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Senior Design  
Summary of Hours and Justification

I. Fall (46 hours)

During the first semester, our team's main objective was to define the scope of the project. At first, the project had a much broader span in regard to purpose and content. We spent 15 hours in weekly meetings planning, updating, and collaborating. I spent 5 hours researching the subjects we could potentially add to our website. The initial plan was to make our application a 1-stop-shop cybersecurity education website that started from ground 0. Students with no prior experience would've been able to navigate through the modules, increasing in difficulty, and participate in labs and small quizzes. After deciding the general model of the application, I spent 5 hours starting to draft up content for the modules and labs. Also, I started and maintained a JIRA board to keep track of our progress and plan biweekly sprints. However, the plan for the application switched quite dramatically by the end of the semester. With the help of our advisor, we decided to narrow the scope to a specific cybersecurity concept, the buffer overflow.

II. Spring (60 hours)

The second semester was spent primarily on developing our application in the narrower scope. Similar to the previous semester, we spent 15 hours in weekly meetings planning, updating, and collaborating. Since we had a plan set in stone, we were able to jump directly into development. I spent about 15 hours developing the content for our application. This included communicating with our advisor (who we were getting the content from), designing the layout of the modules, determining what content to include, and writing descriptions and explanations for varying parts of the website. Since our project was focused on creating a tool that provided visualization to complex ideas, I spent another 15 hours making PowerPoints that mimicked what the animations should do, so that the developers knew what to code. I then spent another 2 hours throughout the semester answering questions and collaborating with the developers to get the animations to look correct. Lastly, I spent 3 hours writing content for our final EXPO poster, including the abstract, problem statement, solution statement, and future work.