**Social Networking Cop**

*University of Maryland Global Campus*

*CMSC 495 6982 Capstone in Computer Science (2255)*

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## ***Project Scope***

Today, the world of social media plays a major role in many areas, businesses, universities, and industries. We understand the importance of how social media platforms can truly integrate and expand the reach of many countries, businesses, and people in a very beneficial manner. Now in the same manner, social media also can impede a business’s ability to produce output if many of a company’s employees are actively using social media during normal business hours on a paid company machine. The excessive use of social media can lead to longer durations of a sedentary lifestyle, which can lead to potential long-term health issues.

## ***Project Requirements***

The purpose of this Capstone project is to develop a web-based application called Social Networking Cop. This application monitors and tracks the amount of time a user spends on a faux social networking platform, “TimeSpace”. The main goal is to raise awareness about excessive screen time and promote healthier online habits. The application will alert users once they exceed a set duration of daily or weekly use.

The faux social media platform, TimeSpace, will be built using HTML code with the user-interface that allows users the ability to login into the social media platform and perform interactions such as viewing other user’s profiles, connecting with other users via profile invites, and posting information or comments on their own profile and other user’s profiles.

While the user can view and interact on TimeSpace, there will be a background JavaScript running to monitor and track the individual day/week total screen time. This will be used to verify that the individual isn’t spending more than 20 minutes/day and no more than 2 hours/week on TimeSpace that will alert the user when they have exceeded both the daily and weekly time periods.

Building faux social media platform, TimeSpace, will be done using HTML and will require needing to build in features that allow the user to login, view/comment on interactions with other users, request other connections with other users. The HTML code will need to have an appealing appearance but also needs to have a basic framework to be used by all users. For the sake of the project, there will not be any profile pictures added or required.

The main aspect of the project is the background JavaScript running when the user clicks the login function on the faux social media platform. The JavaScript will be used to monitor and track the cumulative duration of the user social media time per day and per week. When the user reaches the daily limit of 20 minutes of social media time, then the JavaScript will produce a prompt to the social media platform suggesting, “You have exceeded your daily screentime. I would suggest you log off and enjoy your day!” And the same goes for the cumulative week duration of two hours, the JavaScript will produce another notification to the social media platform, “You have exceeded your weekly screentime. You should log off and enjoy the rest of your week.” As the user continues to use the social media platform after exceeding either the daily or weekly screen duration, the prompts will not extinguish and will remain on the screen until the user logs off the social media platform.

The team is currently using the class group chat to communicate. We plan to coordinate meeting times to discuss progress and troubleshoot issues. There is also a plan to begin using Microsoft Teams to support real-time collaboration.

## ***Project Methodology***

The creation of both the faux social media platform and the background JavaScript will be accomplished using:

1. Utilizing a variety of tutorials, guides, and tools such as Codeacademy to assist building the HTML and CSS website.
2. Utilizing the Safari developer tools and testing functionality for the HTML and JavaScript background source code.
3. Code Editors – VS Code and Notepad++ to build the HTML social media platform

## ***Roles and Responsibilities***

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| **Role** | Project Lead/Project Manager |
| **Member** Reid Buchanan | |
| **Description** | The role of the project lead/project manager is the scope of the project and deliverables. I will be validating that all deliverables are functional and providing project updates to both the instructor and any new guidelines to both Lemar and David. |

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| --- | --- |
| **Role** | Developer |
| **Member** Lemar Llanes/Reid Buchanan | |
| **Description** | The developer is responsible for writing the HTML CSS and the JavaScript background source code. They’re responsible for adjusting the code as the tester is providing feedback on the source code. This is the key role as the HTML and JavaScript are key to completing the project. |

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| **Role** | Testers |
| **Member** David Jarrett/Reid Buchanan | |
| **Description** | These individuals are responsible for testing the functionality of the HTML and JavaScript source code. These individuals will be required to provide feedback to both the developers and the project lead. Their job is reporting any issues/bugs that need to be addressed that can impact on the deliverables. |

## ***Limitations and Risks***

The main limitations involve ensuring proper functionality between the HTML interface and the JavaScript timer logic. Since this is a time-based project, accurately simulating user sessions may present a challenge. Additionally, given the short project duration, balancing design and functionality will be essential.

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## ***Project Schedule***

The Gantt Chart below is a tentative schedule for the Social Networking Cop project for the remainder of the current semester. This schedule will be used to stay on track, and meet the required deliverables for the class:

A screenshot of a computer

AI-generated content may be incorrect.