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Description

This document describes in general what the product is about and how it will come to realize

Product Concept document

Graduation Report

# Version Control

|  |  |  |
| --- | --- | --- |
| Version Number | Date | Description of change |
| 1.0 | 13-9-2015 | Begin documentation |
|  |  |  |
|  |  |  |

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# Introduction

## Project Concept Document

The purpose of this project concept document is to identify the project idea and turn it into a realized product. It provides a basic understanding of the project and the content of it. This document will define the basis of the project and explain how certain aspects of the design work.

## General Information

The product’s name as of 13-9-2015 is “Cheery” because it fits the project. The name can change throughout project development.

Project / contact information

|  |  |
| --- | --- |
| Developer | Melle Dijkstra |
| Project Name | Cheery |
| Customer | ROC Friese Poort |
| Development Time | 20 weeks starting 20-8-2015 |

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# The Project

## The Concept

### The idea

The idea of the project is a “social network” where you can share interests with friends and strengthen your relation between people in your friend group.

This is done by playing little games and helping each other with challenges together. What these games are exactly, is not yet clear. But don’t confuse this social media with Facebook or Twitter. It’s more for groups instead of you alone having a profile and updating statuses. The idea is to get to know everyone who you share the group with.

### How it works

You require an account which you can get by visiting the site or if an app is available you will be able to register an account via the app.

When you join for the first time you make an account and make a group and then you have the option to invite others to join the group you created. A few of the option you have are creating lists to share with others in the group, also you have a couple of “games” or challenges to complete or beat each other in. These little games can vary from taking the weirdest selfies and/or playing simple games like hangman. You can also play challenges with your group and score points with the whole group instead of yourself. In later updates you can play against groups and compete for the first spot.

### Possible ideas

The main thing the product has to do is have a fun time with friends on the site/app and sharing stuff with friends. The exact “games” or “challenges” that will be available are not yet established. If it is possible to make an app of this idea within the given time then that will of course be implemented. But that’s going to take time learning everything around app development.

## Project Management

### Project Planning

Google Drive:

[Cheery Project Planning.xlsx & Cheery Gantt Planner.xlsx](https://drive.google.com/folderview?id=0B3hR-3NDUXJBNjBVUUZRN05ZNTQ&usp=sharing)

If you don’t have internet use these local links (and have the files on your pc):

[Cheery Gantt Planner.xlsx](Cheery%20Gantt%20Planner.xlsx)

[Cheery Project Planning.xlsx](Cheery%20Project%20Planning.xlsx)

