technical / vocational colleges (FL Statute 408.1452). The main goal of Positive Pathways is to increase the number of young adults from foster care who achieve post-secondary education success with the support of dedicated campus-based programs. Positive Pathway program is currently in need of a platform to grow the network for the campus-based support programs , they are unable to effectively communicate amongst members of the network that support the foster care youth. Network members does not have a centralized tool or location to access vital information and resources.

Current System

Currently Positive Pathway information and links is located on a third party website, Florida Department of Children and Families (DCF). Network members are unable to directly access information about Positive Pathway without the knowledge of the DCF website link. The DCF website is home of dozens of programs and services through the state of Florida, their webpage contains informations for services such as ACCESS Florida(food stamps and benefits), adult services and child services. In order to locate the Positive Pathway/ Florida Reach information one must search for in sections in an unorganized list. The page that display information is not direct and easily accessible. This process is very ineffective to grow the Positive Pathway Network. As a result, our different teams decided to develop products/solution amongst our three different teams that we increase collaboration and number of members in the Positive Pathway network so members could better serve foster care youth.

Purpose of New System

Positive Pathway currently lacks of presence and engagement across social media channels. In order to grow the network to support this population, it is essential to have a strong web presence to recruit members and advocate for Positive Pathway. By understanding the areas of deficiencies, our team develop several solutions. We divided into three teams: graphics, programmers, and communication. The programming team would be responsible to deliver a

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tool to access information, resources and training; as well as enhance communication and collaborations amongst the network members. The communication would be responsible for providing media content and establish online presence for client. The graphics team would evaluate, organize and design digital material. By working together we were able to develop effective and valuable solution to support Positive Pathway.

The products that would be delivered by the programming team is a functional website to support the network members that would be accessible on any device and platform. The initial development will focus on providing the tools needed by Network professionals such as an information sharing page, directory with list of members, and calendar component to stay up to date with meetings and events throughout the network. The communication team would would developed social media accounts, such as Facebook, instagram, ..etc. They would also produce campaign images and videos. The graphics team would provide quality images and design campaign graphics that promotes Positive Pathway.

Throughout the completion of this project all teams from our group utilized the Scrum methodology as guidance to develop the deliverables and products. All teams including programmers, graphics and communication participated in the development process over the course of three months. Each team member took on the role from a Scrum Team , from developer's to Scrum Master, UI designers, Product Owner and more; Every team member had responsibilities to upheld throughout the project. By following the Agile methodology we have laid the foundation for this project to continue and for Positive pathway to achieve its mission with the help of cross-disciplinary students at Florida International University.

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USER STORIES

The following section provides the detailed user stories that were implemented in this iteration of the development phase of the project. These user stories served as the basis for the implementation of the project's features

The following figures provides a high-level release outline for the Positive Pathway website:

Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5
05/23/17-06/05/17 (2 Weeks) Programming: Begin App Development Graphics: UI modeling and Capture graphic images Communication: Explore social media platforms Navigation bar Florida Reach /campaign graphics UI /mockup design Content filter Website framework	06/06/17-06/19/2017 (2 Weeks) Programming: Program functionalities of website and testing Graphics: Develop graphics and prototype Communication: Create social media accounts Header Link Carousel feature Who we are Who we are page Logo Development Campaign creation FR Commercial Develop Consent form		07/4/2017-07/17/2017 (2 Weeks) Programming: Program functionalities of website and testing Graphics: Develop graphics and videos Communication: Add content to Social media platforms • Network table • People page • Contact us form • Search Feature • Document access	07/17/2017-07/28/2017 (2 Weeks) Programming: Program functionalities of website and testing Graphics: Develop graphics and prototype Communication: Add content to Social media platforms • Calendar feature • Positive pathway video • Finalize graphics • Finalize social media work
WIP varies per User story: *In Dev, Testing, Done	WIP varies per User story: *In Dev, Testing, Done	WIP varies per User story: *In Dev, Testing, Done	WIP varies per User story: *In Dev, Testing, Done	WIP varies per User story: *In Dev, Testing, Done

Implemented User Stories

The following user stories reflects user stories relevant to team project. Not all user story listed are technical due to diverse disciplinaries (Communication and Graphics) that were part of the group; additional user stories that were tasks but did not meet the Agile/scrum user story rubrics are reflected in Mingle.

