
Matchmaking System Dating website D8Finder PROJECT CHARTER

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		Xin Xie	Tester & Developer 3
		Matthew Hezel	Developer 2
		Morgan Sylven	Scrum master
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		Xin Xie	Tester & Developer3
		Matthew Hezel	Developer 2
		Morgan Sylven	Scrum master
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Amendment History

Section	Author	Page	Version	Comment
1	Moonyoung	9	1.1	Updated information of team members
8	Morgan	13-14	1.2	Updated Deliverables
6	Moonyoung	10	1.2	Updated Project Methodology and Approach
7	Moonyoung, Jimin	10	1.2	Updated Project Governance
8	Xin, Matthew	13-14	1.2	Updated Project Scope and Deliverables
6	Moonyoung	10	1.2	Add decision making process and dealing with issues
8	Jimin	13	1.2	Add payment feature
1	Xin	7	1.3	Updated project summary based on new project specification. (dating web application)
8	Xin	13	1.3	Updated project scope and deliverable based on new project spec.

Add a row for each section update or consolidate if changes are minimal. NOTE: Changes should be tracked within the document if the document is to be re-distributed, so that the audience can quickly see the changes.

Staff or Entities Consulted

Name	Position / Organization
Morgan Sylven	Team leader
Jimin Ahn	Product owner
Moonyoung Jung	Developer & UI Designer
Xin Xie	Developer & Designer
Matthew Hezel	Developer

Add rows as needed. If not relevant, enter N/A.

Related Documents

Name	Author	Description
Product BackLog	Jimin Ahn	https://docs.google.com/spreadsheets/d/1Wfvq7V4u5zIDQmyjXcy-k9c3z3h_XOIYNU1fZSqBJWs/edit#gid=1867841751
WBS	Matthew Hezel	https://docs.google.com/spreadsheets/d/1eotPdyijT-u6jS1rT0NFfvRb1UhaRulPAi-keH09dLs/edit#gid=1953489617
Mitigation Plan	Jimin Ahn	https://docs.google.com/document/d/11VK9LpcObH77xUsO1MGw6_I5OZ4A8vnMxJxfzfOCKCs/edit

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Preface

The purpose of this document is to illustrate the processes our team underwent, to attain our goal of building a dating website using the matchmaking system. These include the code language, the work environment used to program, diagrams of each functionality, database design, non-functional requirements as well as test results and the risks and issues.

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1 Project Summary

D8finder online dating sites system, which the system the main aim of this project is to create an web application that is helpful while people want get a dating online with others. Currently, some existing systems were free dating app available for [Android](#) and [iOS](#) devices. Similarity with traditional old-school apps, they have relies on geographical proximity as main feature, making it easy and quick to hook up with people, either for long or short-term relations. Just looking at the potential match and swiping it left (Like) or right (Pass) makes the trick. Obviously, our main idea that is to develop a system, it is simplicity and visuals. Registration process is essentially absent – you just login with email. You can also add/edit all details, add a personal description. Make yourself profile look nice and engage!

In the D8finder dating sites system, application could start with the features your PC D8finder webpage will need to be successful. You only need to login with your email, upload information about yourself, such as your employment, your school and will perhaps get you to list basic information about yourself (e.g. your name, age, where you live) and let you set your gender, age, and location preferences. However, it is not have the distance limitation. Dating system let users Like/Pass people by click left or right. And lets you sent your chosen people messages, emoticon, etc. through an inbuilt chat system.

In the D8finder dating sites system, the application mainly consists of 2 modules:

1. User module
2. Admin module

User Module: The customer can sign up with their email, Manage User profile and set discovery preferences: Thinking about making an extended bio to allow people to get a better idea of what they're click, for example, click to Like/Pass a profile. Real Time Chat feature when both users like each other profile. And message talk with some emoticon. Push notifications (which informs users when a new match has been found)

Admin module: This module is purely for an administrator of the site. Better customer account manage which are delete and monitor the history which including login, logout, or chat. A Match Making Algorithm: which better defines the who, what, where, when, and why's of matching participants. Social Shares: This could potentially act like a points system for those who do share through their social media outlets (e.g. giving them access to premium matches

2 Project Sponsor

The project sponsor for this project (matchmaking system) is RMIT University and Mr.Reza. Mr. Reza is the project sponsor and the supervisor as well.

