

# Portfolio – Stage 1

## Team Formation and Idea Development

### 1. Team training

#### 1.1. Introduction of members :

Name	Thérèse-Marie Lefoulon	Robin David
strength	- Several joint projects: Simple Shell, HBnB	
Skills	<ul style="list-style-type: none"><li>- Rigorous</li><li>- Attention to detail</li><li>- Creative</li></ul>	<ul style="list-style-type: none"><li>- Organisation</li><li>- Creativity</li><li>- Diligence</li></ul>
interests	<ul style="list-style-type: none"><li>- Tolkien's universe</li><li>- Appetite for back-end development</li><li>- Artistic creations</li></ul>	<ul style="list-style-type: none"><li>- Tolkien's universe</li><li>- Appetite for front-end development</li><li>- Artistic creations</li></ul>
Initial role	<ul style="list-style-type: none"><li>- Technical Manager/Support</li><li>- Lead Back-end Developer</li></ul>	<ul style="list-style-type: none"><li>- Project Manager</li><li>- Lead Front-end Developer</li></ul>

#### 1.2. Organisation of work :

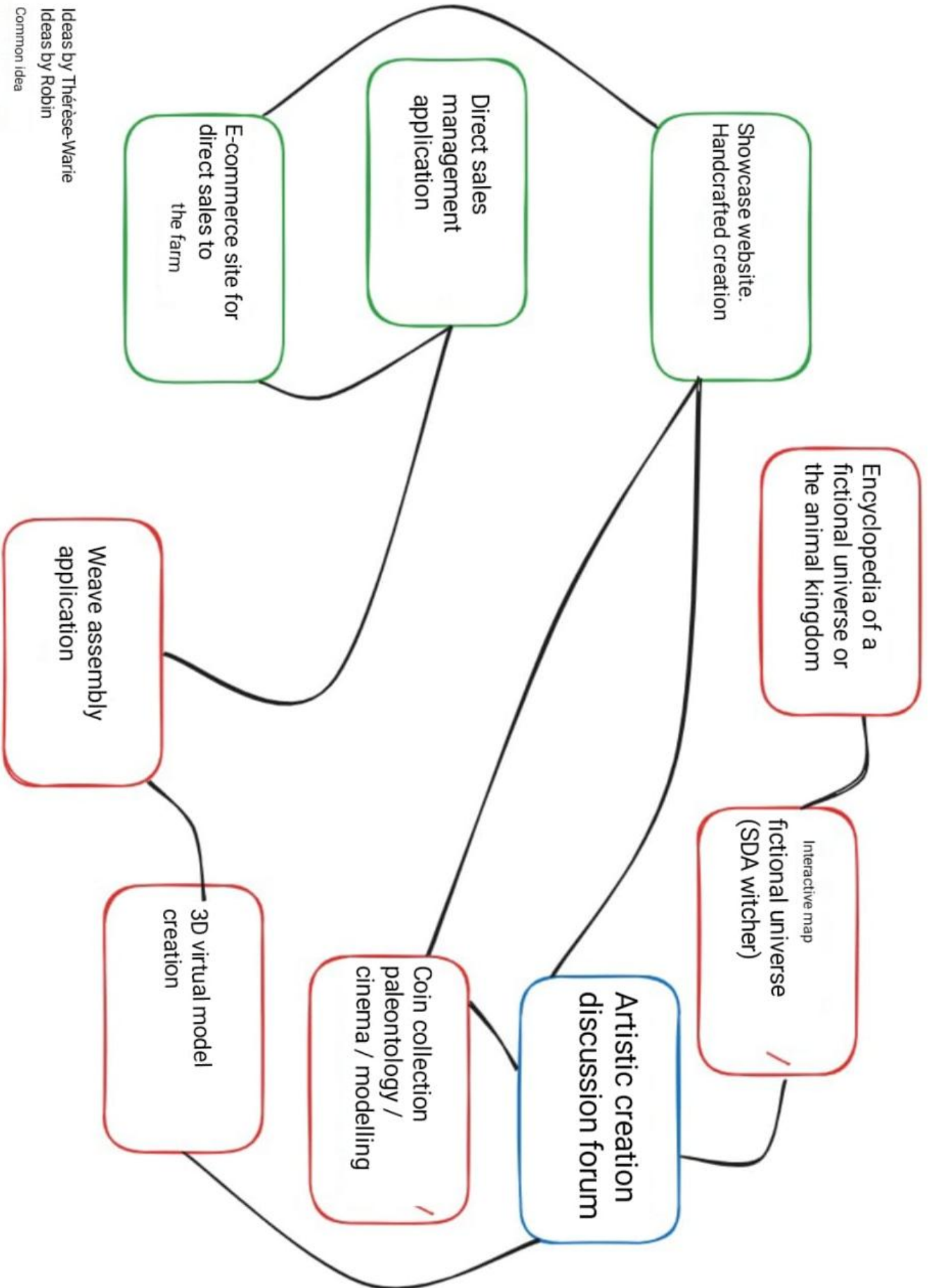
- ✓ Monday to Friday => In person, from 8:30 a.m. to 6 p.m. maximum
- ✓ Weekend/public holiday work => **Remote**, hours depending on availability
- ✓ Meetings/Reviews => Every morning – first hour
- ✓ Decisions => Approval by both members

