Hobbyistic

**Senior Design Team Contract**

University of Cincinnati

College of Education, Criminal Justice, and Human Services

School of Information Technology

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# **Intent**

The following contract was written and agreed upon by Nicholas Lawson, Mahesh Gowda, Brendan Sitton, Sukhbir Sekhon, Jack McHugh. The contract provides expectations, objectives, and results for developing Hobbyistic.

The contract is effective for all team members participating in IT 5001/5002 through the 2021-2022 academic year.

**Senior Design Team Contract**

**2021-2022**

**Project Name:** Hobbyistic

# **Project Summary: We want to create a web application on the computer that would allow users to learn hobbies in a self-paced workflow. Users could input their hobbies, set milestones/goals, and track their time if desired. In addition, users would receive a notification based on their schedule of when to work on their hobby or status updates on their progress in reaching their goals.**

# **Problem Statement: Hobbies provide a fulfilling and productive use of one’s free time. Some people with struggling starting new hobbies while staying on track.**

# **Solution:**

Hobbyistic is a web application that helps provide a fun and efficient way to learn and track your hobbies. This app is for users who struggle with time management or commitment to staying focused on their goal. This app will be driven towards having fun in learning hobbies. The user will be given goal based sections and data to help them visualize their progress. The user can choose how much time they want to give on a daily week to week schedule to help with their progress and choose to be given optional notifications to motivate them in the right direction.

# **Contact Information:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Team Member** | **Degree + Track**  **Track N/A for BSCyber** | **Email** | **Phone Number** |
| Sukhbir Sekhon | BSIT – Software Dev | 6+2@mail.uc.edu | 111-222-3333 |
| Brendan Sitton | BSIT - CYBER | Sittonbq@mail.uc.edu | 513-252-1728 |
| Mahesh Gowda | BSIT – Software Dev | gowdamh@mail.uc.edu | 513-488-9465 |
| Nicholas Lawson | BSIT – Software Dev & Game Design | lawsonnj@mail.uc.edu | 317-919-7729 |
| Jack McHugh | BSIT – Software Dev | mchughjk@mail.uc.edu | 614-725-7049 |

# **Sponsor Information (if applicable):**

N/A

# **Project Source:**

# Our project source was a collaboration between our team members looking to address the issue of keeping track of hobbies.

# **Project Objectives/Goals:**

-The app should be a fun way to drive your hobby experience.

-The app will not give the user any feeling of a chore.

-The app will provide useful data for user.

-The app will provide useful tracking functionality for the user.

# **Team Members and Responsibilities:**

This section should detail each member’s role, their technical title for the project, and the scope of their responsibilities.

Examples:

Back-end Developer and Front-end Support: Jack McHugh

* Providing back-end development.
* Providing front-end integration support.
* Completing back-end development tasks.
* Creating back-end development tasks.

Front-end Developer / Front-end Tester / Project Manager: Nicholas Lawson

* Making the UI and layout.
* Front-end dev testing.
* Creating wireframes.
* Creating front-end development tasks.
* Keep everything organized, arranging meetings, implementing Agile framework.

Cybersecurity Analyst / Presentation Specialist (Public Speaker): Brendan Sitton

* Responsible for analyzing and implementing security measures
* Responsible for monitoring network for any security issues
* Responsible for any penetration testing
* Responsible for visualizing the idea to any person who might struggle to conceptualize the process.
* Presenting to stakeholders/audiences

Back-end developer and Database Manager: Mahesh Gowda

* Tie up database, and UI
* Helps create database
* Responsible for testing and deploying project

Full Stack Developer: Sukhbir Sekhon

* Back end – making the database.
* Front end – Providing any supporting help if needed.
* Implementing program logic, especially using existing APIs.
* Code review – keeping the internal code and layout efficient and readable using programming standards.

Additionally, everyone can pitch in in other roles or outside their scope depending on our needs.

# **Project Scope:**

# It should be able to learn hobbies at a self-chosen pace.

# Keeps tracks of goals and progress.

# Customizes experiences tailored for each user and their needs.

# Implement goal input.

# Implement a way to input various hobbies.

# Implement a way to track progress for each user.

# Implemented notification for user to pick back up on a hobbie.

# **Project Timeline:**

Crawl (Research), Walk (Development), Run (Testing).

Crawl: Statistics on people being successful on hobbies, stats on people failing on hobbies, Survey on uc students to ask them hobby related questions to provide our own statistics.

Walk: Using agile methodology to stay on track with our development deadlines. Meeting every week to keep track of our development progress.

Run: Finish up testing and polish the application. Prepare for and rehearse all presentations and visuals for the audience.

A rough estimate of your project timeline in a tabular format with the following fields:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task #1 | Research (Crawl) | 1 month / 4 weeks | September 19th | October 17th |
| Task #2 | Development (Walk) | 5 months / 20 weeks | October 3rd | March 31st |
| Task #3 | Back-end Development  (Walk) | 4 months / 16 weeks | October 3rd | February 6th |
| Task #4 | Front-end development  (Walk) | 4 months / 16 weeks | October 3rd | February 6th |
| Task #5 | Polishing, finishing development and deployment.  (Run) | 4 weeks | February 1st | February 28th |
| Task #6 | Testing (Run) | 3-4 weeks | March 1st | March 31st |
| Task #7 | Presentation | 1-2 weeks | April 1st | April 10th |
| Task #8 | IT Expo | 1 day | April 11th | April 11th |

Your tasks can be grouped and broken down as needed.

# **Technologies Used:**

Visual Studio Code, JavaScript, MySQL, REACT, Agile, Microsoft Azure, Springboot or Node.Js, IntelliJ, Java, HTML, CSS.

# **Ethical Considerations:**

We intend to be civilized adults and address any problems with the group in conversation. We promise not to share or leak data for user’s hobbies if they do not wish to be public. We promise not user’s location if not desired.

# **Team Rules:**

1. Plagiarism will not be tolerated. Any team member that plagiarizes will be subject to university policies and a team meeting will be called.
2. Each team member will stay current on their tasks to ensure the project milestones are being met. If an event conflicts that will affect the completion of a deliverable, the team member will notify the other team members at least 24 hours in advance of the scheduled due date.
3. If a group member will be absent on class days or for an extended period, they will notify the other team members and the instructors.
4. All team members are required to attend all scheduled meetings and provide updates to the acting project manager during the meeting. If a team member cannot make a scheduled meeting, they must notify all team members at least 4 hours in advance and provide an update via messenger or email.
5. All team members will review the oral presentation and final report.
6. All team members will respect the opinions and ideas of each team member, other students, and faculty.

(Preserved from the template)

# **Team Signatures:**

Signature: Jack McHugh\_\_\_\_\_\_\_\_\_\_\_\_ Signature: Brendan Sitton\_

Date: \_\_\_\_\_\_9/16/2022\_\_\_\_\_\_\_\_\_\_\_\_ Date: 9/16/22\_

**Jack McHugh** **Brendan Sitton**

Software Developer Cybersecurity Analyst / Pres. Specialist

Signature: \_\_Nicholas Lawson\_\_\_\_\_\_ Signature: \_\_Sukhbir Sekhon\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_9/16/2022\_\_\_\_\_\_\_ Date: \_\_\_\_\_9/16/2022\_\_\_\_\_\_\_\_\_\_\_\_\_

**Nicholas Lawson** **Sukhbir Sekhon**

Software Developer Software Developer

Signature: Mahesh Gowda

Date: 9/16/2022

**Mahesh Gowda**

Software Developer

**Project Advisor Signature:**

Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**First Last**

Title

# **References**

Properly cite any references.