

Men's Shed Web Application Final Close-out Report

SOC09109 2022-3 TR2 001 - Group Project

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Introduction

Group Project

This is the final report for the Group Project. The Project chosen by this team was the Men's Shed Web Application. This report will focus on the overarching principles of managing a project, the dynamics of the team and the initial assessment, agreement, and delivery of the chosen project. The report will also discuss the methods used to deliver the project and there will be a stakeholder evaluation and analysis covering the project.

The Team

The Men's Shed group team is made up of 3 disciplines Computing Engineering, Software Developers and Security Specialists. The individuals who signed up to be part of the team and their roles are listed in Table 1 below:

	Name	Role
1	John Johnston	Project Manager (PM)
2	Jonathan Cloke	Security and testing (ST)
3	Rory Mackintosh	Principle Backend Developer (PBD)
4	Duncan Hastie	Secondary Backend Developer (SBD)
5	Joe Black	Principle UI Developer (PUD)
6	Daniel Beardmore	Secondary UI Developer (SUD)
7	lain Donald	Sponsor

Table 1 Men's Shed Project Team and Roles

The Goal

The goal of this group project was to develop a piece of work for a live project proposed by a real client. The client being the Dunfermline Men's Shed Committee. Mr Ron Skirving (MS) is their spokesperson and the main contact for the project, all communications with the client are passed through the PM to the MS.

Project Description

Dunfermline Men's Shed objective.

The committee of the Dunfermline Men's Shed (MS) aspires to create a comprehensive and engaging resource for their community The MS has access to some additional facilities and is keen to attract additional members and promote diverse activities. They already have selection of interest groups away from the typical MS Activities of woodwork or metalwork. As part of their aspirations, the intended application should provide a platform upon which they can build as the need arises.

The project

Following the initial between the university Project Team and the MS representatives on the 2nd February 2023. The MS representatives highlighted their vision for the Dunfermline association, their long-term objectives, and aspirations. The MS team want to build an exemplar of a modern adaptive association embracing the wider community and diverse interests. i.e., Computer club, guitar club and workshop facilities. But also a lending library for the many tools, books, videos, and publications that the people of the community have donated at large.

They proposed the development of a web application as a tool for both embers and the management of the organisation to track the donated equipment and manage their equipment, including the facility at large.

The PT highlighted to MS representatives this module's learning objectives and the available time available to produce a worthwhile and in-depth application proposal. The reality of the project is that the exercise is to be done over a trimester and that the PT members will have other learning and assignments to achieve during the same time allocation, so the time available is limited.

The negotiations cleared a way forward from the conversation, and the PT suggested as a team, the limited time would be better spent on creating a foundation piece of work that could be developed further by subsequent student project teams.

There were many different directions that the MS wished to develop the application however, much of their aspirations were simply not feasible within the time frame allowed. Therefore, an agreement was confined to the following list.

- 1. Core application with:
 - a. User interface
 - b. Database
 - c. Administrators User interface.
 - d. Administrators access to maintain Data.

The MS agreed to provide the following items to assist with the development of the application:

- 1. Management personal information for the Administrator's access
- 2. A spreadsheet with tools and images to display as being available for use.

MoSCoW prioritisation (Proposed)

Label	Interpretation
M	 Constructing the backend and the database Way method to restrict users from accessing dangerous tools that have or could have a severe impact on health and safety (Mental Health, Ability) Admin check that items are still safe to use, Health and safety requirements, PPE is needed for the item. Admin functions The ability to add/update/retire resources, User registration, User Registration
S	 Hiding an item from view if currently booked out. High amount of good documentation for people in the future to build on. The static directory should be required to hold all images that will be used for the web app.
С	Could have a feature to possibly set up a delivery option for larger equipment for sharing amongst Men's shed locations
W	The blog page application Men's Shed expressed interest in will not be involved in our project.

