**8.1 Project Planning & Requirements**

•Set up project management software and relevant tools

•Plan project, setting out overall goals, assessing feasibility, etc.

•Analyse and prioritise requirements, create use case model and create class diagram.

•Identify tasks, set iteration goals, etc.

•Submit Project Plan & requirements document by required deadline and review with supervisor.

**OVERVIEW**

STREAM STAGE – A live event-streaming service

Website with ticket sales to in-person event and ability to stream live event for a smaller fee

Packages to allow access to different categories eg. Comedy with access to live streams from comedy clubs

(If time left over – a rental service for equipment to host live streaming events)

Built using Django, Python, HTML & CSS and possibly Javascript

**TASKS**

Use case model

Class Diagram

To do list – order by timeframe & priority, split up tasks between team members

Build basic framework of website and database

**MODELS**

Event – Name, Streamer(FK), Time, Duration, Location, Category

Streamer – Name, Stage Name,

Member – Name, Password, Access Level, Event History,

Guest – Name, Event

**WEBPAGES**

Home

Categories – Comedy, Music, Theatre, Invite-Only

**8.2. Iteration 1 – Initial Prototype**

•Develop a working system with core functionality, e.g. Add, Update &Delete, etc.

•Design a series of tests to verify that that the system works as expected

•Document any issues or problems encountered.

•Produce a short report (700 words) detailing the approach taken(methodology) to design & development, test cases used and results obtained.

•Submit report by required deadline and demo prototype to supervisor.

**8.3. Iteration 2 – Revised Prototype**

•Eliminate any residual bugs/limitations identified in previous test report

•Add extra functionality, e.g. shopping cart, booking transaction, etc.

•Test and report as specified in previous iteration.

•Submit report (700 words) by required deadline and demo prototype to supervisor.

**8.4. Final Iteration – Final Prototype**

•No major functionality should be applied to prototype at this stage.

•Efforts should be concentrated on fine-tuning the prototype and rigorously testing the final system.

**9. Final Project Deliverable**

A zipped folder containing the final project documentation (as one file, see contents below) as well as the final software prototype should be uploaded via Moodle.

A hard-copy of the overall project documentation should be presented to the team supervisor at the project presentation.

**9.1. Final Project Document should contain:**

•A table of contents, numbered headings, page numbers and references

•An outline of each member’s responsibility and participation within theproject.

•An introduction to the project, including project plan and requirementsdocument.

•Reports for each iteration (Iteration 1, Iteration 2 & Iteration 3).

•Concluding paragraph highlighting the achievements of the project, anyshortcomings and what could be improved by future enhancements.

•The document should be bound with a cover page indicating:

O Title of project

O Names & Student IDs of students

O Name of Supervisor

**9.2. Project Presentation**

The project presentation will give you an opportunity to present the final prototype to a panel of supervisors. It is the responsibility of the team to ensure the software runs as expected on the machines in the labs on the day of the demo.

N.B. It is essential for each member of the team to participate in this presentation in order to obtain a pass in the project. Each member will be required to demonstrate the sections of the project they were responsibility for developing.