**COSC 4P02 Project Proposal, Winter 2023**

**Problem:**

The Niagara-On-The-Lake Museum requires an interactive map for their visitors/stakeholders which will provide an enhanced experience when exploring the museum and its exhibits.

**Objective:**

Our team will create 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.

**Importance:**

The addition of an interactive map will enhance the visitor experience as all locations will be readily available on a mobile device while currently in the museum, or on the website as they are planning their visit. The addition of interesting information on the current exhibits will allow visitors to learn more information and will hopefully attract more visitors to the museum who want to learn more about the subject. A map will also help guide visitors to other important museum services, such as the washrooms, security, and entrances and exits.

**Software Engineering Process:**

Our team will follow a scrum process in order to meet our objective. We will have defined roles for a product owner, scrum master, and the development team. We will conduct a planning meeting in order to document our requirements, as well as spring planning meetings. Every week we will have a “daily” sprint meeting in order to discuss our progress with the rest of the team. At the conclusion of each sprint (approximately 2-3 weeks in length) we will have sprint review and sprint retrospective meetings, as well as a planning meeting for the next sprint.

**The Team:**

Product Owner: Andrea Baker

Scrum Master: Victoria Peel

Developers: Hannah Chan (Lead), Jacob Lavell, Katherine Joun, Victoria Peel, Andrea Baker

GitHub Page:

<https://github.com/HannahC235/4P02_Winter_2023_MAPS>

**Timeline:**

January 17th – Project Planning Meeting

January 24th – Product Backlog/Sprint Planning Meeting

January 31st – Requirements Document Deadline/Begin Sprint #1

February 7th & 14th – Sprint Team Meetings

February 21st: Sprint Retrospective / Review / Sprint #2 Planning

February 28th: Deadline for Progress Report – February 28th @ 2:30pm

February 28th & March 7th: Sprint #2 Team Meetings

March 14th: Sprint #2 Review / Retrospective / Sprint #3 Planning

March 21st & March 28th: Sprint #3 Team Meetings

March 28th @ 2:30pm – Deadline for Progress Report #2

April 4th: Sprint #3 Review / Retrospective / Sprint #4 Planning

(Sprint #4 and Final Presentation dates subject to change as progress continues)

April 11th & April 18th: Sprint #4 Team Meetings

April 25th: Sprint #4 Review / Retrospective

April 26th: Presentation Meeting - Final