COSC 4P02 Winter 2023

# **Progress Report 1**

**NOTL Museum Interactive Map** 

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## **NOTL Museum Interactive Map**

### **Project Summary**

### **Current Status**

#### Phase

Design & Planning

Development

#### **Status**



#### Off Track

### **Summary**

We are currently approximately one week behind schedule due to including a holiday week in our previous sprint which led to some issues not being able to be resolved in time.

### **Objective**

The Niagara-On-The-Lake Museum requires an interactive map for their visitors.

- An interactive map for the Niagara-On-The-Lake Museum which will provide locations of exhibits, entrances and exits, washrooms, and other museum services that may be required by visitors. When a user clicks on an exhibit or service, further information will be displayed.
- A database which allows staff to easily update the information displayed on the map

### Value

Provide the museum with an easy to maintain product whilst also providing an enhanced experience when exploring the museum and its exhibits.

### **Stakeholders**

• Victoria Peel (vp19ew)

- Andrea Baker (ab20zg)
- Hannah Chan (hc18tc)
- Jacob Lavell (jl17hg)
- Katherine Joun (kb09xf)

#### **Customer Name**

• Niagara-on-the-Lake Museum

### TA

• Brendan Park

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### **Milestones**

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### **Sprint 1 - January 31st, 2023 - February 14th, 2023**

In-Progress Feature: Interactive Map

In-Progress Features: Ability to update exhibit info

The first sprint was reasonably successful, most tasks were completed. Our main issue in this sprint was not fully breaking down user stories into tasks. This led to some confusion over task definition as well as assigning tasks that were too large to complete in one sprint.

Date	Event	Issue	Completed	Scope
Tue. Jan 31 2023. 6:11pm	Sprint started	W2023-22 Tech Stack W2023-5 Accuracy of map locations W2023-14 Clear and intuitive layout W2023-14 Clear and intuitive layout W2023-7 Seamless aesthetic with rest of the website W2023-7 I Zarge web elements W2023-7 Seadable colour contrast W2023-13 Readable colour contrast W2023-10 Feedictive Text	0	65
Wed, Feb 01 2023, 12:35pm	Estimate updated	W2023-9 Seamless aesthetic with rest of the website	0	(45) → (43)
Tue, Feb 14 2023, 2:31pm	Issue completed	W2023-22 Tech Stack	(0) → (3)	43
Tue, Feb 14 2023. 2:39pm	Issue re-opened	W2023-22 Tech Stack	(3) → (0)	43
Tue. Feb 14 2023. 2:50pm	Issue completed	W2023-30 Predictive Text	(0) → (3)	43
Tue, Feb 14 2023, 3:10pm	Issue completed	W2023-13 Readable colour contrast	(3) → (6)	43
Tue, Feb 14 2023, 3:25pm	Issue completed	W2023-17 Large web elements	(6) → (19)	43
Tue, Feb 14 2023, 3:25pm	Issue completed	W2023-14 Clear and intuitive layout	(19) → (32)	43
Tue, Feb 14 2023, 3:26pm	Removed from sprint	W2023-22 Tech Stack	(32)	(43 → (40)
Tue. Feb 14 2023. 3:26pm	Removed from sprint	W2023-9 Seamless aesthetic with rest of the website	(32)	(40) ÷ (37)
Tue. Feb 14 2023. 3:26pm	Removed from sprint	W2023-26 Accuracy of map locations	(32)	37 → 32
Tue, Feb 14 2023, 3:27pm	Sprint completed	W2023-14 Clear and intuitive layout W2023-17 Large web elements W2023-13 Radable colour contrast W2023-13 Redictive Text	(12)	(12)

### Sprint 2 - February 14th, 2023 - February 28th, 2023

The 2nd sprint was not very successful. The main issue was only making this a two week sprint that included one week of vacation, schedules were different and this led to some difficulties in resolving issues that arose. Our main issue here was problems with setting everyone up on Git successfully meaning people were not able to access the code. We also recognised that some tasks were larger than one sprint and therefore were made into epics.



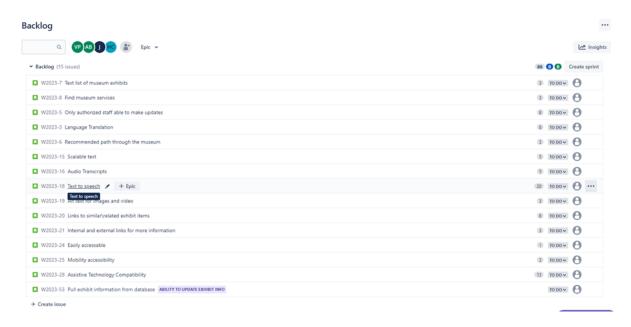
### Sprint 3 - February 28th, 2023 - March 14th, 2023

This is our current sprint. We agreed that the outcome of sprint 2 was an anomaly so we used to story point data from sprint 1 to assist in planning. Our main concern at this point is that we are unable to access any data from the museum as the museum will not provide any more groups with data and no data has been shared. This means someone will have to physically go to the museum and schedules have no allowed that so far.



