

Software Development 2

Team Members (+Gmail for virtual meetings)

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Important Links

GitHub Repository: <https://github.com/JFRich84/SD2-TOSDodgers.git>
Trello Task Board: <https://trello.com/b/0PmFOt69/sd2-tosdodger>

Code of Conduct

1. Share your progress each week.
 - ☐ Sharing progress will be done during the virtual meetings and through GitHub
2. Don't be late. If you can't attend a meeting, provide an update ahead of the next scheduled meeting.
3. Camera on during virtual meetings.
4. Communication: Communication should be respectable. Any criticism should be constructive rather than a personal attack.
5. Conflict Resolution: Address conflicts professionally and privately. Seek resolution through open communication and compromise.
6. Everyone is expected to contribute.
 - ☐ Continual non-attendance (less than 70%) of meetings or missing deadlines will lead to expulsion from the group.
7. Plagiarism: Any contributing work should be your own or referenced accordingly.

By participating in the project, each member of the team agrees to uphold these principles and contribute to a positive and productive team environment. Commitment to this code of conduct is essential for the project's success and the well-being of all team members.

Weekly Meeting Dates

- Monday 2.15pm
- Friday 4.15pm (virtual)

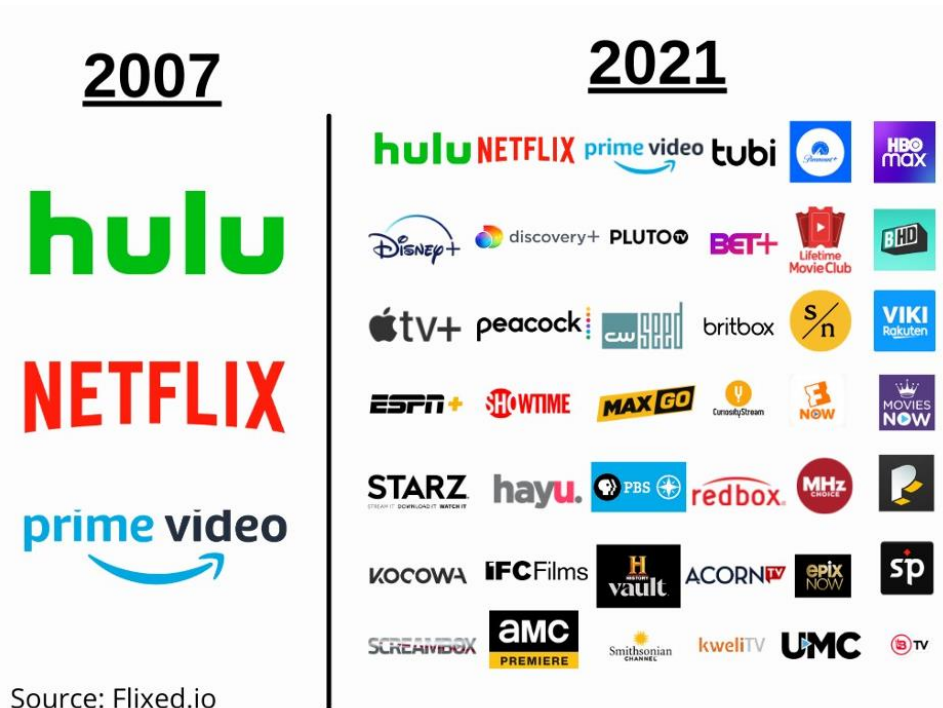
Project Proposal

TOS Dodger – Share your subscriptions

Overview

TOS (Terms of Service) Dodger is a browser-based tool which allows small groups to easily and securely share access to paid subscription services in a controlled group setting.

Problem Statement



The premium paid subscription model for areas in media consumption, software and cloud services has become a dominant means of distributing content. This market, however, has become increasingly fragmented and hence, more expensive to the individual user. Where consumers may previously have had the option to purchase content for a one-time fee or from a few select subscription providers, many media and software companies now offer exclusive content at a premium. This practice can limit consumer choice and lead to over-paying for underused content or services. TOS Dodger will increase access to these services at a reduced cost for the user through a simple and secure group sharing platform.

