Running Head: Requirements

Food 4 Friends Web Application

Requirements

Group Two

James Boehm, Marcus Jones, David Markowski

Ray Gutierrez, Andrew Delgado, David Batdorf

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Professor Terrence Mentzos

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# How To Get There

Food 4 Friends Web Application Requirements

Our Program Manager (David B) orchestrated a perfect Opus of assigning tasks to meet this seemingly impossible task. His insight to success was evident from the first week’s bi-weekly meeting in which the newly-minted group of individuals quickly formed into a cohesive team. For this team was not a dictatorship but special unit upon which all ideas, big or small, where routed through the consensus process. From the onset it was clear we would follow Agile development schema over WaterFall development. As this was a very compact period of performance (POP), using a Waterfall development schema was subject to its limitations. According to Guru99, the Waterfall schema was not conducive where the requirement are not clear at the beginning; difficult to move back to makes changes in the previous phases; since testing process starts once development phase has ended there is high chances of bugs to be found later in development where they are expensive to fix (Guru99, 2019).

# What Vehicle Do We Use

The Requirements (Andrew & Ray) ensemble was more of the collective team brainstorming to quickly amass viable options to fulfill in the POP. It was soon realized that a web browser application with plenty of versatility was needed. In this discussion, this application wasn’t going to be a mere Android, or iPhone app(s) but could harness the use of any Apple, Windows, Linux, etc… browser thus eliminating any one-hit-wonders. No limiting factor like, “Only available on your friendly iTunes site for download!”

# What is the Application

With scalpel-like precision, it was agreed that this application should meet a social need, only thought about during the holidays…fighting hunger! Countless tons of excess food goes to waste every day because people do not an easy to use way post you are looking receive or give your excess food before it goes to waste. Other web applications are out there like Craigslist or Backdoor but you need to wade through epic pages of used crusty couches and cheeky romantic rendezvous. The application should be tailored to create an avenue for an individual or group (Giver) with any excess food a central location to post the availability of their free food. The submitted food will be posted in a user-friendly environment, upon which personnel (Recipient) can navigate based on either availability, gastronomic preference, or location. Additionally, since the principle tenets were the keystones of the application, two precepts to include application security, and application integrity will be required to ensure the application is vested. Finally, the Giver and/or Recipient application flow path should be user friendly.

# UX Design Decisions

The color selections we made were based on background image which illustrates a home cooked meal with a picnic style presentation. Using color theory, we chose green which signifies the freshness of the food and the picnic table red cloth represents a communal aspect to sharing food. Since we are using Google Authentication for user login, we utilized their logo which has blue, green, yellow and red. We used the same hexi-decimal colors they use in the logo to show consistency throughout the application. We used font size that would fit the width and height of each button or surface area and made them big enough for the user to easily read on any medium. The font type itself was primarily “Open Sans” which is a professionally acclaimed font by most UX designer standards. The grey fonts are used for column headers which are helpful pieces of data to understand how we organized the data and used black font for text that is conveying specific details about individual transactions. We are currently not supporting section 508 standards for this release.

# Development

As is the norm for Agile, we would be testing early and testing often. The Development Trio of Integration (Marcus), Testing (James), and Development Engineer(s) made the Requirement Ensembles (Andrew, Ray, David B.) vision into reality. They set to institute Systems Specification plan into an incrementally success by testing for functionality as well as security throughout the process.

# References

Guru99. (2019). Waterfall Vs. Agile: Must Know Differences. Retrieved from

https://www.guru99.com/waterfall-vs-agile.html.