

MYBUCKETLIST

FOR: THE PUBLIC

PROJECT SCOPE

September 4, 2017

OVERVIEW

1. Project Background and Description

Everyone has dreams and goals that they hope someday they will realize them. But we do know that the journey to meeting these goals and realizing our dreams is quite difficult, it is full of ups and downs especially if we want to achieve big things. Major accomplishments can take a tremendous amount of time and effort, and sometimes, one may get discouraged and give up.

However, some thoughtful planning and good habits can help you to reach your hardest goals; those that you deemed impossible.

This is where MyBucketList web application comes in, to help you make a step towards achieving your goals and dreams by providing a platform where you can:: -

- Create your bucket list.
- View the bucket list.
- Delete activities from the bucket list.
- Add activities to the bucket list.
- Share your bucket list to your friends
- Have fun with your goals and dreams.

2. Project Scope

The project will implement a responsive web-based application, that will be accessed over the internet through devices like: -

- Smart phones .
- I pads and tablets.
- Laptops and desktops.

The functionalities that will be implemented at a high level are: -

User Module

User module will include:

- New user's registration process - Username , email, password and confirm password needed to sign up.
- User login- If an account exists, only username and password required to sign in.
- Reset user credentials e.g. password- enter email on forgot password page to reset the credentials.
- Users access management to their individual accounts- the home page is displayed to them.

#	USER OPERATION	REQ.	PROVIDED	ACCESS
1	Register user	FORM	YES	Management
2	Approve new user registration	Process	YES	Management
3	Enable user login	FORM	YES	Management
4	Reset user access credentials	FORM	YES	Management
7	User access to their individual accounts	Process	YES	Management
8				

Bucket List Module

The web application allows users to create their bucket list. The bucket list module will include:

- Create new bucket list.- by typing on the textbox then clicking the check button
- View the bucket list.- on the home page
- Add activities to the bucket list.- using the textbox on the home page.
- Delete items from the bucket list.- clicking on the delete button.
- Edit items in the bucket list.- clicking on the edit button.
- Update the bucket list.- clicking on the check button.

#	BUCKET LIST OPERATION	REQ.	PROVIDED	ACCESS
1	Create a bucket list	Process	YES	Management
2	View the bucket list	Process	YES	Management
3	Add activities to the bucket list	FORM	YES	Management
4	Delete items from the bucket list	FORM	YES	Management
7	Edit items in the bucket list	FORM	YES	Management
8	Update the bucket list	FORM	YES	Management

3. High-Level Requirements

The project is a web application. This means that anybody using a smart phone, tablet, desktop or laptop will be able to access it. Later on, an android application will be built so that more people can access it conveniently.

The application must include the following:

- A user friendly interface that allows its user interact with the web app easily.
- Description of how MyBucketList works.

4. Deliverables

- Web application accessible on web devices.
- User documentation manual.
- Technical documentation .

5. Affected Parties

- The public.

6. Affected Business Processes or Systems

- User registration.
- User access.
- Internet connectivity.

7. Specific Exclusions from Scope(Out-of-scope)

In this phase (phase 1), the following will be excluded and will come in the subsequent phases: -

- Location of where the user has updated the bucket List
- Date the bucket list is updated.
- A profile picture of the user at the home page.
- Ability to upload pictures to accompany the activities in the bucket list.
- An option to share your bucket list with friends.

8. Implementation Plan

The project will kick off with the implementation of stubs necessary to enable development of the prototype.

After the stubs, the UI prototype will be developed. Once the prototype has been developed, the lecturer will go through it and approve it. This stage is to ensure that all required functionalities have been factored in and that the user experience (UX) is excellent.

After the UI prototype has been done, the stubs will be replaced with the bucket list logic, starting with users module and then the bucket list module last.

Signing off, commissioning and training will follow thereafter.

9. High-Level Timeline/Schedule

#	Date	Description	Dep.	Comments
1	04/9/2017 – 14/9/2017	UI Prototype/Wireframe	#1	

2	15/9/2017 - 16/9/2017	Database Implementation	#2	
3	17/9/2017 - 28/9/2017	Bucket list implementation	#3	

APPROVAL AND AUTHORITY TO PROCEED

We approve the project as described above, and authorize the team to proceed.

Name	Title	Signature	Date
George. K. Gitau	Mr.	<i>gitau</i>	04/09/2017

Approved By	Date	Approved By	Date
_____	_____	_____	_____