Target Audience

TOS Dodger's target audience will be small groups where all members are known and trusting of each other. These include:

- Families with adults, young children and older teenagers looking for a convenient method of sharing access to streaming services across multiple internet-enabled devices;

- Friendship groups where each member may have their own paid service that they wish to share with other members and gain access to the most content;
- Students living away from home looking to continue accessing streaming services from families or share the cost of using a required premium software productivity tool or academic service with classmates;
- Work groups needing to justify the cost to access essential business analysis, productivity and specialist software.

There is likely to be a mix of users who are technically competent, and others who might be less so, given the potential userbase will be wide. Therefore, the product should emphasise simplicity of use. We will look to focus on useability with an emphasis on simplicity over additional functionality and avoid jargon or other terms where possible.

Example streaming services

- Video On Demand
- Music
- Security
- Video Games
- Software
- Reading
- Cloud Software Services
- Well-being
- Discount codes / referral fee

Personas

Persona 1:



Demographics

- Name: Joe Soap
- Age: 55
- Sex: Male
- Location: Bournemouth, United Kingdom

- Education: BSc Project Management
- Profession: Project manager in construction industry
- Income: £60,000 per annum
- Internet usage: 2-3 hours per day
- Devices: Smartphone, Laptop, Tablet, Smart TV
- Personal Interests: Photography and documentaries

Bio

- Joe is a husband and father of two teenagers, the eldest of whom is at university. He enjoys spending time with his family and taking photos of all the things him and his family get up to in his spare time. He enjoys documenting his work by taking photos. Joe enjoys watching documentaries during his downtime.

Motivators

- Being able to quickly and easily share all his photos and videos with his family.
- Being able to watch all the documentaries he finds interesting as well as the recommendations he receives from his friends and family.
- Finding a solution to his issues that does not involve paying out a lot of money for all his subscriptions.

Frustrations

- Joe finds it frustrating that he is unable to effectively manage all his photos and videos he takes, as well as sharing them with his family as when he sends stuff over WhatsApp the quality is always worse. He finds it challenging to watch all the documentaries he would like as often they are only available on certain streaming platforms that he does not pay for.
- Joe is uncomfortable with technology that is overly complex as his job already requires a lot of concentration and effort.

Communication channels

- Predominantly uses his laptop for work and accessing the internet to view things like the news.
- Uses his smart tv to watch documentaries.
- Prefers not to use his phone as he finds it too small.

Persona 2:



Demographics

- Name: Jane Blossom
- Age: 23
- Sex: Female
- Location: London, United Kingdom
- Education: MSc Data Analytics
- Profession: Junior Data Analyst
- Income: £29,000 per annum
- Internet usage: 5-6 hours per day
- Devices: Smartphone, Laptop, Tablet, Smart TV
- Personal Interests: Listening to podcasts, watching TV Series, playing video games

Bio

- Jane is recent graduate and has just started a new job. She has just moved into an apartment with her friend in London who shares a lot of similar interests with her. As she is new, she is often on Pocket Casts listening to podcasts about how to improve her workflow. She also enjoys listening to music on Spotify and watching TV series on Netflix and HBO Max.

Motivators

- Being able to listen, watch and interact with her media no matter which device she is on. Having continuity between devices make life very convenient for her.
- Having a simple a way of sharing her login credentials with her friend without having to constantly ask for them and wait for a response.

Frustrations

- Jane does not have a lot of disposable income as she has just entered the workforce and has had to spend a lot of money on starting her career. She cannot afford to pay for multiple subscription services.
- Jane and her friend use a lot of the same online services and find it annoying they are not able to share the cost of these as it will help them increase their savings.

Communication channels

- Makes use of her phone very often to listen music and podcasts.
- Uses her laptop to watch Netflix and YouTube.

