Product Proposal

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Class : [B] Fundamental Studio

Team : 5, Virus Visualising Media

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# Overview

This project will consist of developing Virus Visualising Media, henceforth { PROJECT\_CODE\_NAME }. This project relevantly compares and visualises complex and dynamic data of the COVID19 outbreak in a timely manner. Which of course includes { SUB\_AIMS }.

Iteration of the project to achieve these aims will require that we implement the following { SUB\_SYSTEMS }, { SERVICES } and { OTHER }.

We will develop { PROJECT\_CODE\_NAME } with the { TARGET\_DEMOGRAPHIC } in particular mind, however, it is aimed more broadly at { TARGET\_WIDE\_DEMOGRAPHIC }.

Achievement of these implementations requires { REQUIREMENTS }.

This project aims to develop in a fashion that is modular and provides latter opportunities for feature development.

# Description and Context

Given the current situation regarding COVID19, we conferred and agreed that there was a lacking in { MARKET\_SEGMENT }. Currently, the closest products with similar goals are { MARKET\_COMP\_LIST }. However, these miss the vital aim of our product, as before: relevantly compares and visualises complex and dynamic data of the COVID19 outbreak in a timely manner.

{ PROJECT\_CODE\_NAME } comprises of { NUM\_PARTS }. With possible scope extension(s) to include extendibility/modularity to more viruses, possibly further views and data interpolation.

Following is a breakdown of the methodology and systems proposed for development as introduced above.

# Definition of System and Elements

# Prototype Goals and Development Stages

Following are the stages we will utilise within the project to iterate the outcome of the project.

Within the Alpha Stage, our team will be primarily concerned with the principles behind the functionality of { PROJECT\_CODE\_NAME }. The Alpha stage comprises of two sub-stages, rapid-prototyping and feature expansion.

Alpha substage-1 rapid-prototyping allows us to neglect non-critical systems in favour of functionality that befits the primary goals and aim – avoiding extraneous development “side-allies”. Alpha substage-2 feature expansion will focus on iteration and expansion of the substage-1 rapid-prototyping, laying the ground for initial user testing and pilot trials.

Put simply, trialling of hardware and software specifications will occur (developer side), to understand the eventuation of the product in the following controlled client-side testing.

Post initial Alpha stage developments, the Pilot stage allows us to implement controlled tests client-side with limited users. We stage the Alpha release for a series of control tests on a feature-by-feature basis of file hosting, data storage, data retrieval, modelling factories, data transformer, data loader, unit/system/integration tests, stats maker, "front end formatter", chart maker. Further we will require the services, API endpoints, UI/UX, story boarder, hosting (Digital Ocean droplet), CI/CD, (server-side) docs maker. We also require the ancillaries, web scraping (data ingest), db optimiser?. This stage focusses on user interaction and brief testing while allowing time for integrating hot-fixes.

The final development stage of the { PROJECT\_CODE\_NAME } prototype involves the Beta testing stage. The Beta Stage will involve penultimate trials of file hosting, data storage, data retrieval, modelling factories, data transformer, data loader, unit/system/integration tests, stats maker, "front end formatter", chart maker. In addition to the services, API endpoints, UI/UX, story boarder, hosting (Digital Ocean droplet), CI/CD, (server-side) docs maker and the ancillaries, web scraping (data ingest), db optimiser? implementations. These implementations now include Pilot stage hot-fixes, patches and minor feature updates.

## Alpha

### Alpha substage-1 Rapid-Prototyping

This substage involves the rapid-prototyping of the following systems,

* API endpoints, basic UI/UX, stor/views, preliminary hosting (Digital Ocean droplet),

Implementation will involve minimal configuration and have no lasting data-plane interactions.

### Alpha substage-2 Feature Expansion

This substage involves the expansion of the following systems as developed in substage-1,

* API endpoints, UI/UX, story boarder, hosting (Digital Ocean droplet), CI/CD, (server-side) docs maker,
* SELECT { OTHER } AND { SUB\_SYSTEMS } WHERE CRITICAL
* >>> Hosting, testing

Further, feature implementation will develop to include the following non-essential systems,

* file hosting, data storage, data retrieval, modelling factories, data transformer, data loader, unit/system/integration tests, stats maker, "front end formatter", chart maker
* web scraping (data ingest), db optimiser?

In addition, an ancillary goal is to develop unit tests of the currently developed code modules as we have time in this substage.

## Pilot

Our pilot stage will require that we

* Record and monitor usage and system information,
* Implement “as-final-as-possible” and then adjust as necessary,
* Avoid over-zealous perfectionism,
* Implement as many middleware components as possible,
* Implement and apply (hopefully) automated integration testing

Succinctly, our Pilot stage aims to gauge the current progress on the project and quantify how well we’ve met our product goals and aims.

## Beta

The Beta Stage will involve the refinement and optimisation of the existing { PROJECT\_CODE\_NAME } system prototypes of the { SUB\_SYSTEMS }, { SERVICES } and { OTHER }.

It follows that a more robust system requires that we now develop system tests and further develop unit tests.

Finally, we must now begin wider acceptance, load and system testing of { PROJECT\_CODE\_NAME }.

# Project Timeline

# Bibliography

# References