Project Tender

Project Name: Data Lake

Client Name:
Willem Greyling Head of Architecture at RMB

Team Name:
IT Admirals

Team Members:
Mr Sboniso Masilela
Mr William Seloma
Miss Martha Mohlala

Tender submission Date: 4 May 2015

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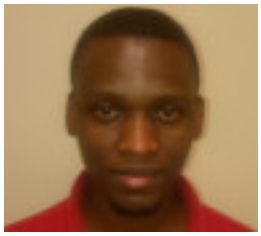
1 The Team

1.1 Mr W. Seloma

William Seloma **May 3, 2015**



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Education

- **Vukuzame F.E.T School** Empumalanga, South Africa
  Grade 12 *2009*
- **University of Pretoria** Pretoria, South Africa
  Final year Bis Multimedia *2015*

Objectives

- I am a dedicated Person who seeks to Use my skills and education to develop good Software that would simplify life for people, I am eager to learn and to be challenged in order to develop my problem solving skill and my programming skills and also to grow as a person.

Experience

1. Web development using HTML, CSS, jquery and Javascript
2. Game development using Unity and C

Skills

1. WEB DEVELOPMENT (LANGUAGES BELOW)
   - HTML 5
   - CSS / CSS5
   - Javascript, Jquery and Ajax
   - PHP

- XML, XSLT, XML Path
- SQL

2. PROGRAMMING (LANGUAGES BELOW)

- Java
- C/C++
- C
- python

1.2 Mr S. Masilela

1.3 Miss M. Mohlala

2 Project execution

2.1 Development Methodology

Agile software development methodology.

We intend on releasing new software at the end of every iteration and only Agile software development is best suited for this and the reviewing of software priorities at the end of every iteration will keep us focused on the bigger picture(Data Lake).

2.2 Informing the client about the project

The client has planed to meet on a monthly bases, that being stated we will ensure to keep in touch via email and Skype if the client is willing to have extra meetings for us to show our progress since were meeting only on a monthly bases.

Providing feed back to our client is essential to the type of development methodology we have chosen, and this we feel ensures a fully functional software which is in line with the clients liking at the end of the development of the software.

2.3 Solving technical challenges

We noticed that we are dealing with big data where we receive a lot data from our sources which is unstructured(in this case) and of different formats, we intend on building a data system that will be able to structure and store the data(using technologies like Hadoop) into a data lake and present a logically structured version of the data.
The data system will be:

- Fault tolerant
- Cost effective
- Flexible

Hadoop is designed to deal with large clusters of data and of any type and all the above points are catered for by Hadoop.
The solution we propose will allow any application to interact with our data system and the data system will provide organised information to the application.

This will make the application interacting with our data system able to adhere to the following usability goals:

1. Effectiveness - make the product good at what its supposed to do.
2. Efficiency - help to increase productivity.
3. Utility - provide the functionality that the users want/need.
4. Learnability - Make it easy for user to learn and use the product.
5. Intuitive - Make it easy to use and understand the application.

2.4 Technologies we will used

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3 References

1. Beal, Vangie. 'What Is Audit Trail? Webopedia'. Webopedia.com. N.p., 2015. Web. 9 Mar. 2015.

2. Rodrigues, T. (2012). 10 emerging technologies for Big Data. [online] TechRepublic. Available at: `http://www.techrepublic.com/blog/big-data-analytics/10-emerging-technologies-for-big-data/` [Accessed 1 May 2015].

3. Www-01.ibm.com, (2015). IBM What is Hadoop? United States. [online] Available at: `http://www-01.ibm.com/software/data/infosphere/hadoop/` [Accessed 1 May 2015]