Sprint 1:

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- <u>User Story #677</u> Navigation Bar
- Story #663 Florida Reach STAT- Graphic
- <u>#667</u> UI / Mockup Design for Florida Reach Mobile Application

Sprint2:

- Story #679 Establish Links-Navigation
- <u>User Story #678</u> Develop Carousel : Home Page
- User Story #699 Develop THINKivator Logo
- User Story #694 Florida Reach Commercial
- <u>User Story #697</u> Florida Reach Can Help

Sprint 3:

- User Story #682 Access Resources
- <u>#683</u> Programs List for School and Universities
- #685 Learning Options
- #687 Calendar Creation
- <u>#700</u> Upcoming Events Feature
- #690 Newsletter Module
- #692 Subscribe Opt In/Sign Up
- #691 Social Media Access

Sprint 4:

- #688 Documents Access
- #681 People In Network Table
- #689 Filter Feature for Table
- <u>#693</u> Network Member BIO Modal

Sprint 5:

- #675 Newsletter Design for Website/App
- #686 Contact Us Form

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• #676 Develop Privacy Policy - Florida Reach

Pending User Stories

Sprint 1:

• #674 What Are You Reaching For -- Graphics

Sprint 2:

• <u>#673</u> Florida Reach Because Campaign - Graphics

Sprint 3:

No pending user stories.

Sprint 4:

No pending user stories.

Sprint 5:

• #675 Newsletter Design for Website/App

PROJECT PLAN

This section describes the planning that went into the realization of this project. This project incorporated the agile development techniques and as such required the sprints to be planned. These sprint plannings are detailed in the section. This section also describes the components, both software and hardware, chosen for this project.

Throughout the project the three different developments teams, upheld their Scrum roles and conducted daily sprint meetings, Sprint Reviews, Sprint Planning and Sprint Retrospective. The

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Scrum Master and the team members documented the statuses as the team completed their user stories. The team completed majority of communications through telephone conference. In order to ensure all team members were being productive during "Daily standups" team members reported what has been done, what needs to be done and any hurdles encountered during development. Documentation of sprint daily meetings only reflects Claudia Gourdet (Developer and Scrum Master)t and Ramses Melo(Developer) activities; documentation maintenance was not required for communication and graphic students.

The groups use Mingle to monitor and track work in progress and work completed. Various metrics were used for the creation of user stories and to provide the specification for them. During Sprint Planning team members recorded changes, what needed to be done and expectation of the upcoming sprint changes in Mingle.

Hardware and Software Resources

The following is a list of all hardware and software resources that were used in this project:

Hardware Specs Recommended:

- 30 Gb of free hard drive space
- 8 Gb of Memory RAM
- 2 GHz of processor speed or faster
- •

Hardware Specs Used:

- 1 Tb hard drive space
- 16 Gb RAM
- 2.6 GHz processor

Software Technologies Used:

- Windows 10 OS
- Node.is
- HTML 5/CSS 3
- Javascript
- Typescript
- NPM
- Mingle
- Slack
- Dropbox

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- Visual Studio Code(for Windows)
- Github
- Final Cut Pro
- Adobe Experience Design
- Adobe Photoshop CC
- Adobe Premiere Pro
- Adobe Illustrator CC
- BlueJeans

Sprints Plan

The number one priority for the programming team was to develop a new platform for Positive Pathway Program to communicate and collaborate amongst the network members. The main target was to develop a fully functional website with features that can support the network.

Sprint 1

User Story #677- Navigation Bar

 As a network member/interested party I want to automatically view page options once I click on the Positive Pathway website

Acceptance Criteria:

1. Navigation Bar should be easily visible from the landing page

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- 2. Contents of Navigation Bar should reflect contents of the page
- 3. Navigation Bar should be just as responsive as links on the actual page
- 4. Navigation Bar should follow the theme/color scheme of the rest of the page

Tasks

• Create 5 Navigation Bar tabs(Home, Who We Are, Resources, People, Contact Us)

Use Case

- Name: Navigation Bar
- Actor :
 - o User
- Preconditions
 - o Browser is Running
- Description:
 - The user will navigate to Navigation Bar at top of webpage

Modeling

N/A

<u>User Story #663-</u> Florida Reach STAT- Graphic

Description:

• As a Graphic Designer I would like to develop an image with the STAT(with) Florida Reach Colors so that it can be portrayed on the Problem page

Acceptance Criteria:

- 1. Image resembles Educate Tomorrow Statistics graphic, with a different format.-Image attached for sampe
- 2. Content does not contain grammatical errors
- 3. Graphic must be visually appealing

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complete High School

of Foster Youth are behind a grade level

of 13-17 Foster Youth have an educational & career path plan filed Dwith the court

of Foster Youth who □graduate high school will attend college

User Story #668 - Content Filter

Description:

 As a Content Manager/editor I want to review all content expected to be on the application so that all information presented on website/app are clear and relevant

Acceptance Criteria:

- 1. All App/web pages are rich in content and has information presented in all appropriate pages
- 2. Information does not contain grammatical errors
- 3. Content presented are easy to read and has the approval of clients, and all Florida Reach Stakeholders(Partners, Colleges and Universities)

Tasks

Review all materials/content expected to be on on website

Use Case

N/A

Modeling

N/A

#671 Sometimes Campaign -Images/Graphic

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Description:

 As a graphic design I will develop snapshot so that it can expressed how the young person feel at some point in time

