

# Project Brief

## Document Information

<b>Project name:</b>	So you think you know Cork like?
<b>Date:</b>	05/02/2021
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<b>Owner</b>	Group 6
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## Approval

Date	Name and Signature

## Notes

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## Definition

<b>Background:</b>	<p>With the current situation of COVID-19 everyone is deprived of the ability to adventure around Cork and see all its famous landmarks and areas.</p> <p>Inspired by GeoGuessr, we decided to make an interactive game where users show off their knowledge of Cork landmarks in a location guessing game.</p>
<b>Main Goal:</b>	<p>A Cork based geographic trivia game that tests users knowledge of Cork's famous landmarks. Each user will sign in creating a profile which will be used in a leaderboard to incentivise competition on who knows Cork best.</p>
<b>Desired Outcomes:</b>	<p>A functioning web application which provides an enjoyable user experience.</p> <p>Register page where users can create profiles that track their activity, to be used in a leaderboard, to show top users of the application.</p> <p>Landing page in which users can select game modes, including starting a game, and have redirects to other pages.</p> <p>Page where users can upload their own photos, along with a geotag to increase user involvement.</p>
<b>Constraints and Assumptions:</b>	<p>The use of open source projects which adapt similar technologies as a base for our project and for referencing.</p> <p>Short development timeline with project length of 8 weeks, which includes time spent learning new technologies.</p> <p>May be heavy to locally store a large number of static files.</p> <p>Assumptions (technology used):</p> <ul style="list-style-type: none"><li>• Use of the Django framework</li><li>• Javascript</li><li>• Python</li><li>• Css</li><li>• HTML</li></ul> <p>Additional Assumptions:</p> <ul style="list-style-type: none"><li>• Use of our own photos to prevent copyright issues.</li></ul>
<b>Interfaces:</b>	<p>We will interface with the Google maps via their API. Users can use this to select their location guess to the given photo and the distance</p>

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	between the correct coordinates and their guess will compute their score.
<b>Project Approach:</b>	We will delegate roles based on our own skill set and communicate via slack with multiple weekly meetings to discuss our progress and any problems we may encounter.
<b>Project Product Description:</b>	A web-based geographic discovery game which takes users around some of the many well-known and unknown sights of Cork.

## Outline Business Case

With COVID-19 having robbed many young people of their inner adventurer with constant lockdowns and 5km restrictions, we hope that our project can be a virtual competitive tour of the Rebel County.

Once the pandemic has come to an end, we feel this is an application that may be enjoyed by many Cork people. In this time of lockdown we tried to develop something that may provide amusement to the many who can't leave their home. We feel that such an app may remind people of the many wonders of Cork that they may not be able to see due to travel restrictions while also providing a fun interactive experience.

With our project we aim to increase users' knowledge of Cork's famous and mysterious landmarks by 6.9%.

Our project costs include:

- Maintenance
- Hosting the application
- Storing large amounts of Photos
- Time management

The projects benefits include:

- A uniquely Cork escape for users during lockdowns and restrictions.
- User involvement with our application.

Dis-benefits: Many moving parts which may cause errors.

Major Risks: Time management, underestimating the complexity.

To differentiate our project from other products with a similar premise, we have decided to put more emphasis on delivering a more educational system for kids and to help them learn about their surroundings in the city of Cork.

We are also planning to highlight the leaders of each jurisdiction in the leaderboard for example "Champion of Douglas".

Financial incentive: Possibly letting local cork businesses advertise on the webpage.

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## Key Stakeholders

Major Stakeholder	Notes
Nathan Crowley	
Mark Cullinane	
John Wales	
Jeff Attride	
Eoin Treacy	

## Project Objectives

Our aim is to have tiered difficulty where we begin with a basic structure of the project. Throughout the development we will add more complex features as well as improving the core system.

Tier 1: Basic project with fundamental operations.

Tier 2: Allow ability to add users with login.

Tier 3: Add a leaderboard where users can compete based on their time taken to complete the game.

Tier 4: Allow the public to test and use the system. Fine tune any imperfections and remove bugs and errors.

Our aim for this project is to create a very simple but functional location guessing game. Throughout the development we will add more complex features as well as improving the core system. Below are our planned objectives :

Objective 1: Separate project tasks to developers.

Objective 2: Construct landing page, leaderboard system and login/registration pages for web application to save users data

Objective 3: Implement Google Maps API and store images of Cork to the database

Objective 4 : Combine all elements into functional web application

Objective 5 : Improve functionality and add more features to create a well-rounded user experience

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	Target	Tolerance
<b>Scope</b>	Account Creation/management system Landing Page with various game modes Leaderboard System Image Database Google Maps implementation	
<b>Time</b>	6 weeks	1 week
<b>Cost</b>	5 x developers pay over 7 weeks	
<b>Quality</b>	Easy to navigate UI system Various game modes (solo,versus,etc.) App users can upload own geo-tagged locations	Functional and secure login system Database to store all geotagged locations and where they are
<b>Risks</b>	Breaches in security	
<b>Benefits</b>	Increase users knowledge of Cork, Source of entertainment during lockdown	

Role	Reports to	Appointee
Scrum Master	Product Owner	Weekly rotation
Backend Infrastructure	Scrum Master	John Wales
Frontend Developer	Scrum Master	Mark Cullinane
Frontend Developer	Scrum Master	Nathan Crowley
Full Stack DevOps	Scrum Master	Jeff Attride
API Implementation	Scrum Master	Eoin Treacy

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