Table 2 MoSCoW Prioritisation (Proposed)

MoSCoW prioritisation (Achieved)

Label	Interpretation
M	 Constructing the backend and the database Way method to restrict users from accessing dangerous tools that have or could have a severe impact on health and safety (Mental Health, Ability) Admin check that items are still safe to use, Health and safety requirements, PPE is needed for the item. Admin functions The ability to add/update/retire resources, User registration, User Registration Hiding an item from view if currently booked out. High amount of good documentation for people in the future to build on. The static directory should be required to hold all images that will be used for the web app. The only time this would not be required is if the web app did not have any images involved.
S	None
С	 Could have a feature to possibly set up a delivery option for larger equipment for sharing amongst Men's shed locations
W	 The blog page application Men's Shed expressed interest in will not be involved in our project.

Table 3 MoSCoW Prioritisation (Achieved)

Deliverables Map

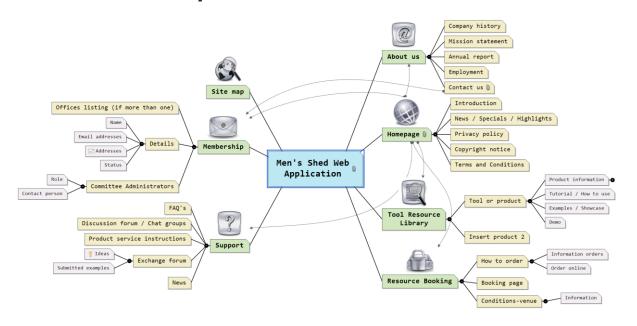


Figure 1 Deliverables Map

Project Management

The PT is happy to report that the project has been a valuable learning experience and that all members have actively participated in the development of the project. At the start of this learning experience, the team members were invited to share their preferences on what elements of the project (based on the initial documentation) they wished to contribute; 50% volunteered their roles, while the other 50% needed to be recruited. Where positions were appointed, those team members embraced their roles with enthusiasm. Each team member has been valued, and their opinions are sought at every stage of the project development.

With each role being clearly defined, i.e., Project manager, Principle Backend Developer, Principle UI Developer and finally, Security and Testing, The PM (Project Manager) used his experience to enable the team to take ownership of their area of work. They have been guided where necessary to collaborate with their counterparts for the benefit of the overall project. Each area of development has had the benefit of multidisciplinary team members from the BEng Computing, BEng (Hons) Cybersecurity and Forensics and BSc Software development courses. This worked well as team members collaborated and complimented each other's disciplines. The net result is a comprehensive cross-learning experience and collaboration on a live project.

All the project monitoring paperwork was collated, and where necessary, tables and spreadsheets joined to update each other, making recording information and time spent on the project simple and streamlined. At each scrum meeting, the members were encouraged to complete their contributions, maintaining the ownership of their individual contributions. However, the PM had to prompt to ensure these activities were completed from time to time.

In the absence of the PM, the ST, Mr Cloke, deputised and maintained the continuity of the team, hosting meetings and ensuring that the team met deadlines and completed all relevant paperwork.

The Project Manager

The project manager's role was taken by John Johnston, who by a significant number of years, is the team's oldest member. John took the role in the absence of any other team member taking the initiative to bring a team together. Using his experience of team and collaborative working within the Military and Prison Service, John saw an opportunity to build an effective team that could deliver an acceptable product with endless possibilities for the Men's Shed organisation. While at the same time sharing his professional experiences with the team, empowering them to do well and work together for the benefit of both the team and the client.

While empowered to take ownership of their development areas, the team required some motivational and encouraging feedback from time to time. Still, most of the work completed was under their own initiative.

Principle Backend Developer

The Principal Backend Developer (PBD) of the Mens Shed web application, Rory Mackintosh (PBD), worked alongside (SBD) Duncan Hastie to design and develop the backend functionality. The overall experience of designing and developing the web application's backend has been a challenging yet rewarding experience that has allowed us to learn several new skills and techniques from a practical standpoint and within a group environment. The web application development followed the design plan previously created by the team. The main backend design element that has been implemented into our web application is the use of the Python Flask framework, which is a web development framework used alongside the Python programming language to allow for more efficient and sleeker web development by making use of built-in features such as the routes function for returning html templates and adding functionality to pages. The use of a packaged files structure can be noted in Appendix 5, and the use of an SQLite database implemented within the web application, which has been used to store given data provided by the Mens Shed team and the data created by users who use the website.

