**BSc in Computing**

**Team Project & Group Dynamics Module**

**PathFinder**

Proposal, Technical Project

to be presented on ??/??/????

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# INTRODUction

## PURPOSE

Outline the purpose of the project, with a high level description of the product to be delivered, and the expected benefits.

This project aims to create an Indoor GPS navigation application which can be used in any building. This product should be able to give your accurate location inside any building and show you a path along with any information on any destination you have selected to go in the building.

This will benefit anyone who routinely goes into large building like hospitals or colleges where because there is such an extraordinary amount of rooms and buildings it can become very easy to get lost and this application will help solve that problem by offering real time location and marker that can help you find your way in any building.

## Background

Describe the background information about the project, including a description of comparable competitive/existing products You should include any research you have done to date on the market area, for instance if the product was a game, you might discuss type of genre, major titles in that genre, market moves away/to the same.

## Needs STATEMENT

Provide a brief statement of the business or system needs, and state short-comings apparent in current organization/systems/products available in the marketplace which will be addressed by the project.

This project aims to create an indoor navigation map for any building using an extremely low cut budget but will be able to deliver an effective and easy to use application, most business who offer the same type of application charge an incredible amount of money which is why most business who could use this application would never buy it.

## scope

Outline the scope of the project, and identified what is to be included, and what is excluded

## Project Members

In a table provide information on the team members and their agreed roles within the project. The list should contain any information that properly identifies the person, their role within the project, how to reach them and what are their responsibilities.

| **Team Member** | **Role** | **Contact Information** | **Responsibilities** |
| --- | --- | --- | --- |
|  | Champion |  |  |
|  | Stakeholder |  |  |
|  | Project Manager |  |  |
|  | Architect |  |  |
|  | Analyst |  |  |
|  | Developer |  |  |

If this project is being developed for a client, outline in a new subheading confidentiality and copyright issues

# Proposed TECHNICAL APPROACH

## Requirements

Present the requirements as understood at this time. The requirements should consider user (features to be implemented) and system requirements. Include a high-level diagram such as a use case system diagram or block diagram to capture the situation being addressed if appropriate.

## Application mechanics

Outline the constructs of rules or methods designed for interaction with the game state, thus providing gameplay.

## prototype/storyboard

Provide screenshots of your prototype (built in Construct 2), or the storyboard.

## Architecture Design

Explain the technology to be used in the project. Describe hardware, software, or network components as relevant and as understood at this time. Draw a high-level architecture diagram to illustrate the proposed system components and the relationships between them. Outline any alternatives considered, and state your reasons for choosing these particular components

## Implementation

The Development Methodology that we has a group have decided to implement is the agile development module, the reason we chose this methodology is because since we have started this course this is the development methodology that has been constantly praised and we have been told that this is now becoming the industry standard.

This has lead each of us to research and study the agile module over the previous years and to base the majority of our projects around this method which has now become second nature to us, this is the reason we has a group have decided to use this development methodology.

Outline which development methodology have you chosen to follow, and the reasons for the decision

## Quality Assurance Plan

Describe the potential risks related to the software quality. Outline how you intend to manage these risks.

# Expected Project Results

List deliverables expected to be produced for the project

## MEASURES of SUCCESS

Describe an assessment plan that will identify the success/suitability of the project. List a measure and an acceptable value range. A measure should also correspond to the stated objectives of the project, for example one of your objectives is a “highly responsive game”, you need to consider whether to use 30fps or 60fps, and a suitable measure of success would be 3/60th.

# project management

## DEVELOPMENT METHODOLOGY

The development methodology to be used to deliver the project will be ‘Agile’.

## schedule

Project plan:

1. Project overview / proposal
2. Requirements:
   1. Database (SQL)
   2. Web Based front end
      1. Html (java Script)
      2. CSS
      3. java servlets
      4. php
   3. Android App
      1. Java
      2. SQL
      3. Other (?) to be identified
   4. PC Based App (C++)
      1. To be determined
   5. iOS App
      1. to be determined
   6. Hardware
      1. Bluetooth Beacons
      2. NFC Chips
      3. Printer (for QR Codes / Bar Codes)
   7. Other requirements
      1. Maps and details of areas on maps

**Team Member: Kevin**

**Technical Review:** Scope, Implementation, Schedule.

**Literature review:** Hosting and Pre-Existing Technologies.

**Team Member: Kate**

**Technical Review:** Background, Prototype/Storyboard, Development Methodology

**Literature review:** Bluetooth and NFC research.

**Team Member: Chris**

**Technical Review:** The Points Kate and Kevin aren’t covering.

**Literature review:** QR Code Generation.

**Deadlines:**

* The deadline for the Technical Review is the 21st of October.
* The deadline for the Presentation Document is the 22nd of October.
* The deadline for the Literature Review is the 31st of October.
* The deadline for the CA for our team assessment is the 30th of November.
* The deadline for the code upload is the 27th of January.
* The deadline for the final project documentation is the 1st of February.
* The deadline for the project demonstration slides is the 22nd of February.

**Note:** These dates can be subjected to change.

Attach a project plan (in Gantt chart format) for the project. Identify the major components/tasks/milestones that will need to be met, and the deadline date for the same.

Here, we are looking to see that you have thought through your project and have a handle of what will be involved in your project and are being realistic in allocating time to achieve this.

If you are choosing Agile development, the primary purpose of this methodology is to enable developers to react to changing requirements faster, and updating a Gantt chart will slow this process down. However you should still include a timeline that identifies any pre-sprint work, and includes deadlines/milestones dates. Sprints can be shown as ‘phase’ bar. You should however include your prioritized Feature Breakdown Structure.

## Budget

Unless there are budget considerations beyond using your own or department resources, enter “No budget required.” Otherwise include needed items.

## communication & collaboration plan

Provide a synopsis of your communication plan. How often will you meet? How will you delegate tasks to be completed? How will you share information? What collaboration tools will you use?

# References