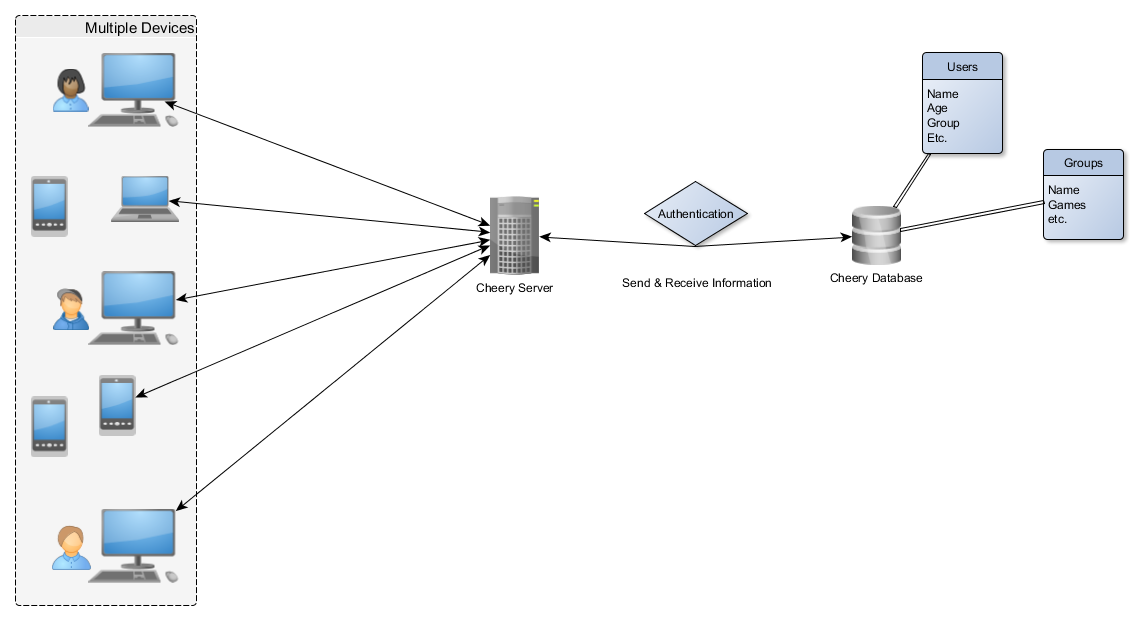
### Programming Environment

The programming environment will focus on web based development. The product will be hosted on a server with apache, php, mysql. Git will be used for version control and sharing files with project members as first option. If Git is too complicated for this small project, I won’t use version control but use old trusted backups of the files. The cloud server for the project will be hosted at digitalocean.com. That is because you can tweak everything on the cloud server at digitalocean.com like which software to use or which OS will be running on the cloud server.

### Target Platform

The target platform can be many different things like mobile, desktop or Android specific. The Cheery project will be web based and targeted to people using the internet. First desktop will be the primary goal. In a later stage mobile will be supported. But desktop is the first thing where the application has to work. In the backend there will be an API, so other applications can access some data of the Cheery project. It can also be used for the app to get information.

## Network Diagram



# The Customer / User

## Who is the customer?

Who is the user of the site/app/product? Everyone has the option to download the app or use the site when it’s available. But the main focus is the age range of 10 to 50 years old. There isn’t a restriction about the age but the people using the product are probably going to be in that range.

## Types of users

### Normal users

The normal user can make an account and also make groups. He can invite people to join the groups and do the standard things in the app like the mini games.

### Product Administrators

The administrators are able to alter the database from “behind the scenes”. They can change account, group, games and all the other things stored in the database.

# The Product

## Product Requirements

In the case of there being an app, it will only be made for android. Making the app available for other devices is going to cost too much time and wouldn’t be possible to finish in the given time.

## Flow of events (use-cases)

### Users

1. User makes an account or logs in
2. Creates a group
3. Invites others to the created group
4. They play games together

### Admins

1. Admin is given an account and logs in when verified
2. Admin can alter database information
3. Admins can change user profiles and groups (only if needed)

# Goals

## Essential Features

1. Able to make an account for normal users
2. Everyone can create groups
3. Everyone can invite others to their group
4. Group admin can change if others can invite to group

## How will the product be promoted

The product won’t officially be promoted because it’s a school project. But for a

# Graphical Designs



First logo design

8. What are the packaging guidelines? (Distribution, brand image, visibility, environmental

issues, security, transport)

9. How should the product be labelled? (Usability, functions, internal consistency, legal requirements, promotional requirements, distribution requirements.)

???

# The Extras

## Potential Features

1. Let the users themselves create little games.
2. AJAX implementation (no page refreshes)

## Maintenance of the Project

5. Will you offer the user training? How? How will it be funded? (For a game training is important – how will your user learn to use all the functions and controls?)

It's the internet, most people know how to work it! Maybe a tour on the site would be nice

6. How will the product be delivered? Who will pay?

I have to pay by myself first. Maybe add some adverbs with google ads to get some money back from the site.

7. Will you offer credit? If so, what sort of terms?

???

8. Does the product have a warranty? How long is free? Can the warranty be extended for

a payment? If so, how much?

Warranty is not applicable. It's free for now.