Acceptance Criteria:

- 1. Visually appealing
- 2. simple and straight to the point
- 3. Campaign express one feeling
- 4. Picture must match feeling presented words must matched
- 5. Diversity of Subject (African American, Hispanics, White., etc)

#674 What Are You Reaching For -- Graphics

Description:

 As a graphic design I will develop a visual graphic so that it can express how the youth reach for success

Acceptance Criteria:

- 1. Visually appealing
- 2. simple and straight to the point
- 3. Campaign express one feeling
- 4. Picture must match feeling presented words must matched
- 5. Diversity of Subject (African American, Hispanics, White., etc)

#672 Capture " Sometimes " Images

Description:

 As a communications student, I worked on an image campaign to get more college liaisons to join Florida Reach, as well as target young adults in foster care. This image campaign will create awareness.

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Acceptance Criteria:

- 1. Images need to include Florida Reach colors.
- 2. Images must correlate with the message.
- 3. Images must portray what Florida Reach is.
- 4. Images show real life scenarios that foster students face.
- 5. Image models must be of different backgrounds.

#667 UI / Mockup Design for Florida Reach Mobile

Application

Description:

- As a graphic designer, I utilized Adobe Experience Design to develop website design template for Florida Reach
- Utilized Adobe Photoshop to create THINKivators logos and edit images for the website designs
- As a UI Designer I want to develop a complete mock up of the Florida Reach App so that the developers could utilize it for programming

Acceptance Criteria:

- 1. Images are clear and understandable and capture Client vision
- Mockup contains high quality visuals and images ,and content draft from documents Clients provided
- 3. Mockups are created in a cross-platform tool for designing and prototyping websites and mobile app another team members have the ability to utilize same software-i.e. Adobe Experience Design/ Photoshop..etc (PowerPoint is unacceptable)

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Sprint 2

#680 Who We Are -Purpose Link

Description:

 As the developer, I will gather links for "Purpose" page so that users can access and learn about the network

Acceptance Criteria:

- 1. Consistent With Design /Florida Reach Colors
- 2. Detailed but not too long

#679 Establish Links-Navigation

Description:

 As a network member/interested party I want to have access to various pages through the navigation bar

Acceptance Criteria:

- 1. Navigation Bar should be easily visible from the landing page
- 2. Titles of Navigation Bar should reflect contents of the page
- 3. Navigation Bar should be just as responsive as links on the actual page
- 4. Navigation Bar should follow the theme/color scheme of the rest of the page

#678 Develop Carousel : Home Page

Description:

As a network member I want to see am image that reflects on the landing page so that I
can understand through visuals what Positive Pathways is about

Acceptance Criteria:

1. Contains three visually appealing graphic that summarizes Positive Pathways

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- 2. Incorporates three motto/slogan to capture viewers attention
- 3. Must be the first feature that catches users attention upon entry on page

Related Tasks:

- 1. Passes all regression test
- 2. passes all testing per acceptance criteria
- 3. Approve by UI Team
- 4. Ability to show Modal feature for Client demo

#670 Develop THINKivator Logo

Description:

 As a graphic design student, I developed a logo for the THINKivators, so that it can be use to represent our group.

Acceptance Criteria:

- 1. Logos range from graphics to simple text typography.
- 2. Logo had to have a futuristic look.
- 3. Logo incorporate Slogan.
- 4. Logo has good work placement.

#673 Florida Reach Because Campaign - Graphics

Description:

 As a UI designer I will create the images for the FR because campaign so that it can be utilize for social media and website

Acceptance Criteria:

1. With current Florida Reach members (Loraine, Steve, Brett, Virginia, Devin, Varzi)

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- Includes Short statements that highlight specific positive qualities of the Florida Reach Network
- 3. Must contain FR logo and "Florida Reach Because..

#694 Florida Reach Commercial

Description:

 As a communication student, I created high-quality videos for Florida Reach "Sometimes" campaign. This videos showcase why college liaisons should become part of Florida Reach, as well as target young adults in foster care.

Acceptance Criteria:

- 1. High-quality video
- 2. Message is clear
- 3. Florida Reach colors are visible in video
- 4. Approve by client, Steve Rios

#696 Consent Form

Description:

 As a communication student, I want create a consent form for Florida Reach image campaign so that the students give us permission to share their images

Acceptance Criteria:

- 1. It's very important to have models consent before using any images, without their permission.
- 2. Explained and informed models about Florida Reach how the images will be used.
- 3. Models must have read consent form and agree to participate.
- 4. Photograph young adults.

#697 FLorida Reach Can Help

Description:

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 As a communication major, I worked on images for Florida Reach social media post. The images included words, such as "Florida Reach Can Help." Words can easily be read by the target audience.