### Backlog - March 14th, 2023 -

This is our current backlog. We have at least 2 sprints left to complete this. Based on our story points from the 1st sprint we think this is manageable however, we will have a better view by the end of our current sprint at which point we will reassess which of the backlog items are most important



### **Project Lifecycle**

### **Project Launch**

### **Report Deadlines**

- Project Proposal (Due: Tuesday, Jan 17th)
- First Sprint and Backlog (Due: Tuesday, Jan 31st)
- First Progress Report (Due: Sunday, Mar 5th)
- Second Progress Report (Due: Sunday, April 2nd)
- Final Report (Due: Sunday, April 30th)

### **Presentations**

- Mandatory progress presentation: Tuesday, March 14th
- Optional progress presentation: Late March or early April
- Final mandatory presentation: Last week of April

### **Discovery**

Before the first sprint started the team took time to understand the scope of the project. We tried to anticipate what the client would need. We took inspiration from other museums implementation of interactive maps, we used the brief from the virtual reality project to understand the clients "brand" as well as the type of customer they attract. We also spent a lot of time understanding the accessibility requirements for websites by familiarizing ourselves with AODA

Findings from our research can be found here

### **Planning and Design**

As our team were unfamiliar with front end technologies we had to use the planning and design phase not only create wireframes for the UI of the map but also research the technologies available to implement the user stories

Details of our tech stack can be found <u>here</u>

### **Development**

Our first development phase has included building a responsive non-interactive version front end of the site as well as designing the structure of the backend and the staff interface for interacting with the database

Code for the project can be found here

### **Delivery**

Whilst the project is not being delivered to the client in phases we have seen the project as being developed in 3 phases

- Static, responsive website showing the map with the locations of interest
- An interactive website which pulls information from the database to populate its views
- · Accessibility features added as well as an user friendly database interface

### **Development Features**

### Completed Feature: Frontend UI \ UX

#### Overview

Design a clean and intuitive layout for museum visitors to access the map

#### **User Stories**

ID	DESCRIPTION	STATUS	POINTS	ACTUALS
W2023-14	Clear and Intuitive Layout	✓ Done	13	13
W2023-23	Multiple Devices	<b>✓</b> Done	11	11

ID	DESCRIPTION	STATUS	POINTS	ACTUALS
W2023-17	Large Web Elements	✓ Done	13	13
W2023-13	Readable Colour Contrast	✓ Done	3	3

### **UX Designs**

The full set of wireframes for the front end can be found <u>here</u>









### In-Progress Features: Responsive Site

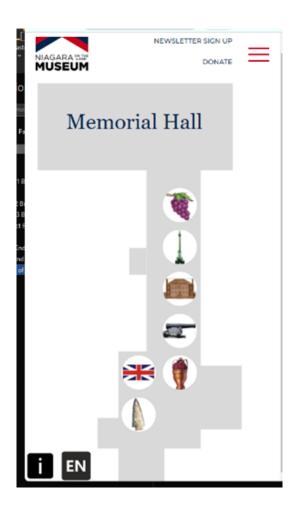
### Overview

The ability to view the map on a variety of screen sizes

### **User Stories**

ID	DESCRIPTION	STATUS	ESTIMATE
W2023-23	Multiple devices	<b>X</b> Developing	13 points
W2023-9	Seamless aesthetic with existing	<b>X</b> Developing	3 points
W2023-10	Links to the rest of the existing	<b>X</b> Developing	3 points

### **Working System**



### **In-Progress Feature: Interactive Map**

### Overview

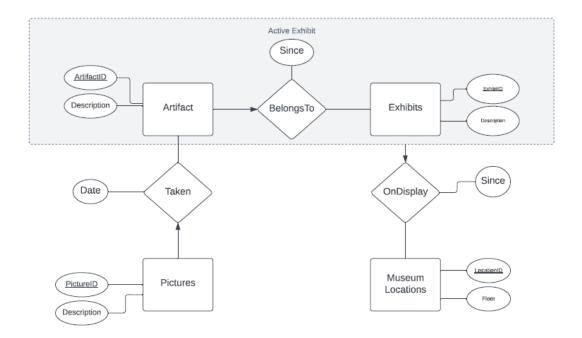
The map elements should pull from a database to populate views

### **User Stories**

ID	DESCRIPTION	STATUS	ESTIMATE
W2023-51	Create database and queries	<b>X</b> Developing	3 points
W2023-27	Interactive map functionality	<b>X</b> Developing	8 points