Design:

- Landing page (Home Page) showing what our webpage does.
- Home page will have “Log in” and “Sign up” buttons
- Once signed in, users will be presented with their account page.
- Account page shows the groups they have joined as well as the option to create a new group
- Each group shows login credentials for various paid subscriptions (Netflix, Spotify etc)
- Database, holds user information, groups, and login credentials

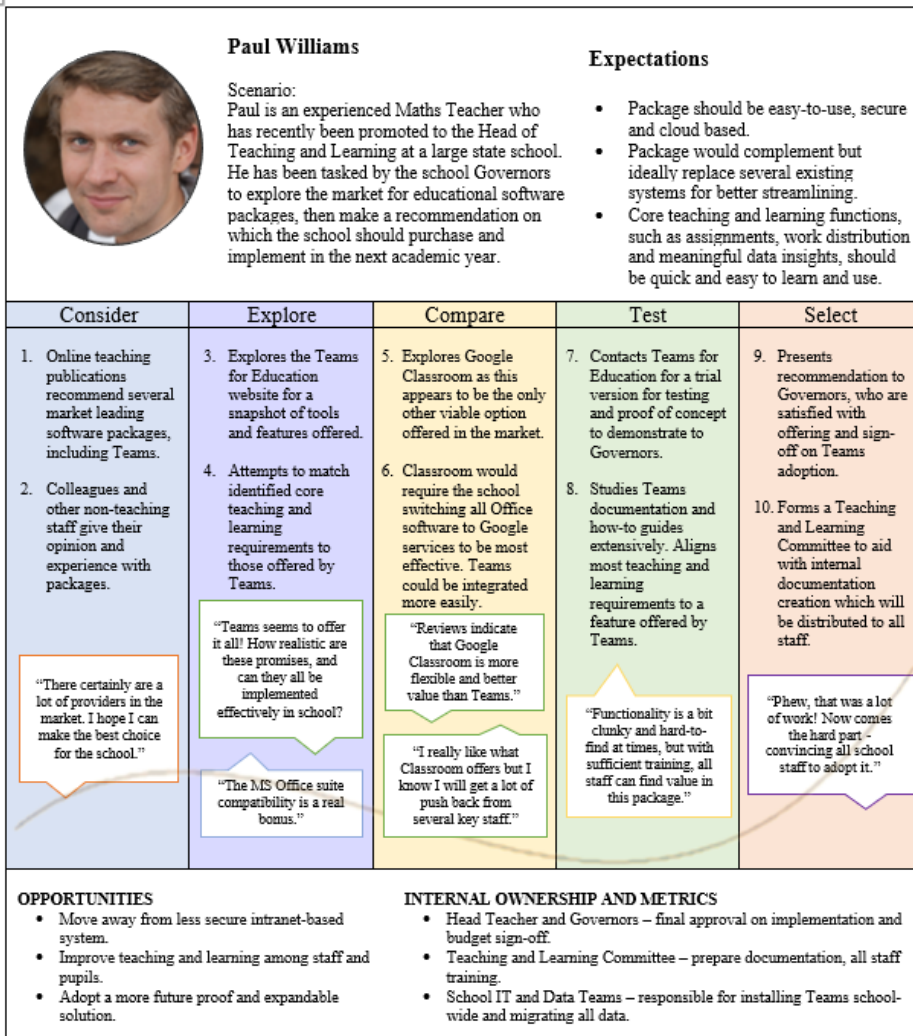
Meeting Minutes

Date:	Mon 09.10.23
Time:	14.15
Venue:	UoR
Attendees:	AH, GS, JR, TT
Apologies:	

Agenda Items		Actions / Decisions / Notes	
1.	Matters arising / updates from previous meeting	1.	Finalise Code of Conduct
		2.	Review and agree the Idea Outline (prepared by Tom)
		3.	Submit with Moodle Group Module area.
2.	Dates for your diary / upcoming: Monday 09.10.23 14:15		
3.	AOB:		N/A



Customer Journey Map - User of Microsoft Teams



Customer Journey Map photo randomly generated [16]

User Stories – Link

<https://www.visual-paradigm.com/guide/agile-software-development/what-is-user-story/>

<https://www.techtarget.com/searchsoftwarequality/definition/user-story>