The Mens Shed team had requested some key features during the project's design stage. These features include admin functionality allowing admin users to have access to pages regular users cannot, and a booking function where different branches of the Mens Shed

organisation can request to book equipment such as tools for a certain period. The PBD, Rory Mackintosh, took it upon himself and SBD Duncan Hastie to decide what features to implement, given our limited time frame to complete the web application. The design and developed features implemented within the web app can be seen as follows:

eature	Description		
Database Creation &	The first feature implemented by the PBD and SBD was the		
Population	creation of the SQLite database used to store and present Mens		
	Shed data.		
	The initial SQL script was created by the Duncan Hastie (SBD) to		
	be used within the SQLite command line interface which was		
	done by Rory Mackintosh (PBD) to create an empty database with		
	the correct tables, columns and assigned types.		
	Once created the next step was to populate the database with the		
	given Mens Shed data. The data was transferred into a CSV file		
	by Duncan Hastie (SBD) which was then used to be automatically		
	implemented into the build database via SQLite command line		
	interface by Rory Mackintosh (PBD). This was done with the tools		
	data which was added to the Tools table within the database.		
Signup Functionality	The next feature developed for the Mens Shed web application		
	was a signup feature which allows users to create an account by		
	taking details such as email, username, and password. These		
	details are then stored in the SQLite database under the Users		
	table which is later used for the login feature.		
	The stored user data is also used during the signup function to		
	check whether a new user is trying to input an already existing		
	username or email.		
	The python code for this functionality is stored under the signup		
	route which returns the signup.html template		
Signup Functionality	given Mens Shed data. The data was transferred into a CSV by Duncan Hastie (SBD) which was then used to be automatic implemented into the build database via SQLite command interface by Rory Mackintosh (PBD). This was done with the data which was added to the Tools table within the database. The next feature developed for the Mens Shed web application was a signup feature which allows users to create an accountaking details such as email, username, and password. The details are then stored in the SQLite database under the Utable which is later used for the login feature. The stored user data is also used during the signup function check whether a new user is trying to input an already exitusername or email. The python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the signup function in the python code for this functionality is stored under the python code for the logic function in the python code for the python code		

Login Functionality The login feature takes users data from the Users table within the SQLite database to authenticate that a current user has an email and password to gain access to the Mens Shed web app. If they enter the wrong email or password, a message will be flashed telling them that their details are wrong and to try again. If a user enters the correct details, then the current user will have access to more pages within the web app, such as the bookings page using Jinja2 within the HTML files. They will also get a flashing message telling them they have successfully logged in. Tool Search The Tool search function allows users to search for tools that the **Functionality** Mens Shed organisation currently owns. Using the given Tool data by the Mens Shed team, we used this data to populate the Tool table within the SQLite database, which is then used for the search function by using an SQLite query to search for tools that users enter. For example, if a user wants to search for a drill, they can enter the word drill and using the LIKE function within SQLite queries, it will return all results that contain the word drill in it, showing the user all the different types of drills currently in possession of the Mens Shed organisation. **Booking Functionality** The Booking function currently implemented within the Mens Prototype Shed web app it currently just a prototype to give the owners of the Dunfermline Mens Shed branch an example of how they could book equipment between branches. The Booking function allows users to enter their name, the item id of the item they want, the date they would like to book it, the start time they would like it for and the end time. These details are then stored in the SQLite database under the Bookings table. If a user tries to make a booking with an item already taken during

	that time slot, then the user will receive a warning message telling		
	them that the item is invalid and to choose another time.		
	Bookings are automatically deleted from the Bookings table once		
	the date and end time of that booking has passed used the current		
	time.		
Admin Access Only	The admin access-only function uses a decorator to check		
Functionality	whether a user has the admin access column within the Users		
	table set to true. If the user has admin access, they can see and		
	enter pages that other users are not permitted to enter.		
	If a user does not have admin access, they will be unable to see		
	admin pages within the navbar. If the user attempts to access an		
	admin page via the search bar, they will be returned to the home		
	page with a message stating they are not permitted to enter this		
	page.		

