Project Pitch

Cingularity

Thomas van der Molen

|  |  |
| --- | --- |
| **Project Information** | |
| Project members | Thomas van der Molen |
| Project Name | Cingularity |
| Version | 1.0 |

|  |  |  |
| --- | --- | --- |
| **Version** | **Date** | **Change** |
| 1.0 | 12-02-2023 | Created Document |

Table of Contents

[Prerequisite 3](#_Toc127126105)

[Function Learning Outcomes 3](#_Toc127126106)

# Prerequisite

While the project is done for educational purposes, it is also meant to prove the learning outcomes set by Fontys for Advanced Software semester 6.

The setup and execution of this project will be heavily driven by the learning outcomes set by Fontys.

## Function Learning Outcomes

For Advanced Software semester 6, there are 9 Learning Outcomes, below is a list of the learning outcomes that can be functionally proven in the process of this project:

**Learning outcome 1 – Future-oriented Organization**

Develop and deploy enterprise software in accordance to the project goals, and design such solution with the ability for future further development.

**Learning outcome 2 – Investigative Problem-Solving**

Deliver professional products based on a structured problem-solving and methodical planning in a critical/professional manner.

**Learning outcome 5 – Scalable Architectures**

Develop architecture of enterprise software, considering attributes such as relating to enterprise contexts with high volume data and/or events.

The architecture should also be future expandable and allow for independent monitoring and deployment.

**Learning outcome 6 – Development and Operations (DevOps)**

Set up software development environments allowing for as much automation as possible, enabling short release times and high software quality.

**Learning outcome 7 – Cloud Services**

Integrate cloud services and deploy (parts of) an application to a cloud platform.

**Learning outcome 8 – Security by Design**

Incorporate best practices and minimize security risks.

**Learning outcome 9 – Distributed Data**

Consider legal and ethical issues alongside specific data requirements for enterprise systems.

# Introduction

Cingularity is a software system, used by software development teams to facilitate the proper set-up and execution of software projects, by centralizing all software development best practices (think of Agile methodology or DOT framework). This will include tools for defining early-stage projects, sharing project documents, and creating time plans within a team.

## Target Audience

The target audience will be the internal team members of a software development team, here the development team can be small scale start-up companies or large software driven companies with many software projects running concurrently.

The system should be accessible for two major groups, these being:

* One-time users, using specific tools for project start-up.
  + Think of a team figuring out member availability or specifying a project’s base goals.

example: [when2meet](https://www.when2meet.com/)

* Structured teams, using the system regularly for general project management.
  + Think of development teams actively developing an application, using specific tools regularly.

example: [Trello](https://trello.com/)

## Functional Components

Most (all) separate components should be easily accessible for individual users, this includes allowing users to access it without any kind of login.

|  |  |
| --- | --- |
| **Component** | **Priority** |
| Project centralizer (place to link to Git, Jira, google docs, etc.) |  |
| Document sharer |  |
| Meeting planner |  |
| Project Plan helper |  |
| Kanban Agile board |  |
| Forum for general development |  |