UCF Senior Design Canvas (Spring 2017)

1) Lessons Learned

To be successful, what should we do?	To be successful, what shouldn't we do?
Work as a team, set reasonable goals, communicate, complete all requirements, establish responsibilities, plan well	slack off, underachieve or overcomplicate, skip meets, fall behind early, fail to document as we go

2) Senior Design Why, Hopes, Fears

Why are we doing senior design?
Real world experience of designing and implementing a major product, to obtain the degree that'll get us hired in the field, resume boost, get exposure to new programming techniques, have someone to advise on our own techniques, and to practice being part of a diverse programming team

What are our hopes?	What are our fears?
Please customer, gain experience, get job from it, work well with the team, make something to be proud of	chose too easy a project, underestimating the scope of the project, get stuck on one issue, forgetting to document, have to vote someone off, falling behind schedule

3) Team Values

What are our team values?

DWYSYWD
Dependability
Effectiveness
Respect
Productivity

4) Team Behaviors

What are the positive impact behaviors to do?	What are the negative impact behaviors to avoid?
Finishing on time Timeliness Communication Achieve Goals	1) Being late 2) tardiness 3) talking down to teammates 4) miss deadlines through failures

5) True Problem Statement

What is the problem we are trying to solve?

The main problem we are trying to solve is creating a way to check the equipment at the firestation in a way that reduces the overall time it takes and makes sure all equipment has been checked.

6) 100 Ideas

What are our ideas to solve the problem?

We did this at the bootcamp (you advised we could leave this blank for the turn in)

7) Potential Solution

What idea do we select to solve the problem?

Android app, iOS app, admin website for sending out notification emails and generating new reports for the mobile apps

Why is this the selected solution?
It will provide a good test of our abilities, allow the firefighters to make use of both the tablets they have and their own phones, and allow the admins to

8) Project Scope

Deliverable	Customer	Due Date/Milestone	How Long Will it Take to Complete	Steps to Complete
Requirements doc	• Professor (maybe O.F.S)	• 2/20	• 2 weeks	assigning team members, weekly milestones, time estimates, design exploration
Final Design Doc	• Professor and OFS	• 4/26	• 1 month	30 pages each, complete design of project
In Class PP presentation	• Professor	• ?	• 2 weeks	gather info, write slides, practice presentation, assign parts
Boot camp worksheet	• professor	• 2/8	• <1hour	type up what we wrote in boot camp

9) Project Risks

What are the risks?	What are the steps to mitigate the risk?
Get behind schedule	get ahead schedule early, reevaluate timeline if behind, pick up slack quickly
The app is too slow or the UI is too clunky to use	Research ways of speeding up the program, QA testing as we go
Individual parts don't integrate	Keep testing/discussing our parts with teammates to catch problems early
The customer doesn't like the direction we are going	Frequent checkins with the client, keep them updated on our progress
The QR codes or server or database fails or stops providing service	Plan a secondary, backup method early on

10) Team Members

Who is each team member?	What are their strengths?	What are their weaknesses	What are their constraints?	What are their expected contributions?
David Evander	• Good at technical writing and Java, learning android now	• No experience with server/database, little web development	• 5 classes, and trying to get internship for summer, laptop might break	• Project manager, paperwork, android app
Ashton Ansag	• implementing designs, java and javascript	• coming up with designs	• time (job and long drive times)	• server, webpage
Christian Jaen	• automation, server management, git	• documentation, networking	• time (full-time job)	• database, server
Jacob Solomon	• Database, web development, iOS	• Android	• time (job)	• iOs, floating help

11) Routine Meetings

When will we routinely meet?	What is the agenda?	What do we need to bring with us?
Weekly meetings wednesday nights at 7:30, with possibility of varying in accordance with schedules	1) The kickoff meeting will be fleshing out designs and timelines and what we should each start working on	1) Work/class schedule 2) Contact info 3) Ideas