Acceptance Criteria:

- 1. clear message
- 2. readable
- 3. includes Florida Reach logo

Sprint 3

#687 Calendar Creation

Description:

As a Positive Pathway member /interested party I want to view calendar events so that I
can stay inform and engage with positive Pathway

Acceptance Criteria:

- 1. Calendar Must Display Month, day, Year
- 2. Acceptable in list for With title "Upcoming Event"
- 3. Calendar must mark particular dates Positive Pathway events/ meeting occurring

#682 Access Resources

Description:

 As network member I want to view available resources Positive pathway have to offer through a page so that I can learn engage with Positive Pathways

Acceptance Criteria:

- 1. Must contains a Professional Development, Podcast, and Modal
- 2. Button to access Microsoft Stream must be incorporated
- 3. Library Feature must be added

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#683 Programs List for School and Universities

Description:

As a network member/interested party I want to view different programs Positive pathway
is connected with so that I can understand the Strong programs they have and the services
they have to offer for at-risk and foster care youth

Acceptance Criteria:

- 1. Programs must be the School with College coaches /Strong support program for Foster care youth
- 2. Programs description and services must be available on page
- 3. School logo is absolutely necessary

#685 Learning Options

Description:

As a Network Member I want to listen to audio podcast and watch videos so that I can
educate myself about different areas and subjects revolving at-risk /foster care Youth

Acceptance Criteria:

- 1. Video player must be responsive (Pauses/Plays when prompted, full volume control)
- 2. Audio player must be responsive (Pauses/Plays when prompted, full volume control)
- 3. Video/Audio should be downloadable on the user's device
- 4. Video player should have the capacity to upload from various sources (Youtube, user, etc.)

#700 Upcoming Events Feature

Description:

As a Positive Pathway member /interested party I want to view upcoming events so that I
can stay inform and engage with positive Pathway

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Acceptance Criteria:

- 1. Must be incorporated with Calendar must display month, day, year
- 2. Calendar Must display all major holidays: Christmas, Easter, President's Day, Mother's Day, Father's Day, Labor Day, New Year's Day.
- 3. Calendar must mark particular dates meeting, member orientation, Partner events

#690 Newsletter Module

Description:

 As a Network member/interested party I want to view the latest news going with Positive Pathway so that I can stay Connected

Acceptance Criteria:

- 1. News Letter must always have the proper date
- 2. Articles in news letter must be relevant to occurrences in the network/community
- 3. Links in news articles must be responsive
- 4. News Letter must be visually appealing and contain images, graphics, and match Florida Reach/Positive Pathway colors

#692 Subscribe Opt In/Sign Up

Description:

 AS a network member or interested party I want the option to subscribe to Newsletters so that I can stay engage with Positive Pathway

Acceptance Criteria:

- 1. Check box for subscription must be easily visible to the user
- 2. Opt in should either be a pop-up or a button on the landing page
- 3. Must automatically add a user's email to the mailing list (Next Iteration)

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#691 Social Media Access

Description:

As a 3P Network member I want to access positive Pathway social Media pages so that I
can stay engage and in the loops with the happenings of Positive Pathway

Acceptance Criteria:

- Social media links must be responsive and properly connect users to their social media accounts
- Social media links must use respective social media network logos/colors for easy recognition
- 3. Links must not cause a nuisance on user's social media accounts (Spamming timelines/friend's timelines)

#695 Forida Reach Social Media Calendar

Description:

 As a Florida Reach Network member, I want to access a calendar so that I can view the latest news and events.

Acceptance Criteria:

- 1. Calendar must be continuously accurate
- 2. Calendar must be easily editable to reflect real life changes
- 3. Calendar events should link to information pages relevant to said event

Sprint 4

#688 Documents Access

Description:

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 As Positive Pathway member I want to access various documents so that I can learn, shared and educate people about Florida Reach

Acceptance Criteria:

- Through the research page Member Must have the ability to locate various documents (PDF, Words, JPG, GIF, ETC)
- 2. Documents must be displayed as a clickable link
- 3. All documents must be located under "Library" section

#681 People In Network Table

Description:

 As a web User (Positive pathway network member/interested party) I want to search for different people in the network through a table so that I can easily connect and learn about what they do

Acceptance Criteria:

- 1. Must be able to navigate table with scroll bar
- 2. Table options must be responsive
- 3. Must be able to sort and filter by Name, Network, Location/City
- 4. Once a name has been searched, must condense table to one result/highlight one result

#684 Join Now Button/Form

Description:

 As a Educator or professional interested in joining the Positive pathway network. I would like the ability to fill out a brief form so that I can be contacted to be added to the Positive Pathway Network

Acceptance Criteria:

- 1. Join Now button must be easily accessible
- 2. Form must accurately record and send data from text fields
- 3. Form must not be able to submit unless all required information is inputted

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4. Fields "Name", "Email", "Network of Interest", and "Details" should be required

#689 Filter Feature for Table

Description:

 As a network member/interested party I want to filter and search for people belonging to the different networks by different options and categories so that I can easily pull up their BIO and learn about them

