Project 3 & 4 Dogwalker's Assistant

Stacey Ryan

24 December, 2019

Index

Index	1
The Project	2
Elevator Pitch:	2
Features	2
Must Have	2
Should Have	2
Could Have	2
Technical Planning	3
Site Map	3
Wireframes	4
Database Schema Design	6
Project Delivery Planning	7
Milestone 1 - End of Lesson Tuesday (22nd October)	8
Milestone 2 - End of Lesson Thursday (24th October)	8
Milestone 3 - End of Lesson Saturday (26th October)	8
Milestone 4 - End of Lesson Tuesday (29nd October)	8
Milestone 5 - End of Lesson Thursday (31th October)	8
Milestone 6 - Mid day - Saturday (2nd November)	8

The Project

Elevator Pitch:

A two-part system where one side allows dog owners to register to have their dog walked by a dogwalker. The other side allows the dogwalker to prioritise their route to maximise the number of dogs they can walk in one day.

Features

Must Have

- User login dog owner:
 - o Enter address at login.
 - Confirm address for pick-up same as registered address or ability to provide alternative.
 - Address for pick-up is logged on a route-picker map.
- Dogwalker:
 - o Access map with logged dogs.

Should Have

- Ability for billing.
- Ability to track dog via dogwalker's phone

Could Have

- Ability to note/log off-leash parks in the area.
- Ability for owner and dog walker to write notes on dogs (likes, dislikes, special requirements, comments on the day's walk).

Technical Planning

Site Map

- Homepage:
 - Welcome;
 - Create new account;
 - o User log-in.
- Owner area:
 - User details:
 - Name;
 - Address;
 - Contact number;
 - Create new dog account.
 - Delete user account.
 - o Dog page:
 - Dog name;
 - Dog breed;
 - Age;
 - Health issues/allergies;
 - Veterinarian contact details;
 - Extrovert/Introvert (tick box);
 - Friendly/not friendly toward other dogs;
 - Other.
 - Delete dog.
 - Calendar for selecting time/date of dog walking.
- Dog Walker area:
 - Calendar showing number of dogs booked in and when.
 - Map of best route to pick up/drop off.
 - Nearby dog-friendly parks/locations.

Wireframes

The dog owner's viewpoint.



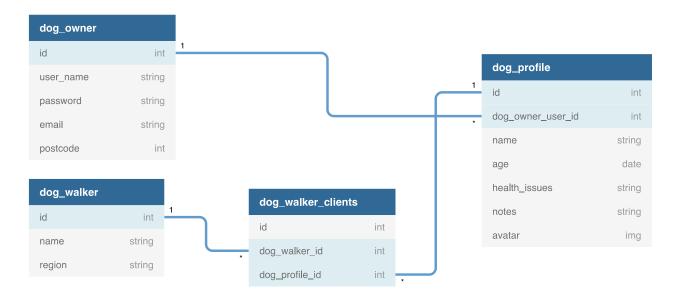
The dog walker's viewpoint

(to be refined)





Database Schema Design



Project Delivery Planning

For small projects like this, lets define some key milestones and due dates to work towards. In reality, "Milestones" will be spaced a bit further apart. For us, think of a milestone as a set of tasks by which we will see noticeable changes. Be prepared to talk about your progress, if your falling behind on completing your milestones, than you will need to cut scope, or dedicate more time to work on the project.

Below are outlined some broad generic tasks that you should aim towards. Please adjust to meet your own specific project requirements and goals.

Aim for all features to be implemented and functional by no later than Milestone 4 - End of Lesson Tuesday, This will allow you a safety net should you over scope, or time to really polish your project should you meet the deadline. The saying "The last 20% takes 80% of the time" couldn't be more true. Please aim for feature complete by Milestone 4.

Milestone 1 - End of Lesson Tuesday (22nd October)

- Created views and controllers as required by the sitemap. Each page can be navigated to via the browser url bar. Core pages have some mocked data but the pages are not yet data driven.
- At least one page has been fully mocked, setting the tone for theme, colors and page styling that the rest of the application will follow. no data need yet be acquired from the db.
- Github repo has been created and project has been committed.
- <expand on application features and requirements to be implemented>

Milestone 2 - End of Lesson Thursday (24th October)

- Implement Models as needed via migration scripts, seed the database with initial test data
- Have implemented the ability to allow a user to "Login" and view a "secure" page only accessible via the logged in user.
- Some details from the db are presented in the view, eg the users name/email if they are logged in.
- Deployment steps have been completed, project can be deployed to heroku
 <expand on application features and requirements to be implemented>

Milestone 3 - End of Lesson Saturday (26th October)

- Seek feedback and adjust planned features and scope as required
- <expand on application features and requirements to be implemented.

Milestone 4 - End of Lesson Tuesday (29nd October)

Aim for all project features to be completed by this day !Feature Lockdown, no new features
moving forward. Application should be fully functional, with nothing more than styling and
usability improvements

Milestone 5 - End of Lesson Thursday (31th October)

• Refactoring, clode cleanups, styling improvements, bug fixes,

Milestone 6 - Mid day - Saturday (2nd November)

- Done!
- Presentations

end of document