# Problem Definition

**Project Background/Brief**Our Project 2 class has mutually agreed to create a campus event organizer. The project has been given a broad scope encouraging innovation and creativity. We are currently in the planning phase of this project. In the application that we are building, learners at CPUT are potentially able to join events or register as part of a committee under “staff”. The project application needs to include front-end programming, back-end programming, and a database. The way we as a group go about completing this is entirely up to us. The workload will be split 6 ways, with each member playing an important role in the project. The planning phase of this project is to be finished by the end of Term 1.

**Problem Statements**Each member of the group has been assigned a class to work on using Java. That being said, it is the first time any of our group members will do a programming-based assignment in a group. This was thought to be our initial problem because of the challenges that come along with collaborating with different programmers. Disagreements between members on which way our project should be heading could spew and cause tension which will lead to less productivity. Our working solution to this problem is to have weekly scrums to discuss issues that we’re facing, provide suggestions as well as feedback on suggestions and, updating each other on progress made.

We need to ensure that the program’s GUI (Graphical User Interface) is intuitive and easy for the user to navigate. GUI is one of the weaker working areas within our group. This is a vital part of the project because it is what the end-user will see first. One group member who feels comfortable with designing interfaces, will be given the task of creating the wireframe for the application. The rest of the group will attempt to navigate through the wireframe and critique creativity acting as end-users. Feedback will be given, and the appropriate changes will be made.

Combining all individual pieces of work into one project is one of the most challenging tasks. As mentioned before, this is our first time doing a project of this caliber. Bringing all the individual components together will inevitably leave room for gaps within the project. This could potentially cause big issues regarding the functionality of our application. A UML will be designed to keep all project members on the same page, using the correct naming conventions and providing a guideline on what their section of the project will accomplish.

Deciding what interesting special features to add to our application to differentiate ourselves from our classmates’ projects. This is an important problem because we as a group are striving for excellence in innovation, to show what we are capable of. A mediocre website will gift us with an average mark. Looking and using similar applications will help inspire and incite new ideas for our application.

**Conclusion**

This project aims to explore our different skill variations needed to create and run a project. Pushing out of our comfort zone to complete the project with excellence is what drives us. This will help prepare us for the business world and how *real* the pressure is for expected results.