#### 1.3. Selected tools :

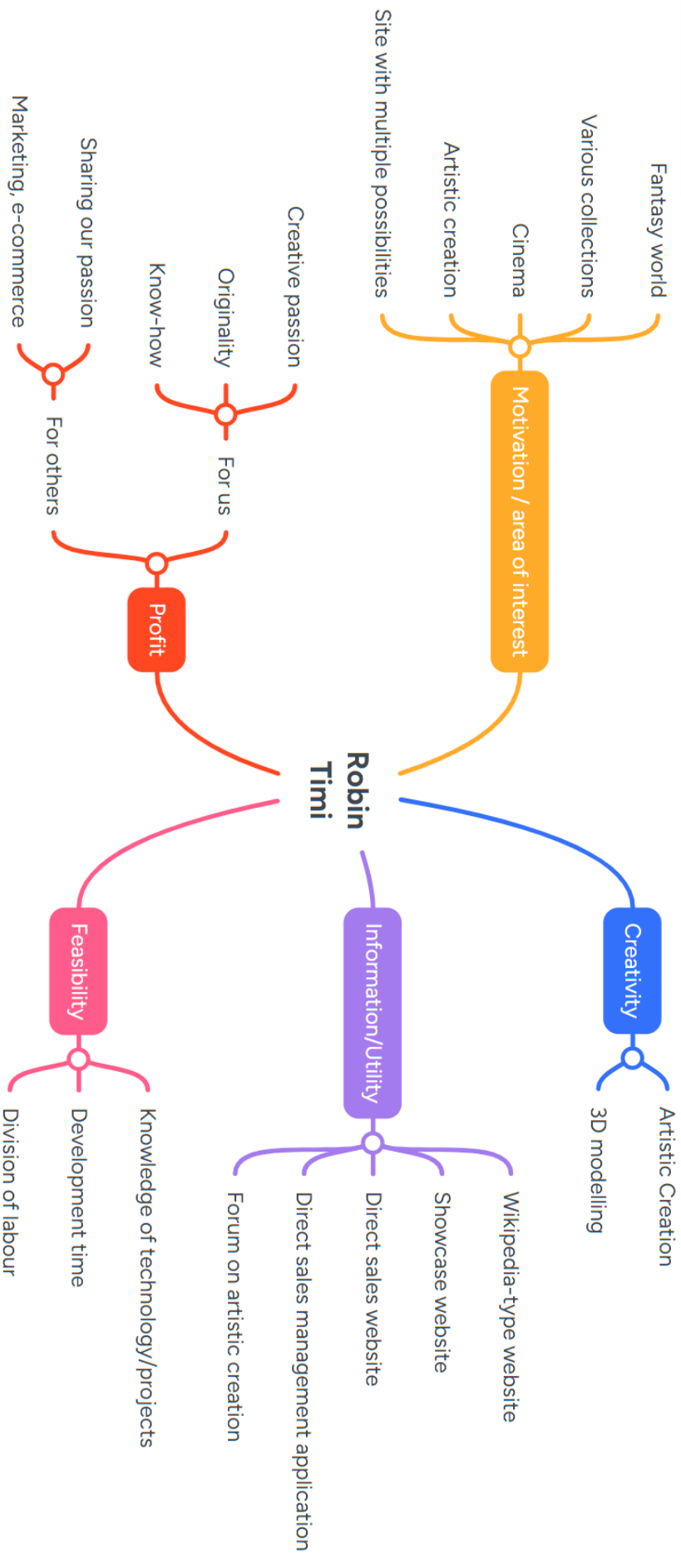
- ✓ Support tools => **VSCode**
- ✓ Communication tool => **Discord**
- ✓ Technical monitoring => **Github**
- ✓ **Live Share + Branch git**

## 2. Presentation of ideas

### 2.1. Link between the different ideas



## 2.2. Link between the different ideas



### 3. Evaluation of ideas

#### 3.1. Evaluation criteria and scoring

We have chosen five evaluation criteria scored out of five points (1 = poor, 5 = excellent). Here are the proposed criteria and their respective descriptions.