Acceptance Criteria:

- User must have the ability to search by various Criteria Name (First, last), Organization, Location, Network
- 2. Autocomplete complete enable to assist user with finding Network member
- 3. Search Bar located "Top Left" of table directory with network member listing

#693 Network Member BIO Modal

Description:

 As a network Member/Interested party I want to have the ability to read a brief Bio about other network members so that I can see how they can help me and vice versa

Acceptance Criteria:

- 1. Contains their name and job title at on top header and brief Biography to explain work experience
- 2. Display contact information to the left of BIO: Fields include Email and phone number
- 3. Display a clear, qualify image of each member

Related Tasks:

- 1. Passes all regression test
- 2. passes all testing per acceptance criteria
- 3. Approve by UI Team
- 4. Ability to show Modal feature for Client demo

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Sprint 5

#675 Newsletter Design for Website/App

Description:

 As a Graphic Designer I will develop the design for the FR Newsletter so that it is engaging and to be use to inform the FR network of what is going on

Acceptance Criteria:

- 1. Develop Catchy name, for Example "Florida Reach Quick Look"
- 2. Has the following sections Lead story, latest news from F.R., New Member Section,
- 3. Visually appealing -Make different /Unique page

#686 Contact Us Form

Description:

 As a Florida Reach member I want to have the ability to reach out to the Steering Team of positive pathway so that my questions and concerns can be answered

Acceptance Criteria:

- 1. Form must capture senders information in text fields
- 2. Fields: Your Name(Required), Your Email(Required), Subject, Your Message
- 3. A user cannot submit the form without completing all the mandatory field
- 4. An acknowledgment message appear to the user after submitting the form

#676 Develop Privacy Policy - Florida Reach

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Description:

 As a developer I will develop a privacy policy for FR so that it can be used for the app store/ website

Acceptance Criteria:

- 1. Address FR information collection, Opt-out, use of information and other sections
- 2. Contains no grammatical error and has been reviewed by Clients
- 3. Up to date and meet platform Guideline

SYSTEM DESIGN

This section contains information on the design decisions that went into this project. The architecture patterns are outlined and explained. The entire system is shown in a package diagram and the subsystems are explained. Finally, the design patterns used in the project are discussed.

Architectural Patterns

The positive Pathway website version 1.0 Used the Model-View-Controller (MVC) architecture.

The goal is to eventually design the Positive Pathway website system so it could have several tiers. Version 2.0 of the website will contain a database tier where the application data will be hosted. Different features of the website that will access the website such as the People table will be located in this tier once it is develop. The Network members will function at the user tier.

The MVC architectural pattern is located in the application tier . This application consist of three different components: Model, View, and Controller. Once Version 2 of the website is developed with the database system data, logic, and the rules pertaining to the Positive Pathway Website will be located in the Model Layer. What the user sees will be displayed in the View layer. In features such as the Join Now , Subscribe and Contact Us network members will be inputting data that will be accepted, it is here the controller layer begin the process to transition to Model and View layer of the MVC architectural pattern.

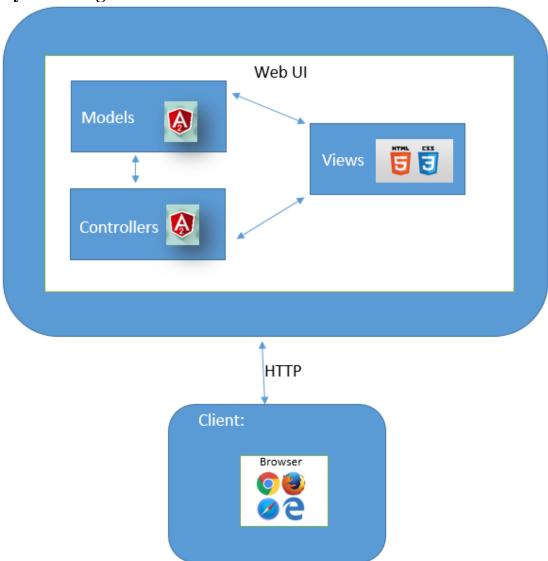
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System and Subsystem Decomposition

The Positive Pathway front end system consist of primarily three main components: Services , Templates and Controllers . These three components are what the frontend of the web application are made of. Upon development of the backend database, the services will be where the front end communicates to the backend server , there will exist the ability to request data to appear to the network users. The template component where the markup language will be used to describe the organization of the content. Furthermore, the template elements are bound using data-binding in Angular CLI . A further look into the template will reveal how styles works for CSS when styling websites. Additionally, logic and functionality of the applications are as a result of the controllers component.