Overall, my experience as the principal backend developer has been a crucial chapter in my development as a programmer and a key building block in my career and achieving my goals. Designing and developing these features for the Mens Shed web application has been a challenging yet rewarding experience with many new skills learnt along the way. In summary I feel as though this has been one of the most important tasks set within my career so far and look forward to what comes next.

Secondary Backend Developer

As the secondary backend developer Duncan Hastie, a Software Engineer Student joined the team at the last chance not being the most confident programmer but looked forward to the team environment.

He mainly focused on building the database system for the application and inputting the data into the database. If behind on a week's goal would sure to be sure to have it done by the next meeting at the latest and was helped by the Principal Backend Developer when it

asked for to try and make it easier for a smooth integration of the database into the website.

Over the course of the project, he gained experience in working with multiple people doing different his small part to the overall whole Application.

Principle UI Developer

Joe Black took the role of primary UI developer. Joe is a twenty-year-old student with no prior industry experience, so leading the UI development team was a new and somewhat challenging task. However, Joe was happy to take on this role as someone who has an interest in web development, believing this would give useful insight into real-world experience.

The UI development team was responsible for creating the interface with which the client and end users would ultimately interact. This role also involved organising weekly meetings with the UI sub-team, ensuring that week-by-week goals were achieved, and presenting interfaces and designs to the client and other team members. In this role, Joe was also responsible for collaborating with the principal back-end developer to discuss how the interfaces would connect to the coded application and discuss any improvements which could be made to streamline this process.

Throughout the project's run, Joe took these responsibilities and ensured that the UI development came together to create a professional-looking interface. They gained useful experience to prepare for industry work. This was overall a highly insightful experience for Joe, thanks to the role he took on.

Secondary UI Developer

As a Software Engineering student, Daniel Beardmore took the secondary UI developer role. Daniel has little experience designing and developing UI but was eager to work with Joe and learn from him and his web development experience.

Daniel focused mostly on implementing the designs based on Daniel and Joe's initial designs and refinements. He had to research HTML coding and even more into

implementing Jinja2 from Python. Daniel received great help from Rory Mackintosh and PM John Johnston.

Overall, this project has helped diversify Daniel's skills, knowledge, and experience.

Security and Testing

Jonathan Cloke fulfilled the role of security and testing on the project as a student on the BEng (Hons) Cybersecurity & Forensics programme. Jonathan was added to the team by the PM at the team finalisation stage of the module.

With such a different educational pathway from the other students, Jonathan's primary role was to assess the technical teams' development work, highlight security considerations in the project documentation, carry out product testing, and document it.

The main benefits gained were insights into web-application development and team-working in general. Cybersecurity as a subject area tends to favour and foster a certain type of mentality, and invaluable experience was gained to balance and integrate this way of tackling problems into a multi-disciplinary team with different ways of approaching problems.

During the project, the PM had to take a step back for a short time, and he had instructed that the ST should act as deputy PM until his return. Jonathan ensured that the team maintained the weekly meeting and followed the in-place documentation procedures as much as possible during this time. The PM had already established an efficient working framework, and this short step-in only added value to and enhanced the learning experience for the ST.

Backend and Database Development

During the backend development, many different technologies were used to design and develop the backend of the Mens Shed web app. Some of the main technologies used were the Python programming language, the Flask framework, the Linux command line to set up virtual environments to work on the web application and Jinja2, which allows the backend functions to communicate with the front end to give users visual functionality.

The Flask framework was a vital technology to use during development as it allowed for easier web development for the backend team. As the Flask framework has many built-in functions for easy web development, which were used throughout the development of the Mens Shed web application.

Jinja2 was one of the most important technologies during development from both a practical and group perspective. Jinja2 allows the backend team to create function variables that can be used by the front-end team in their HTML templates. This allowed the backend team to work alongside the front-end team, bringing us together instead of two separate teams. Not only does Jinja2 allow for the backend features to have user functionality via the front end, but it also allows both teams to collaborate and share skills, making it a valuable learning experience for both teams.