Criteria	Description
<b>Technical feasibility</b>	Ease of implementation with our current skills and resources
<b>Potential impact</b>	Interest for an audience, usefulness, attractiveness
<b>Technical suitability</b>	Relevance to the technologies we want to master or showcase
<b>Scalability</b>	Possibility of developing the project (adding features)
<b>Originality/Differentiation</b>	Ability to stand out from existing projects

#### 3.2. Rating ideas

	Feasibility	Impact	Technical suitability	Scalability	Originality	Total /25
Wikipedia-style information site	4	4	4	5	3	<b>20</b>
Showcase site for creations	5	4	4	4	4	<b>21</b>
Virtual modelling creation web app	2	5	4	5	5	<b>21</b>
Collections website (coins, palaeontology, etc.)	4	4	4	5	4	<b>21</b>
Direct sales e-commerce website	4	5	4	5	3	<b>21</b>
Armour assembly app	2	4	4	4	5	<b>19</b>
Direct sales management app	4	5	5	5	3	<b>22</b>
Interactive map of the SDA universe + creations	3	5	4	5	5	<b>22</b>

### 3.3. Risks and constraints

Idea	Main risks/constraints
<b>Wikipedia-style information site</b>	Large volume of content to be created, risk of duplication with Wikipedia, need for advanced user management
<b>Showcase site for creations</b>	Media management (high-quality images), need for a polished design, significant SEO optimisation
<b>Virtual modelling creation web app</b>	Technical complexity (3D or modelling), need for graphic resources, long development time
<b>Collections website</b>	Need for a minimum volume, media management (high-quality images), choice of a collection that is neither too small nor too large
<b>E-commerce website</b>	Security and payment management, compliance with legislation, ongoing maintenance
<b>Armour assembly app</b>	Highly targeted, difficulty in finding a wide audience, visual resources required
<b>Direct sales management app</b>	Inventory management, invoicing, legislation, integration with external tools (payment, logistics)
<b>Interactive SDA map + creation</b>	Performance with large volumes of interactive data, interactivity management, large database and management of multiple user data (for content creation)

## 4. Decision and refinement

### 4.1. Selection of the final MVP (Minimum Viable Product) idea

We decided to go with the **Lord of the Rings interactive map + LOTR artwork project**, also incorporating a wiki-style information site. The interactive map and artwork are the two basic ideas we chose.

However, we felt that merging it with an encyclopaedia-type platform would be even more relevant, as it would provide a complete and detailed description of each place, character, creature, etc.

#### Why this choice:

- ✓ **Strong visual potential and appeal** => showcases your front-end skills
- ✓ **Interesting back-end** => user management, gallery, chat
- ✓ **Highly original** => few similar projects in portfolios
- ✓ **Potential for growth** => showcase website creation, expansion into other areas

## 4.2. MVP improvements and challenges

### Possible improvements:

- ✓ Guest mode (*unidentified user*) with limited content preview.
- ✓ Administrator mode, which will be the only mode to provide information. Will also have control over other users' publications (images, content).
- ✓ More advanced showcase of creations.
- ✓ Zoom function and interactive points on the map with images/videos.
- ✓ Animation effects on the map.
- ✓ Integration of a mini-forum or real-time chat.
- ✓ Filters by content type: places, characters, creations.
- ✓ Mobile version with smooth map navigation.
- ✓ Family tree (interactive or not) for each character.

### Potential challenges:

- ✓ Copyright management for the SDA universe.
- ✓ Performance: optimisation of map and image loading times.
- ✓ Real-time synchronisation of chat or new creations.
- ✓ Security (authentication, content moderation).
- ✓ Learning new languages/tools.
- ✓ Development time management.
- ✓ Determining the appropriate deployment platform, especially for a database that is likely to grow.

### 4.3. Clarification of the concept

Target audiences:

User type	Need/Motivation	Role
Fans of the SDA universe	Learn more about this universe or rediscover it in an interactive and visual form Share their creations	Guests or registered users
Site creators and administrators	Enrich the site's content Monitor the site's performance Manage other users	Admin
Curious	Discover a new fantasy universe	Guests or registered users

- + *Guests* : free browsing with limited access.
- + *Registered users* : access to more content, ability to contribute.
- + *Admins* : access to manage other users, moderate and validate content, role of editor and content manager.

Main expected features:

- Interactive clickable map with basic information about locations.
- Detailed information sheets on locations, characters, creatures, etc.
- Differentiated role management: guests, registered users, administrators.
- Responsive version (particularly for content sheets).
- Publication and promotion of artistic creations (images, texts, etc.).
- Filters by content type to facilitate navigation.

Expected results:

- A functional and immersive platform for exploring the world of The Lord of the Rings.
- A smooth user experience.
- Structured and readable content.
- Security management for user-submitted content.
- A solid code structure for future developments.

### 4.4. Project objective

**The objective of this project is to offer all users an interactive way to explore the world of The Lord of the Rings.** There are few interactive platforms that centralise information about the world of The Lord of the Rings while integrating a visual map and a showcase of artistic creations.

This project therefore aims to make this universe more accessible and participatory by offering a space that is informative, interactive and creative.