### **Database Model**

Full set of database modelling documents can be found <u>here</u>



### In-Progress Features: Ability to update exhibit info

### Overview

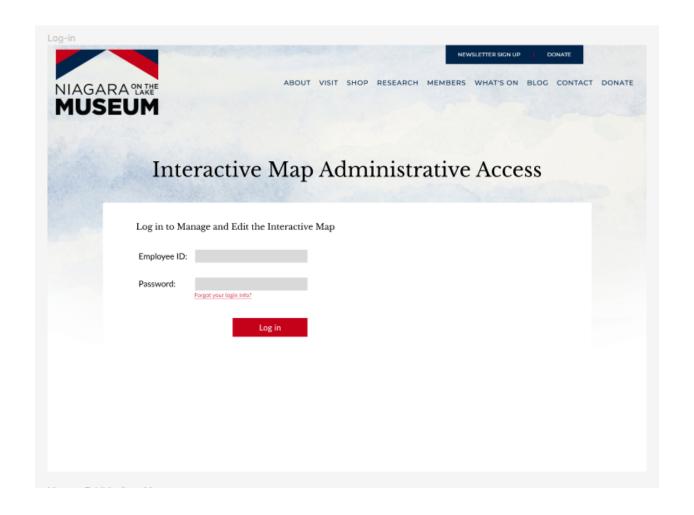
A system that allows the museum staff to easily interact with the database to update map views

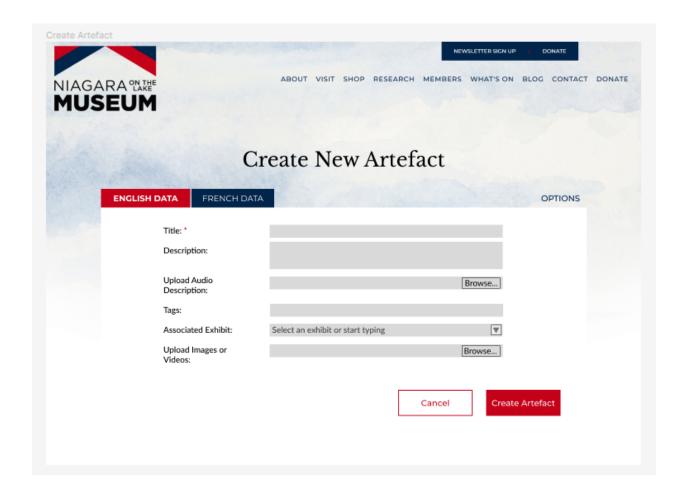
### **User Stories**

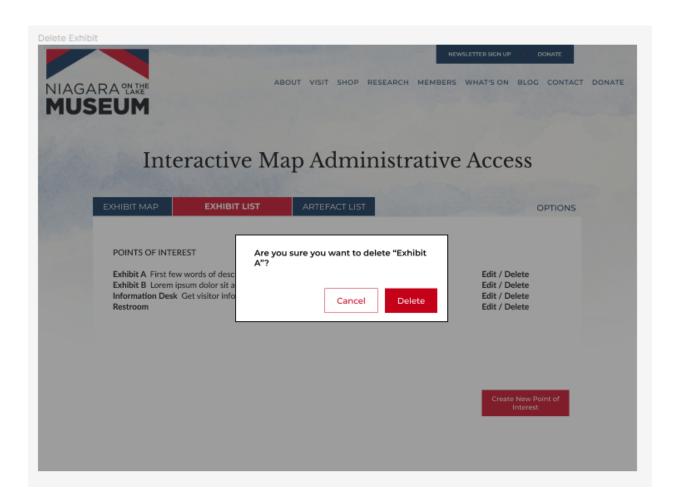
W2023-4 Ability to update exhibit info		<b>X</b> Developing	13 points
ID	DESCRIPTION	STATUS	ESTIMATE

### UX

The full set of wireframes for the front end can be found <u>here</u>







### **Reported Issues**

### Investigation

• Client Information \ Site Data

REPORTED	SEVERITY	STATUS	CLOSED	RESOLUTION
28/02/2023	Medium	Investigation	No	TBD

### **Summary**

As we are unable to get any data from the museum it has made it difficult to really understand the scope and / or expectations of the project.

### Resolution

We will continue to use placeholder text and images to develop the site.

### **Root Cause Analysis**

Museum has provided data for the project and we are unable to find who has it

### **Development**

#### • Unable to access Git documents

REPORTED	SEVERITY	STATUS	CLOSED	RESOLUTION	
28/02/2023	High	Closed	1/03/2023	Team training	

### **Summary**

Team members were unable to access Git documents as they had not merged successfully

#### Resolution

Information was given to team members on how to set up ssh correctly

### **Root Cause Analysis**

Some git accounts had not been set up correctly

### **Outcome**

Project is currently slightly behind schedule mainly due to the knowledge base of the team. We hope to resolve the issue during sprint 3

### **Team Contributions**

- Victoria
  - Documentation
  - o Ensuring correct use of Jira
  - User stories
- Andrea
  - Documentation and meetings
  - User stories
  - Database Design
- Hannah
  - Researched tech stack
  - Set up systems such as Jira and Git
  - User stories
- Jacob
  - Designed Frontend
  - Developed first iteration of frontend
  - User stories

### Katherine

- Designed frontend
- Designed backend UI
- User stories

### **Git Hub Logs**