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Deployment Diagram



Design Patterns

Factory Pattern: The positive pathways website uses Angular CLI on the frontend. Specific measures were taken to ensure the objects were represented appropriately and other actions correlated with each other, As a result, the controllers had the ability access these factory-created service only when necessary and assisted codebase to remain modularity. For instance, many modals are used in the Positive Pathways system. Instead of implementing a modal system within each controller, we build a factory that returns an instance of a modal component

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related to what the controller need. This was very beneficial because it only required one change to be made when we had to make changes in the system instead of multiple occurrences.

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SYSTEM VALIDATION

Test ID: PPP_Setup
Purpose: To test that the Positive Pathways website is functioning on the my local server.
To test that the Positive Painways weessite is rancisoning on the my local server.
Preconditions:
Angular is running.
Input:
Navigate to http://localhost:4200
Expected Output:
The web page is displayed

Test ID: PPP_Search_1

Purpose:

Search for people in the network

Preconditions:

User should see the table with people

User should be able to navigate the table and open any person's bio.

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Input:

User click on any person in the table

Expected Output:

Display the information of the person selected

Test ID: PPP_Search_2

Purpose:

Search for people in the table through a search bar

Preconditions:

User should click on the Search bar of the table

Input:

User should see the result of the filtered search in the table User should be able to click on the result and see the person's bio.

Expected Output:

Display the information of the person selected

Test ID: PPP_Links

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Purpose:

To verify that every link in the website works correctly

Preconditions:

The user should be able to see any link

The user should be able to identify the purpose of the links

Input:

The user should be able to click any link

Expected Output:

A new page is open in a new tab with the website address linked to the reference

GLOSSARY

Positive Pathways Program:

3P/Network Member: Post-secondary educational campus coaches, designated by their educational or community service institution, with either part-time or full-time responsibilities.

MVC: Model, view, controller architecture design paradigm

Florida Reach: The mission of Florida Reach is to improve post-secondary outcomes and career transitions for foster care youth and alumni through support, resources, networking and determining collective impact.

Department of Children and Families:Community Connection to Economic Self Sufficiency (ACCESS).

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Final Deliverable

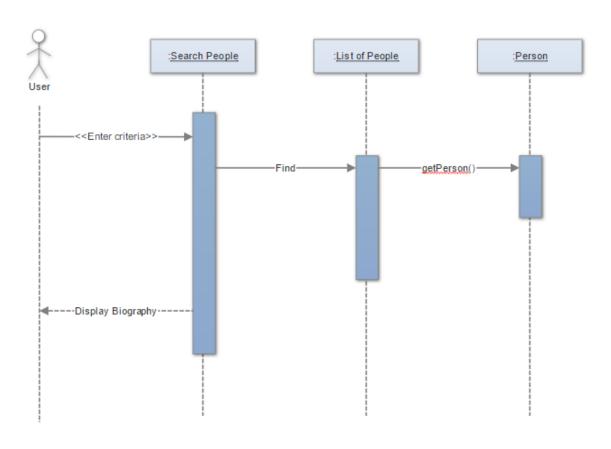
Apps, Arts and Issues

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APPENDIX

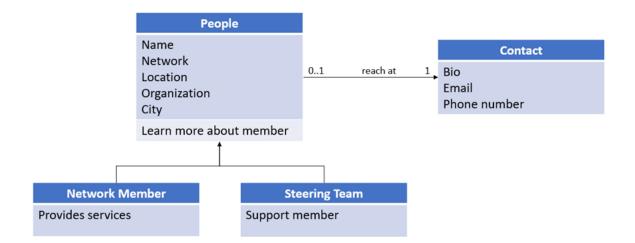
Appendix A - UML Diagrams

Sequence Diagram: Search for People



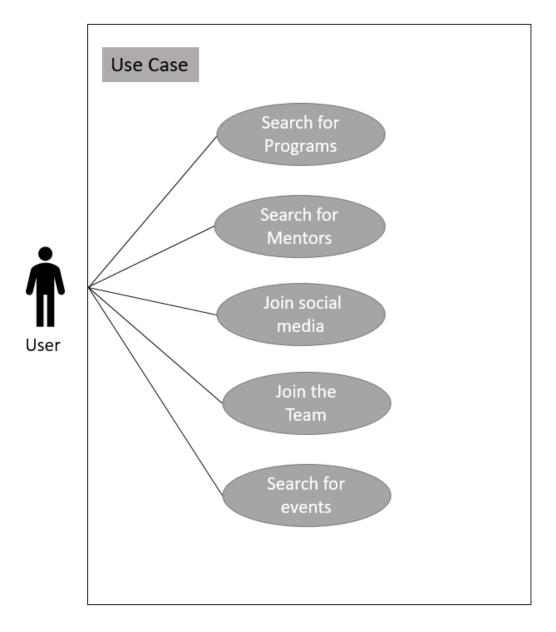
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Final Deliverable Apps, Arts and Issues