3 Stakeholders and End Users

Name	Project Role	Project Responsibility
Reza Soltanpoor	Project Sponsor & Supervisor	As a Project Sponsor & Client, Mr. Reza demand and ask to the team about the requirement for get successful project.
		As a Leading the Scrum Team and provide the expected information, requirement and feedback of this project.
Morgan Sylven	Team Leader	Team Leader has the job of leading scrum meetings, conversing with the Product Owner as to what needs to be done, and confirming or re assigning tasks picked up by team members.
Jimin Ahn	Product Owner	Product Owner is the middle man between the Client and Project Team. He has responsibility to deliver all requirement of client needs and changes to the team and also tell and explain all about the issue to client as a non-technical word.
Xin Xie	Developer & Designer	Development Assistance, help the developer to improve the basic functions for the project and view the issues of developing process. On the other hand, during the developing process the Tester should review the codes and type the testing codes to find bugs and fix them and before the deadline they should view the whole product and guarantee entire product no issues.
Moonyoung Jung	Developer & UI designer	Developer's main role and responsibility is to develop the design and solve a software problems. UX designer's' main focus is to design and visualise a software as user-friendly and interactive design.
Matthew Hezel	Assistant Developer	Assistant Developer as the name implies assists in the development of the code to the client specifications or an agree

		compromise. Assistant developers may also work on code that is to be implemented to the head developers code when needed.
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4 Appointment of Project Leader

The project leader is Morgan Sylven. Morgan has the most experience with website development and was voted by fellow team members as the most suited to the position. As project leader he will take on the standard tasks of a scrum master as needed.

5 Project Team Members

Team Leader: Morgan Sylven

Team leader has the job of leading scrum meetings, conversing with the Product Owner as to what needs to be done, and confirming or re assigning tasks picked up by team members.

Product Owner : Jimin Ahn

Product owner has overall vision of the project and product and determines the priolitize for the product backlogs.

Frequent information updating is one of the main responsibility. Product Owner has to be understanding the project completely and explain to the team. Product Owner must understand about changes from Sponsor and deliver to Project Team.

Developer & UX Designer: Moonyoung Jung

The main role of developer is to develop software of the projects. Also, key responsibilities of a developer are to understand and solve the main problems which related to software design & development.

UX designer is responsible to research design aspects of software. It should mainly focused on user-friendly and interactive design of the software. The main part is to making wireframe and UI prototyping for the product.

Developer & Designer: Xin Xie

The main responsibility for Developer and Tester which is ensure the whole product complete, on the other hand, the role of developer who need to assist the main developer improve the project and keep the processing and find the bugs or issues at the moment and fix them. For the Tester, who have the very important position in the team. Because, they need to review the whole product and guarantee the product complete. Actually, the Tester should work with the main developer together and help the developing process continue.

Developer: Matthew Hezel

The main role of a developer is to discern and implement the code that the client has asked for that is within the scope of the project. The developer main concern is whether or not the code is functional and secure from malicious user.

6 Project Methodology and Approach

In this project, our team follows the Agile model which is based on iterative development methodology. This is because it is helpful to make the project better outcome with cross-functional teams and using flexible methods.

There are six essential steps of Agile development:

- Plan: The project team should identify and plan the main features after the idea is determined. To divide the idea into different pieces are the main purpose of this step.
- Requirements analysis:

In this step, team members have a meeting with managers and users to identify business needs and goals. To make the best outcome, it is important to note down everything as possible. The requirements should be relevant and measurable.

- Design: In this step, team works on software design is required. Also, thinking about the potential product. It should be based on the project requirements and deliverables..
- Implementation, coding, development: In this step, team members are working on developing software via coding and testing features.
- Testing: Testing the software to make sure the product is meet the project requirements and satisfy the client's needs. This includes unit testing, integration testing, system testing and acceptance testing.
- Deployment: The final product delivered to the clients after finishing all the tests.

Furthermore, Agile development model is a type of incremental model as well. In this model, software is developed in incremental and rapid cycles. It is based on small incremental releases with each release building on previous functionality. In this project, our team develops software in Agile manner such as:

- Having a regular scrum meeting to check the work progress. It is helpful to get instant feedback to fix any issues during the project.
- Having a sprint for each week to develop software in incremental and rapid cycles.
- Having a team board (Trello) to see work progress and flows.

