# Project Requirements: Option 1

**PROJECT REQUIREMENTS: OPTION 1**

**Project Goal**

Create a set of applications that allow users to learn more about one of the Pacific cultures, including its customs and etiquette. This group of apps should behave as learning and research tools for users to find out about the specific culture, places to visit and cultural traditions. Users will also be able to read other traveller’s blogs and post their own travel stories.

**Scenario Overview**

Your team will create a mobile app, mini game and website which present a set of complementary tools to help prepare users for their trip to one of the Pacifica countries.

* The **mobile app** will contain a basic phrase book and descriptions of activities and sites to visit.
* The **mini game** will teach the traditions of the selected culture in a user-friendly way.
* The **website** will allow tourists, who have visited the country, to create posts describing their experience and providing advice on where to stay, which activities are worth doing and the cultural traditions they encountered.

**Note:** each part of the solution should work on its own and not depend on the other two parts of the solution.

**Real-life examples**

* Mobile app: [New Zealand Travel Guide](https://play.google.com/store/apps/details?id=com.triposo.droidguide.new_zealand&hl=en)
* Web site: [Blogger at Large](https://www.bloggeratlarge.com/category/new-zealand/)
* Game: did not find equivalent, but can be based on cultural etiquette described in the [Te Puawai mobile app](https://play.google.com/store/apps/details?id=com.kiwamedia.android.qbook.NZQA0001)

**Specific Project Requirements:**

* Mobile app should:
  + be implemented in Xamarin.Android or Xamarin.Forms.
  + connect to a database containing information about the activities, sites to visit and common phrases. You are expected to create the Activities.db3 database and populate it with test data.
  + contain the following pages:
    - **Home screen** – include the app logo and cover photo.
    - **Phrase book page** – list common phrases travellers might use in their travels.
    - **Activities page** – display information about sights and activities retrieved from the Activities.db3 database. Each activity should have, at a minimum, a description, photo and location.
    - **Administration page** – allow the administrator to add new activities to the Activities.db3 database. Each activity should have, at a minimum, a description, photo and location.
  + use consistent styling for all pages. You should select page layouts that are the most appropriate for the information.
  + have its navigation set up.
* Mini game should:
  + be developed in Unity Game Engine.
  + contain at least three fully developed levels.
  + use design patterns appropriately.
* Website should:
  + contain several pages with navigation set up between pages.
  + connect to a database containing the user posts. You are expected to create the database and populate it with test data.
  + use consistent styling for the pages. You should select page layouts that are the most appropriate for the information.
  + contain functionality to view and add posts. The website should also have authentication implemented as only authenticated users can create posts.

IT6041 Software Project

Planning Document

**Kickstart Metting:**

**Game idea and user stories:**

**Mobile application idea and user stories:**

**Website ideas and user stories:**

**Client Metting:**

**Meeting minutes (notes):**

Revise your design until they match the client

**Develop Planning Processes:**

**Summarize what you plan to include in each sprints:**

**Development tools for each app: example below**

|  |  |
| --- | --- |
| **Purpose** | **Suggested Tools** |
| Game Development | Unity with Visual Studio |
| Mobile Development | Xamarin mobile tools for Visual Studio |
| Web site Development | Django, Node js |
| Database | SQLite, MongoDb, MySQL |
| Planning | Trello |

**Provide proposal to client:**

**Record client’s feedback:**

**Changes made to address the feedback:**