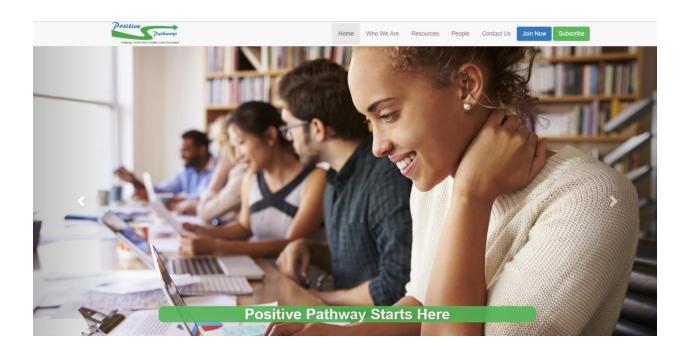
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Appendix B - User Interface Design

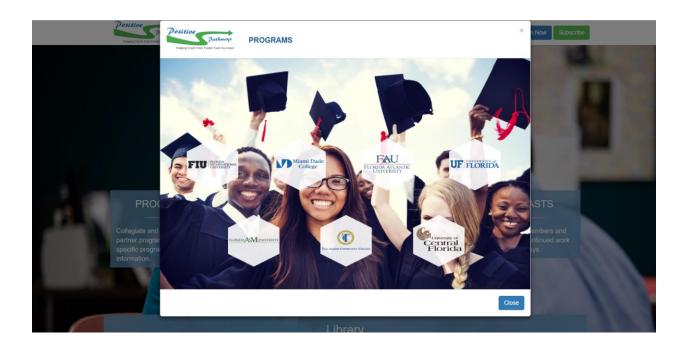




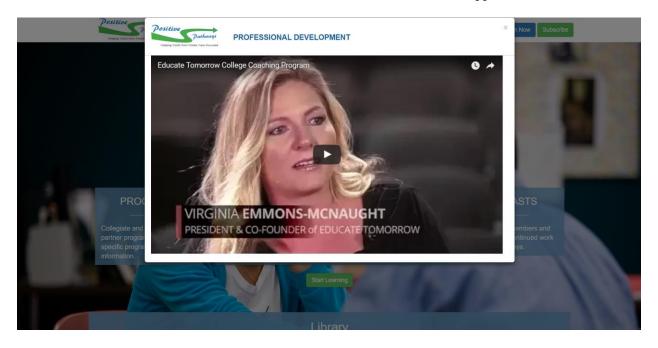
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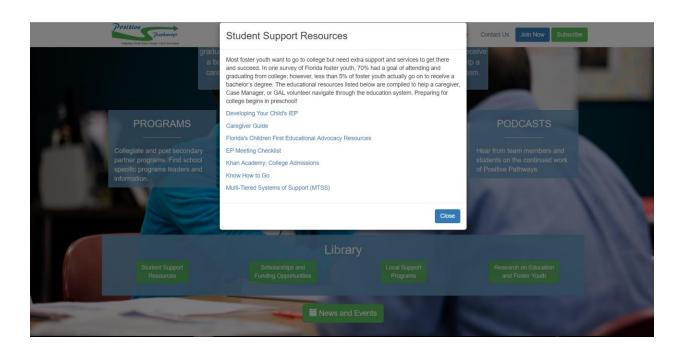
Final Deliverable Apps, Arts and Issues



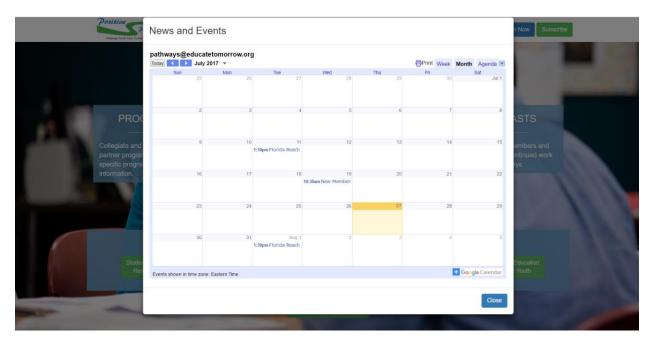


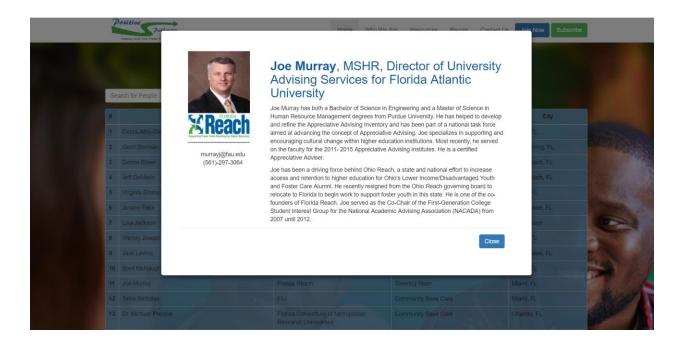
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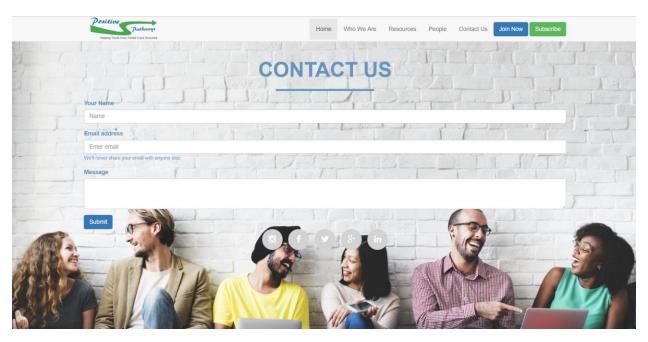