TEAM MEETING LOCATION.

Our team meeting will be mainly conducted on RMIT building 14, level 6, room 19. Other location will be RMIT Swanston library and meeting rooms.

7 Project Governance

The Governance model is as follows:

This project will be process by Scrum Team and Supervisor. Mr. Reza is allocated supervisor to Scrum Team and he has a client responsibility too. The team has a meeting with the client in RMIT University every Friday. Additionally, the Scrum team has online and offline regular meeting. The offline meeting also running at RMIT University.

All decision will be discussed with client and all project team member. The product owner establish product backlog and making the prioritize based on client demand. The prioritize possible to change anytime during the whole project period. The product owner is expected to understand client full demand and transmit to project team to get client want. The Scrum Master lead the team based on product owner decision and client demand. Sometime Scrum Master terminate the sprint depend on client demand changes.

MEETING PLAN.

Agile Methodology is very flexible approach as we mentioned in 6. Project Methodology and Approach. In various changes, our team thought solid communication channel is mandatory. 'Slack' will provide strong communication spot for not only daily meeting (meeting minutes) also all discuss about modification during the project.

As mentioned above, The Client and Product Owner has a meeting on every Friday at RMIT. On Friday meeting will be fully discuss about requirements and alterations. Also, during that time the team could get advices from their supervisor.

For the Work transparency, The team use Trello Board. The Board will provide the whole flow of the work information and help team to understand which part is allocated in.

DOCUMENTATION AND TOOL.

- **Google Drive**
Google Drive is one of the big control centre in our project. Google Drive involve all kind of documentation for project. For instance project charter, product backlog, mitigation plan,

WBS, and meeting minutes.

- **Trello**

Trello Board provide visual work transparency to the team and it consist of 'PBL', 'Sprint Backlog', 'term of sprint', 'in progress', and 'done'(Few term possible to add in the future). All task each in the sprint will allocate to each member and member will have responsibility to complete the task.

- **Cloud 9**

Cloud 9 is expected as a main tool to develop the software. Through continuous integration and cooperation our team planning to establish the software.

- **Slack**

The 'Slack' provide strong communication to whole team members and supervisor. The team will keep in touch via this channel from the all about issues.

The team members' responsibilities for the project are as follows:

- Morgan Sylven : Team leader
 - As a scrum master, he has the job of leading scrum meetings, conversing with the Product Owner as to what needs to be done, and confirming or re assigning tasks picked up by team members.
- Jimin Ahn : Product owner
 - As a product owner, he has to have an overall vision of the project and product. Mainly focused on frequent updating informations and determines the prioritize the product backlogs. Should communicate with sponsor regularly about project requirements and product deliverables.
- Moonyoung Jung: Developer & UX Designer
 - As a developer & UX designer, she has a responsibility of developing the products as a developer. It includes system requirements gathering and solving problems. As a UX designer, she is responsible to research design aspects of the product. It has to be user friendly & interactive design process.
- Xin Xie: Developer & Designer

The main responsibility for developer and tester is to ensure the completion of the product. Also, he is responsible to develop and test the software product and improve the quality. Moreover, tester need to have an attention for reviewing product quality. Tester should work with main developer and helping coding process if there is any difficulty.
- Matthew Hezel: Developer
 - As a developer, he has a responsibility to discern and implement the code as the client asked within the scope of the project. The main concern of the developer is that if the code is functional and secure from malicious user.

RISK MANAGEMENT

A risk management is essential for the project to identify issues and prevent any events which leads to project failure. Please refer to further link to get detail information(https://docs.google.com/document/d/11VK9LpcObH77xUsO1MGw6_I5OZ4A8vnMxJxfzOCkCs/edit#). All the associated risks and issues with the projects will be managed by the project team. Any team member should be able to identify risks or issues with a project and have a responsibility to report and document.

The escalation procedures for risk and issues management is as follow:



DECISION MAKING PROCESS AND DEALING WITH ISSUES

Unexpected issues happens during project process sometime. Therefore, we need to have a proper decision making process to avoid any failure from the project.

Solving issues can be divided into four steps

1. identify the problem : identify the issue and the background so that the team can highlight the issues and deal with it.
2. Gather information : gathering information about the issues. Why does it happen? Which part does it occur?
3. Iterate potential solutions : discuss with the team to find out the best possible solutions.
4. Test your solution : apply the solutions to test out if it fix the issues.

