**University college Dublin**



**School** **of computer science**

**COMP 30830 Software engineering (Conv)**

**Dublin bike project report**

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1. Project overview
   1. Introduction
   2. What are the objectives of the app?
   3. Target (about the intended user of the app)
   4. What does the app do?
   5. Structure? Outline the structure of the app, navigation, forms, usage etc.
   6. Features, high level selling points of your app.
2. Process
   1. Spring planning meetings
   2. Sprints
      1. feature descriptions
      2. product backlog
      3. burndown charts
      4. meeting logs
      5. experience
      6. issues
      7. resolutions
      8. etc
   3. Spring review
3. Architecture
   1. Discuss the architecture of your app
   2. Explain your overall web application architecture (diagram)
   3. What technologies have you used? (include backend, frontend, data analytics, and for the development of the project itself.
   4. Functionality?
      1. How well does your application works
      2. What performance issue dose it have?
      3. Have you fixed any?
      4. How does the architecture scale
4. Analytics
   1. How does your application provide prediction?
   2. How is this feature integrated into the engineering (frontend, backend, etc.)
   3. Describe your model building, analysis, evaluation (jupyter notebook)
5. Design
   1. Discuss how your application works
   2. Have you meet the requirement (user, technical, etc.)
   3. What is the user flow when using your app?
   4. Highlight features relating to interactivity, real time, prediction, etc.
6. Future work
   1. What can be improved
   2. Mention design elements, architecture elements and process and development tools.
   3. Any other observation though