Lab 5 Presentation:

CLASS APPLICATION

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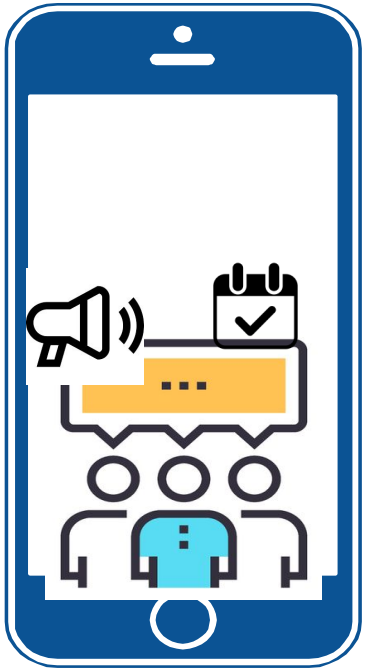
INTRO

AN APP THAT KEEPS EVERYONE CONNECTED

Allows users like students, faculty members, and alumni of OTU to communicate and be up-to-date with events or important announcements.



3 PRODUCT DESCRIPTION

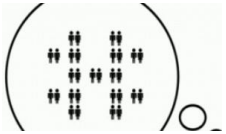
An app close to a social media application exclusively for the Ontario Tech community to keep everyone connected and informed!

secure | event annou | private messagi | course i | graduation track | access to announcement, & grades | student services

4 OBJECTIVES

Secure login, registration, and keep personal information safe

Seamless user interface for both new and experienced users



The initial prototype must be able to handle at least 8,000 users smoothly

5
OBJECTIVES

Access accounts at all times.

Real-time secure live chat

Offers support such as FAQ's

Support social integration. Users may link third-party apps like LinkedIn, Twitter, Instagram

6 MEASURES OF SUCCESS

- Beta version be tested by October.
- Costs cannot exceed project's budget.
- Must have at least 5000 users six months after launch.
- At least 50% of users must actively use the app.
- Positive feedback from users.
- Maintenance through updates and bug fixes.

7

RISKS

An uncertain event or condition that, if it occurs, has a positive or negative effect on a project’s objectives

8

SOFTWARE DEVELOPMENT DELAYS

Staff are not really familiar with developing full working applications, therefore there will be several challenges that the team will have to face. Arising software development complications may cause overall project delays. The team will try their best to divide and conquer the problem by helping each other. Staff will also check on each other's work periodically to make sure the project is going according to plan.