Also, we can ask an advice to industrial professionals to resolve the issue. The issue may contain technical or design issues such as software development, drawing diagrams etc. Having a meeting with supervisor and seek an advice from the supervisor is also helpful to team to solve the problem. Here is an example that actually can happen during the project progress.

- What if some issues happen which are out of project scope?
 - Scrum master should be discussed with the client that it is the out of scope, and it might cause project delay or over budget.
 - Keep notifying team member that if the project progress is inside the scope.
 - Check the project deliverables regularly to avoid out of scope.
 - Having a regular scrum meeting to identify any issues , discuss it and find a solution.

8 Project Scope & Deliverables

The following table presents the major deliverables that the project's product, service or result must meet in order for the project objectives to be satisfied

The following table presents the major deliverables that the project's product, service or result must meet in order for the project objectives to be satisfied

Major Deliverable	Deliverable Description
D8finder dating sites system webpage	Create a website, which can be used by user.
Login/logout functionality	The application should be able to login/logout in this system
System Authentication	Create functionality only registered user able to use system functions such as like/pass, edit profile, chat etc.
Setting System	Create a function to user able to setting their own profile and add the information what they want to display for others.
Matching system	Create a single system to match the like and dislike between customers by PHP and MYSQL tools.
Chat system	Create a single system for customer to chatting online by message and emoticon.
Training	Training sessions for the system administration team and the brokers
Documentation	The copy of all documentation(product backlog, mockup, user story, risk-management, etc) which involved whole information of the agreed process and show the responsibility of the task.
User guide documentation	Create the User guide documentation
Solution Design documents and Final Code base	The solution design documents and code base has to be handed over to the in-house development team for future reference.
Deployment	Application to be deployed on Web. Users who want the used car system can now use the application.

BOUNDARIES

This project includes all work required for the development of a used car sales system. The scope of the features to be included and excluded in each major deliverable is defined below.

D8finder dating sites system webpage

The D8finder dating sites website deliverable only includes features which are the simple and clear operation interfaces for users, implemented using PHP, HTML, CSS, and Javascript alongside MySQL..

- Firstly, the basic page which is home page, it has the main menu for customers such as Recommendation, My match, Setting, Change Password, My message, Delete Account, logout
- Secondly, for the admin point, they have two key functions that delete account rights and monitor the history about user behaviours.
- Finally, for the customer point, we supply the page for users that they can click the people who they like or dislike and at the moment they can send message for them. On the other hand, the user can get push notifications from new matching or new message.

D8finder dating sites system

The D8finder dating sites system deliverable only cover matchmaking system which are supply the platform for the customers and the main storage which is MYSQL database to store the users profile information and matching information. It still has 2 modules to deliver the following:

- User Module: The customers can register by D8finder dating sites webpage and the log in this system to find the person who they want have a date with, and they register information store inside by MYSQL database. On the other hand, they can set their own profile such as the age, education, living address etc. These information store inside by MYSQL database as well. While the user get new like or new message the system will send the push notifications for the user by automatically.
- Admin Module: For this part, this is the purely for administrator of the site. The administrator play the coordinator between the customers. They should check the user register information at same time they still need to monitor the behaviours from the user uploaded by MYSQL database and manage the users account.

Training

Training of broker to realize this system which including the operation process, update operation process and maintain system by PHP and MYSQL tools. Training excludes teaching brokers about brokerage processes and business rules. System Administration team Training only involves providing the team the knowledge on how to manage the developed system operation based on the agreed upon design.

Timeline for the project

Sprint	Task	Duration
1	User and Admin Login and Registration	6/8/2018- 12/8/2018

2	Home Page	13/8/2018 -19/8/2018
3	Insert User From	20/8/2018 - 26/8/2018
4	Data Storage	27/8/2018 - 2/9/2018
5	Display User Recommendation Page	3/9/2018 - 9/9/2018
6	Displaying User Details	10/9/2018 - 16/9/2018
7	Removal of User From Site/Database	17/9/2018 - 23/9/2018
8	Site Testing/Fix Bugs	24/9/2018 - 30/9/2018
9	Finalize Document/Submit Project	1/10/2018 - 7/10/2018
Final Project due	Final	21/10/2018