**Capstone Project**

**Document Template**

Note: The following are the candidate sections of the document. They are presented here for guidance. Questions in each section could be used as possible aspects to cover. Some questions may not be applied to each project. On the other hand, additional information may be needed.

# Introduction

## Purpose

* Connecting people through projects
* No other similar solution currently exists (that I know of)
* There are no current users, but loneliness epidemic could ensure users
* At best, millions of daily users linked and developing themselves through the app
* As stated no similar project exist. People can pledge money to projects or find friends through application but not discover and collaborate on projects

## Industry/ domain

* The domains are Project management and Self development
* It is a flourishing industry due to a shift of culture toward individualism
* Profits are primarily from sales or subscription to courses
* The key concepts are:
  + Developing a Personal Vision
  + Planning Your Personal Development
  + Starting the Improvement Process
  + Recording Your Personal Development
  + Reviewing and Revising Personal Development Plans
* The project could be linked to many industries, including advertisement and education

## Stakeholders

* Everyone over 16 that has a reliable access to the Internet
* It lets stakeholders connect to others and sharpen their skills
* Currently none, though ease of use will be a requirement

# Product Description

## Architecture Diagram

Include a diagram of the building blocks of the design including users and how they interact with the product.

## User Flow

Present as a flow diagram the steps a user may make in interacting with the software.

## Wireframe Design

See [here](https://www.figma.com/file/Fxt8dQqFcPtzU1qc5BFTLr/Capstone?type=design&node-id=0-1&mode=design&t=wQ4kDrbbfBBdAi1M-0)

## Open Questions/Out of Scope

* A file called wider\_scope to serve as notebook for further ideas to widen the scope

## Non-functional Requirements

* Users will need login to access their private information though cookies will let people log back on easily. Password are stored as hash and banking information will be done through Stripes, a dedicated 3rd party
* There is no theoretical maximum to connections or transactions, though server capacity will realistically be limited
* The software would ideally be used on a daily basis, thus as easy to use as feasible
* The application presents no urgent situation. Response time should be short but it is not a priority
* Application serves as common billboard. Failure only means slightly delayed update, thus is not a priority
* The software has no major reason to be overhauled but individual features and/or Quality of Life improvements are to be expected

## User Stories

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| # | User Story Title | User Story Description | Priority  0(min) - 10(max) | Additional Notes |
| 1 | Sign up | The user creates an account | 10 |  |
| 2 | Log In | The user logs in to use their account | 10 |  |
| 3 | Add skills | The user chooses the skills their master from the skills list | 8 |  |
| 4 | Add interests | The user chooses the fields that they wish to develop skills in | 9 |  |
| 5 | Create a project | The user creates a new project defining it’s type, it’s budget and whether it is public or not | 10 |  |
| 6 | Add steps | The user adds steps to define the broad | 10 |  |
| 7 | Add tasks | The user adds tasks to define the details of what needs to be done | 10 |  |
| 8 | Change status | An admin or assignee changes a task status (admin only for professional projects, as it may need review) | 7 |  |
| 9 | Add budget | The creator defines the pool of money available to realize the project | 3 |  |
| 10 | Pledge money | A user add money to the budget of one of the project they chose | 2 |  |
| 11 | Add members | A project creator add users as member of said project | 6 |  |
| 12 | Assign tasks | An administrator defines who does what, though a member can add themselves as an assignee | 5 |  |
| 13 | Browse projects | A user browses the list of projects and filters it by name or fields | 7 |  |
| 14 | Request entry | A user asks to be a member of a project | 4 |  |
| 15 | Set admins | A project creator defines the members they wish to have administration rights on their project | 4 |  |
| 16 | Set resources | The creator or administrator defines the resources that are needed for a step | 3 |  |
| 16 | Add/edit resources | The members of the project modify the current number of resources | 2 |  |

# Project Planning

# Testing Strategy

* What were steps undertaken to achieve product quality?
* How was each feature of the application tested?
* How did you handle edge cases?

# Implementation

* What were the considerations for deploying the software?

# End-to-end solution

* How well did the software meet its objectives?

# References

* The code is stored in [a GitHub repository](https://github.com/PhilNbel/IODCapstone)
* The core is a Vite and JS mix, with MySQL for the database. The following libraries are used:
  + React
  + express
  + cors
  + sql-sanitizer
  + MUI
  + mysql2