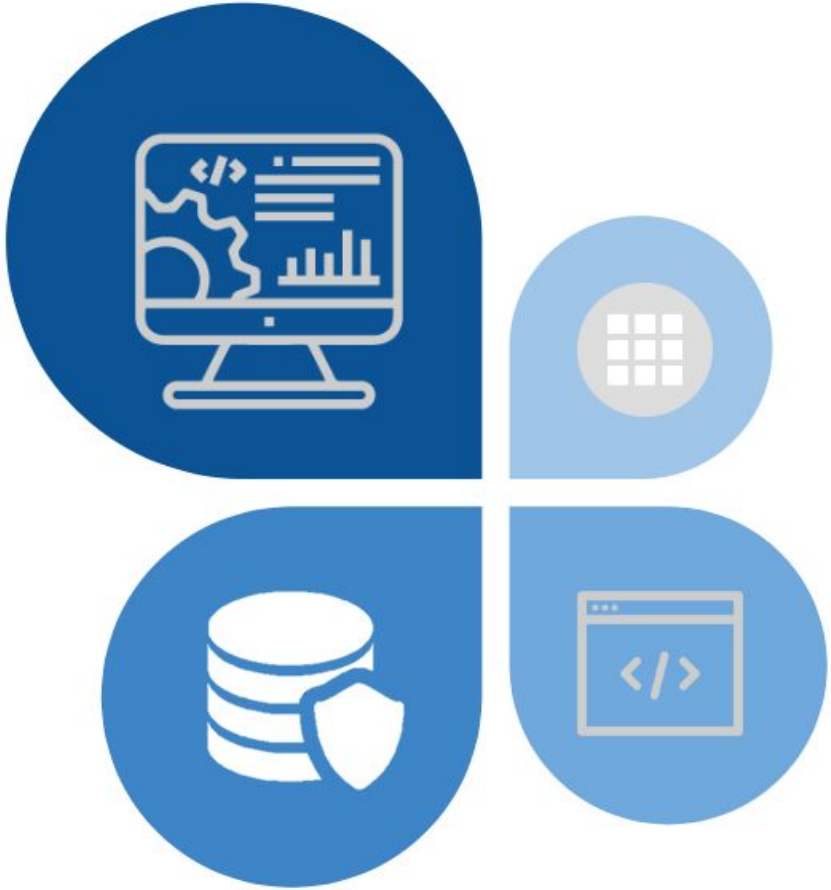
9

USER'S SECURITY

This project consists of a social application, this means users will be exposed to cyberbullying, scams, blackmail and other types of harms. As creators of the application we need to make sure to have strict policies and allow users to report any kind of inappropriate content. After the application is up and running the team will be in charge of checking and dealing with these types of issues to make sure users feel safe when using our application.

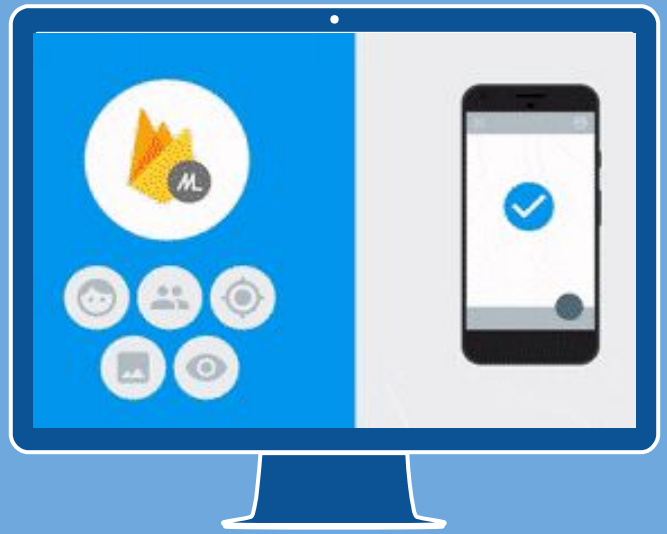
10

INFRA-STRUCTURE

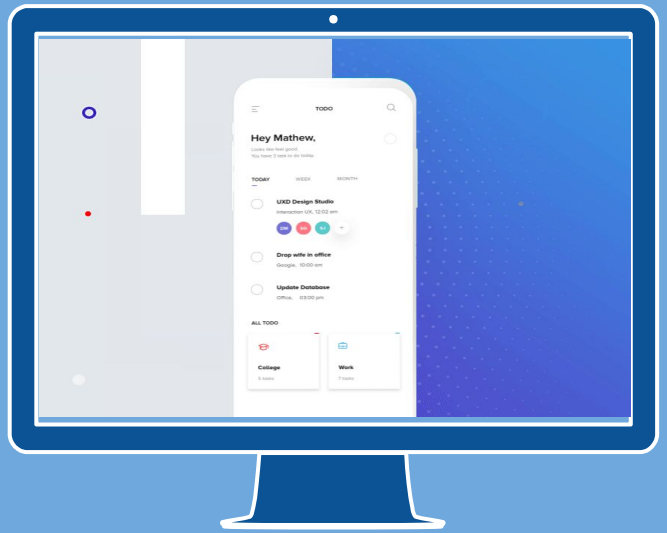


11 BACKEND: GOOGLE FIREBASE

Google Firebase has amazing built-in features like authentication, file storage, etc. that will improve the quality of the application.