Overall, team collaboration between the front-end and back-end teams was a valuable experience as it gave both teams a different perspective on the development of the Mens Shed web application. Not only was the practical experience of collaborating with the front-end team a valuable use of time, but the experience has also added a new social skill set for both teams when moving forward to future projects and other group tasks. In summary, collaboration with the frontend team has been a valuable and rewarding task in developing the Mens Shed web application.

User Interface Development

For this project, the User Interface was developed by a sub-team consisting of Joe Black and Daniel Beardmore. The UI sub-teams task was to develop the interface with which the client and end users would interact.

The team considered several key factors in the development of this interface. Firstly, the interface should appear clear and professional. It should be straightforward to navigate – minimising clutter, and only contain relevant information. The site should also be easy to navigate; developing an interface for a user base which may not be experienced in technology was something to pay close attention to. Developing an interface with which the backend team could connect was also important.

In the earliest stages of implementation, the team began to design pages with raw HTML code, which was connected to a style sheet. Upon early reviews, the backend team suggested that the UI development team consider Bootstrap templates for implementation. Joe had some experience with Bootstrap templates and decided that this would be beneficial for the site, as Bootstrap allows web pages to be created using already existing templates and allows for complex features to be included, features which otherwise would have required a great deal more work in raw HTML, such as removing the need for a separate file for styling the pages.. Both teams agreed that this change allowed the creation of an interface which aligned with the key factors of appearing professional and readable.

Following a meeting with the client, it was suggested by team leader John and principal backend developer Rory that the UI team could convert the bootstrap pages to Jinja2 format. The Jinja2 format further streamlines implementation, meaning that the same file is used for each page, with only the page contents differing. The UI team agreed that while both members were unfamiliar with the method, it would prove extremely beneficial to both teams for connecting the backend application. Secondary UI developer Daniel transferred each page from the Bootstrap template to the Jinja2 format, which heavily reduced the lines of code required for the site. Both teams agreed that this was a strong improvement that would assist towards the finished application.

Security and testing

During the initial stages of design planning and development, there was little demand placed on this role. Security considerations were communicated with the team in order to guide them as much as possible in developing a secure final product.

Any user account system must have security designs in place for storing the passwords of the registered user accounts. Bcrypt was suggested and approved for the storing and authentication of user passwords in a hashed format.

Members' personal information stored by the application was recommended to have encryption applied to it to keep compliance with the Data Protection Act 2018 and the UK GDPR implementations in mind.

Input validation was recommended to receive attention to reduce the risks from malformed and malicious entries affecting or reaching the underlying database.

A user account password policy was recommended to be enforced to reduce the risks of insecure account passwords during account creation.

The team worked hard to consider these considerations alongside their development approaches.

During the project initiation, it was agreed that with the limits on time and other competing time interests for the team, that the framework for the application would be developed with the intention of other teams in the future adding to the development process.

Due to this agreement, the testing of the application was rather challenging to undertake, a test build was created by the team using the most current version of the application at that time, and the initial framework for testing was planned out to include three main areas.

- Functionality Testing Core functionality that was agreed to be completed during the project was tested.
- User Experience The application was evaluated from the perspectives of the potential end-users. Due to the application still being in development, this testing was unable to be fully completed and requires revisiting after future development cycles.
- Security Testing This testing area had three planned objectives, firstly was to assess if the security considerations identified in the project initiation report had been implemented, secondly to scan the web application for potential vulnerabilities and weaknesses and thirdly to perform dynamic security testing on the application from the perspective of a threat actor.

Security Testing had to be adjusted as the application required more development before being tested in this way. The test build provided was deployed using the PythonAnywhere platform which would not be used to host the app in the future, due to the public nature of this web server only limited testing could be attempted and limited value was able to be gained with the current version of the app.

The security testing needs to be completely redone once the application has reached the stage of being ready for live deployment and conducted on the privately owned intended host infrastructure.

Stakeholder Evaluation

The stakeholder evaluation was conducted to establish satisfaction of the project delivery 4 question were posed as to the effectiveness of the project progression. The questions were see table 4

1	The project documentation that you saw
2	Communications with the team
3	The quality of the work that you have seen
4	The pace of the project

Table 4 Stakeholder Evaluation Questions

Each question was scored out of 10 at the end of each month's cycle over the length of the project. The results generally show an overall 80% sense of satisfaction which is confidently a positive review the details of the evaluation can be seen at Appendix 6. The main recommendations for improvement are centred around effective communications and the recording of the communications.

