**Capstone Project**

**Document Template**

Note: The following are the candidate sections of the document. They are presented here for guidance. Questions in each section could be used as possible aspects to cover. Some questions may not be applied to each project. On the other hand, additional information may be needed.

# Introduction

## Purpose

* What is the problem or the opportunity that the project is investigating?

Almost all social media platforms today are constantly gathering as much data as they can on their users

* Why is this problem valuable to address?

Privacy is a fundamental human right and giant tech corporations shouldn’t get to exploit their users’ data for money.

* What is the current state (e.g. unsatisfied users, lost revenue)?

Almost all social media platforms are gathering as much data as they can on their users. They’re listening in on your conversations, tracking you across the web, and know a lot about you. User’s privacy is slipping away, and it needs to stop.

* What is the desired state?

To create a social media platform that doesn’t track users. Users get to control their data and how it’s used and shared.

* Has this problem been addressed by other projects? What were the outcomes?

Yes. Users loved the other projects as they were privacy-focused, but the other projects are also not well known.

## Industry/ domain

* What is the industry/ domain?

Social Media / Technology

* What is the current state of this industry? (e.g. challenges from startups)

All of the major players in the industry track their users. There are some startups focusing on privacy and security, but they aren’t very well known. For example, Minds has 2.5 million registered users (as of May 2020). Compared to Facebook’s 2.934 billion (as of July 2022) that is 0.08%.

* What is the overall industry value-chain?

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* What are the key concepts in the industry?

??????

* Is the project relevant to other industries?

Yes. SebMedia is relevant to the communication industry as posting things is a way of communication.

## Stakeholders

* Who are the stakeholders? (be as specific as possible as to who would have access to the software)

Anyone who uses social media

* Why do they care about this software?

It’s just like the social media platforms they’re used to using but with the added benefit of protecting their privacy

* What are the stakeholders’ expectations?

They expect SebMedia to be easy to use and understand, and to not track them or gather data on them.

# Product Description

## Architecture Diagram

Include a diagram of the building blocks of the design including users and how they interact with the product.

## User Stories

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| # | User Story Title | User Story Description | Priority | Additional Notes |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| … |  |  |  |  |

## User Flow

Present as a flow diagram the steps a user may make in interacting with the software.

## Wireframe Design

Show elements of the user interface, either manually or via a tool such as Figma.

## Open Questions/Out of Scope

* What features are considered out of scope?

## Non-functional Requirements

* What are the key security requirements? (e.g. login, storage of personal details, inactivity timeout, data encryption)
* How many transactions should be enabled at peak time?
* How easy to use does the software need to be?
* How quickly should the application respond to user requests?
* How reliable must the application be? (e.g. mean time between failures)
* Does the software conform to any technical standards to ease maintainability?

# Project Planning

Include a Gantt chart or screenshot of a Trello board showing key milestones (with dates) to complete the project.

# Testing Strategy

* What were steps undertaken to achieve product quality?
* How was each feature of the application tested?
* How did you handle edge cases?

# Implementation

* What were the considerations for deploying the software?

# End-to-end solution

* How well did the software meet its objectives?

# References

* Where is the code used in the project? (link to GitHub)
* What are the resources used in the project? (libraries, APIs, databases, tools, etc)