12 FRONTEND: FLUTTER SOFTWARE

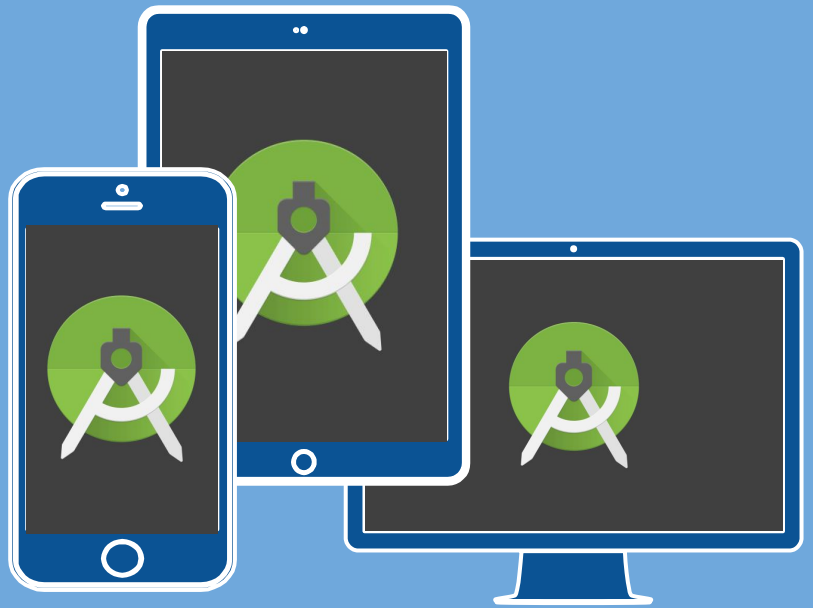


Flutter uses a specific programming language called Dart. Allows us to access their APIs and other amazing services.

13 HARDWARE DEVICES & MOBILE SIMULATOR

A laptop, smartphone, or a tablet can be used to access the app.

Android Studio is used to perform simulations on these different platforms.