These results perhaps highlight some weaknesses in individuals and the method of the communications used to share information. The teams Chat platform was used in this project as the entire timeline is available throughout the development cycle and transparent for all users. While it has not been mentioned directly, confidence amongst the younger team members may have also contributed to the overall scores in the evaluation.

Stakeholder List

The stakeholders for this project include the following personnel.

Role	Name	Organization
Project manager	John Johnston	Napier University PT
Main Client Contact	Ron Skirving	Men's Shed Committee
Sponsor	lain Donald	Napier University Tutor
Project Team	Jonathan Cloke	Napier University PT
Project Team	Rory Mackintosh	Napier University PT
Project Team	Joe Black	Napier University PT
Project Team	Daniel Beardmore	Napier University PT
Project Team	Duncan Hastie	Napier University PT
Men's Shed	Committee members	Men's Shed Committee

Table 5 Stakeholder List

Appendix 1 Follow-Up Register

Туре	Cause	Effect	Impact	Likelihoo d	Importance	Response	Response	Custodian
R	Coding	Inefficient application and failures. Incorrect programming, being under pressure	70	50	2	Avoid	Testing and Adjust	JJ, RM, JB, JC, DB, DH
R	Joining coding elements between team members	Inefficient application and failures. Incorrect programming, being under pressure	70	50	2	Avoid	Testing and Adjust	JJ, RM, JB, JC, DB, DH
R	SQL Scripting errors	Inefficient application and failures. Incorrect programming, being under pressure	70	50	2	Avoid	Testing and Adjust	JJ, RM, JB, JC, DB, DH
R	Broken Object Level Authorization	Integrity of the site being compromised	60	30	1	Avoid	Testing and Adjust	JJ, RM, JB, JC, DB, DH
R	Broken User Authentication	Unauthorised access to the site	50	30	1	Avoid	Testing and Adjust	JJ, RM, JB, JC, DB, DH
R	Broken Function Level Authorization	Application failure	40	30	1	Avoid	Testing and Adjust	JJ, RM, JB, JC, DB, DH
R	Security Misconfiguration	Application security compromise	40	30	1	Avoid	Testing and Adjust	JJ, RM, JB, JC, DB, DH

Appendix 2 Project Final Close-Out Peer Review

Reviewer:	Team:
Reviewee:	Team:
Date of review:	
Project description	า
Reviewer's comme	ents and recommendations
Response and acti	ons taken
Deliverables map	
Reviewer's comme	ents and recommendations
Response and acti	ons taken
Follow-up register	
Reviewer's comme	ents and recommendations
Response and acti	ons taken
Quality of docume	nt (clarity, presentation, etc.)
Reviewer's comme	ents and recommendations
Response and acti	ons taken

Appendix 3 Client Project Final Report Feedback

Reviewer:	Team:
Reviewee:	Team:
Date of review:	
Project description	า
Reviewer's comme	ents and recommendations
Response and act	ions taken
Deliverables map	
Reviewer's comme	ents and recommendations
Response and act	ions taken
Follow-up register	
Reviewer's comme	ents and recommendations
Response and act	ions taken
Quality of docume	nt (clarity, presentation, etc.)
Reviewer's comme	ents and recommendations
Response and act	ions taken

Appendix 4 Lessons Learned

Appendix 5 Evaluations

Month end scores

	Mth 1	Mth 2	Mth 3
John	30	32	32
Rory	30	29	32
Jonathan	32	34	34
Joe	28	34	35
Duncan	31	32	33
Daniel	34	38	35
Sponsor	29	31	31
Client	30	34	31
Totals	244	264	263
Percentage	76%	83%	82%

of a possible 320

Comments

John	The team has worked very well together. By
Rory	None
Jonathan	None
Joe	None
Duncan	None
Daniel	None
Sponsor	As a student project using University systems
Client	