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Appendix C - Sprint Review Reports

Sprint 1 Review Meeting Minutes: 06/03/2017

Attendees: Claudia Gourdet, Ranses Melo, Jose Ayala, Derek Hernandez, Enrique Hidalgo, Mariel Juarez, Nathalie Llaneza, Dr. Steve Rios, Margo Berman

Start time: 4:00 PM End time: 6:00 PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

- <u>User Story #677</u> Navigation Bar
- Story #663 Florida Reach STAT- Graphic
- <u>USER STORY #667</u> UI / Mockup Design for Florida Reach Mobile Application

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Final Deliverable Apps, Arts and Issues

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.

• No implementations were rejected.

Sprint 2 Review Meeting Minutes:6/17/2017

Attendees: Claudia Gourdet, Ranses Melo, Jose Ayala, Derek Hernandez, Enrique Hidalgo, Mariel Juarez, Nathalie Llaneza, Dr. Steve Rios, Margo Berman

Start time: 4:00 PM End time: 6:00 PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

• Story #679 Establish Links-Navigation

• <u>User Story #678</u> Develop Carousel : Home Page

• User Story #699 Develop THINKivator Logo

• <u>User Story #694</u> Florida Reach Commercial

• <u>User Story #697</u> Florida Reach Can Help

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.

• No implementations were rejected.

Sprint 3 Review Meeting Minutes:07/03/2017

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Attendees: Claudia Gourdet, Ranses Melo, Jose Ayala, Derek Hernandez, Enrique Hidalgo, Mariel Juarez, Nathalie Llaneza, Dr. Steve Rios, Margo Berman

Start time: 3:00 PM End time: 4:00 PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

- User Story #682 Access Resources
- <u>#683</u> Programs List for School and Universities
- #685 Learning Options
- #687 Calendar Creation
- <u>#700</u> Upcoming Events Feature
- #690 Newsletter Module
- #692 Subscribe Opt In/Sign Up
- #691 Social Media Access

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.

• No implementations were rejected.

Sprint 4 Review Meeting Minutes:07/17/2017

Attendees: Claudia Gourdet, Ranses Melo, Jose Ayala, Derek Hernandez, Enrique Hidalgo, Mariel Juarez, Nathalie Llaneza, Dr. Steve Rios, Margo Berman

Start time: 4:00 PM End time: 6:00 PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

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- #688 Documents Access
- <u>#681</u> People In Network Table
- #689 Filter Feature for Table
- #693 Network Member BIO Modal

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.

Apps, Arts and Issues

No implementations were rejected.

Sprint 5 Review Meeting Minutes: 07/27/2017

Attendees: Claudia Gourdet, Ranses Melo, Jose Ayala, Derek Hernandez, Enrique Hidalgo, Mariel Juarez, Nathalie Llaneza, Dr. Steve Rios, Margo Berman

Start time: 4:00 PM End time: 6:00 PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners: All.

- #675 Newsletter Design for Website/App
- #686 Contact Us Form
- <u>#676</u> Develop Privacy Policy Florida Reach

The following ones were rejected and moved back to the product backlog to be assigned to a future sprint at a future Spring Planning meeting.

• No implementations were rejected.

Appendix D - Shortcomings/Wishlist Document

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Shortcomings/Wishlist

We worked on version 1.0 of The Positive Pathways Program website and developed social media platforms and several campaigns to raise awareness for Positive Pathways. We were able to develop a functional website with features and components to support the network members. However, there were some desired features that were left unimplemented. As well as additional components needed to enhance the website and further develop it.

In future iterations of the Positive Pathways website the client would like to see the following additions and improvements.

- Database
- Positive Pathways Program logo
- Android/ iphone mobile application
- Login Feature whether it be through Gmail/Facebook
- Professional Development training hosted on the website

The table below highlight in which sprint the features is recommended to be implemented.

Sprint 1			Sprint 2
TBA			TBA
•	Database Development	•	Login feature
•	Design New Positive Pathway logo		 Account Types: Steve Rios Admin
•	Develop mobile		Network member:
	application		Students account:
		•	Professional
			Development trainings:

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