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25 KLOC

Organic project system

96 person-month

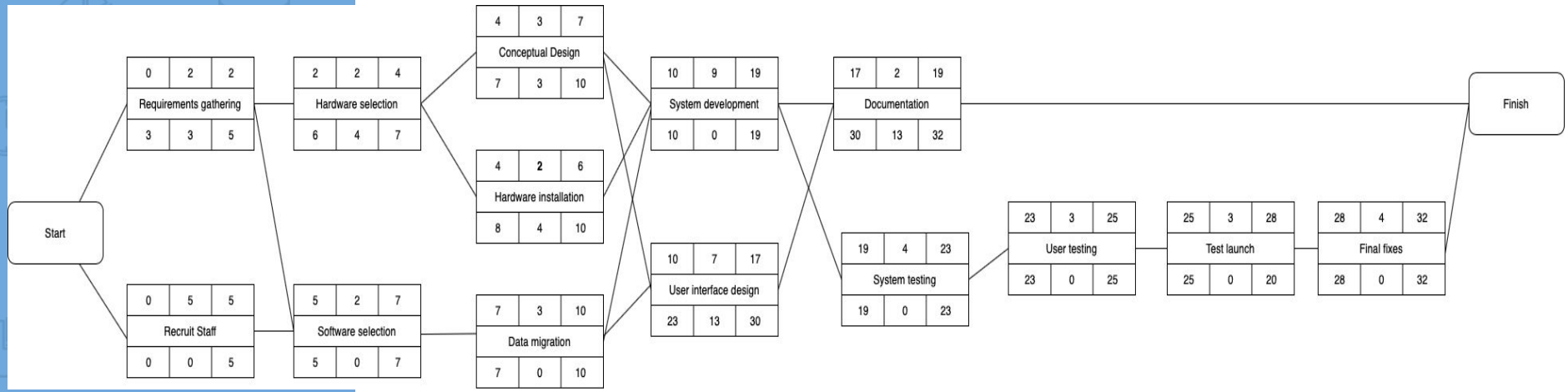
Effort

8 months

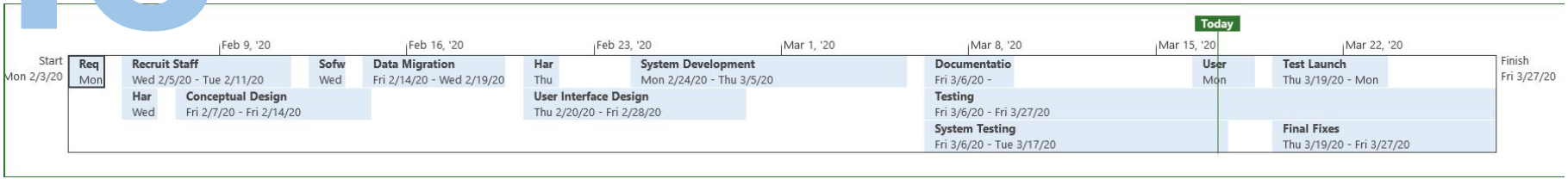
Duration

15

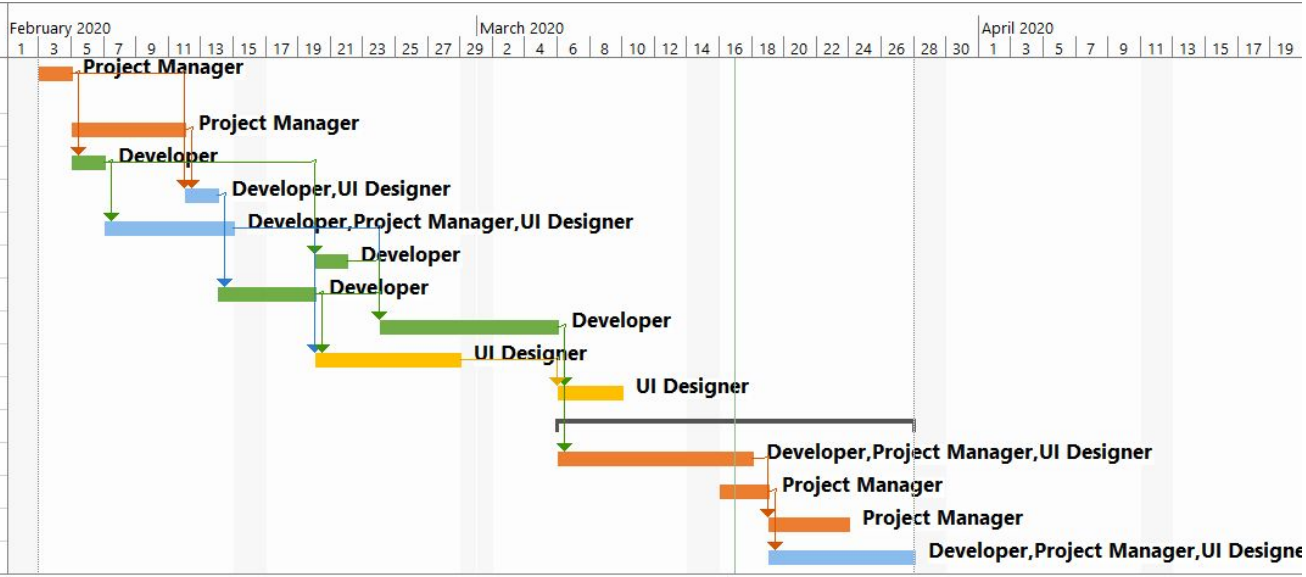
ACTIVITY DIAGRAM



16 GANTT CHART



ID	Task Mode	Task Name	Duration
1		Requirements Gathering	2 days
2		Recruit Staff	5 days
3		Hardware Selection	2 days
4		Sofware Selection	2 days
5		Conceptual Design	6 days
6		Hardware Installation	2 days
7		Data Migration	3 days
8		System Development	9 days
9		User Interface Design	7 days
10		Documentation	2 days
11		**Testing**	**16 days**
12		System Testing	8 days
13		User Testing	3 days
14		Test Launch	3 days
15		Final Fixes	7 days



17 RESOURCE OVERVIEW

RESOURCE STATS

Work status for all work resources.

RESOURCE STATUS

Remaing work for all work resources.

Name	Start	Finish	Remaining Work
Project Manager	Mon 2/3/20	Fri 3/27/20	208 hrs
Developer	Wed 2/5/20	Tue 3/24/20	248 hrs
UI Designer	Fri 2/7/20	Tue 3/24/20	192 hrs

THANKS!

Any questions?