



ABERYSTWYTH UNIVERSITY
DEPARTMENT OF COMPUTER SCIENCE

PROJECT AWESOME

Project Plan

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Contents

1	Introduction	1
1.1	Purpose of this document	1
1.2	Scope	1
1.3	Objectives	1
2	Overview	2
2.1	Platforms and High Level Architecture	2
2.1.1	Hypertext Markup Language (HTML)	2
2.1.2	Cascading Style Sheets (CSS)	2
2.1.3	PHP: Hypertext Preprocessor (PHP)	2
2.1.4	PostgreSQL	2
2.1.5	Analytics	2
2.1.6	Internet Connectivity	2
2.1.7	Staff Login	3
2.1.8	Staff Access to SAMS/AStRA	3
2.2	Description of Target Users	3
2.3	Software Licensing	3
3	Use Case	4
3.1	Use Case Diagram	4
3.2	Use Case Descriptions	4
4	User interface design	5
4.1	User Navigation	5
4.2	GUI Design	5
5	Project Management	6
5.1	Gantt Chart	6
5.2	Risk Analysis	6

1 Introduction

1.1 Purpose of this document

The purpose of this document is to present how I've translated the project brief, the Aberystwyth Web Evaluation Surveys Of Module Experiences (AWESOME), a web-based module evaluation questionnaire generator for the monitoring and evaluation of teaching, into subsystems of objectives and milestones. Moreover this document will describe the various interactions between separate components of the system and outline initial ideas surrounding the visual appearance of the user interface.

This document will also discuss project management with the use of a Gantt Chart, providing an overview of the project's major tasks and related milestones. This will coexist with a probabilistic analysis of risks, of which will cover some main issues that may occur throughout the development of the project.

1.2 Scope

The project plan should intend to give an overview of the proposed system, including a brief description of platforms and HLA - as well as provide a description of target users. It will also contain a user case diagram that aims to give an overview of how the users might interact with each-other. An idea of the user-interface design will also be provided with descriptions of how it will interact with the end user. In terms of project management, a Gantt chart will be used to display the start and end dates for the main tasks of the project and a risk analysis that will highlight issues the project may encounter.

1.3 Objectives

The objectives of this particular document are:

- to describe the appearance of the user interface.
- to indicate an understanding of user behaviour.
- give further indication of the proposed time-line surrounding the development of the project.
- to indicate an understanding of the risks and other factors of the project.

2 Overview

The "Aberystwyth Web Evaluation Surveys Of Module Experiences", or AWESOME for short, is a web-based module evaluation questionnaire generator for the monitoring and evaluation of teaching.

2.1 Platforms and High Level Architecture

I intend to use the following platforms for the system.

2.1.1 Hypertext Markup Language (HTML)

The project brief stated specifically that the system is to be deployed completely via the web. We will be using Hypertext Markup Language (HTML) as the markup language used to create the application.

2.1.2 Cascading Style Sheets (CSS)

In order to produce an aesthetically-pleasing web application I will utilise CSS to specify the styles of the visual elements of the website.

2.1.3 PHP: Hypertext Preprocessor (PHP)

On the server side PHP will be used to handle communication between the client and the database and handle the creation of the questionnaires as well as providing dynamic web pages. PHP is widely available on the majority (if not all) web servers and is relatively easy to deploy compared to similar systems.

2.1.4 PostgreSQL

PostgreSQL is one of the most widely used database platforms and will be used to store application information. The platform is renowned for its simplistic commands and is easily deployed and managed.

The high level architecture consists of the following elements and application mechanics;

2.1.5 Analytics

For staff to analyse feedback analytics consisting of visually-appealing graphs and textual responses will be rendered.

2.1.6 Internet Connectivity

Both staff and students will require connection to the server to allow them to use the application. Google Charts has been pinpointed as a possible way of doing this as it comes with a readily available API, and still keeps in line with the approach of using free software to build the entire system.

2.1.7 Staff Login

2.1.8 Staff Access to SAMS/AStRA

2.2 Description of Target Users

All design must begin with the understanding of who the user is, but due to the relatively large range of age and expertise of the target-base this will be difficult to achieve. The proposed system will be targeted to both staff and students who are currently working or studying at a higher education institute. Because of this inability to pinpoint a specific user base, it would be best to ensure that when designing the user interface we need to ensure that the application is simple to use (in order to avoid frustration and confusing) it must also be informative.

2.3 Software Licensing

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3 Use Case

3.1 Use Case Diagram

3.2 Use Case Descriptions

4 User interface design

4.1 User Navigation

4.2 GUI Design

The following images cover the initial concept of the application. These mockups were completed using the GNU Image Manipulation Program (GIMP) allowing for editing on evaluation.

5 Project Management

5.1 Gantt Chart

The below figure is a Gantt chart, a visual representation of the project schedule. It describes the project milestones and task dependencies.

5.2 Risk Analysis

Document History

Version	Date	Changes made to Document	Changed by
0.2	17-06-2014	Completed overview	KeironO
0.1	16-06-2014	Initial creation	KeironO