

# Project

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When choosing a project for this module, we considered all cases offered by Science Challenges and some ideas of our own. We looked at the complexity of the case's problems and the feasibility of solving these problems by building a web application. After some discussing we chose one of the Science Challenges cases: Concordia Kunstverhuur.

We decided to go with this case because of the clear problem that is stated and the vast amount of possibilities that we could think of for solving the customer's problem. The company - Concordia - wants to revive their art rental service by offering a new web applications thus serving customers better and attracting new ones from different age groups. They express their wishes for the web application as follows:

The applications should:

- offer users comprehensive searching and reservation facilities
- recommend art to users based on their interests
- allow users to create their own online exposition containing art like and/or art they rented
- be appealing to new target audiences that are currently underrepresented
- facilitate the usage of social media from within the online catalogue

In order to further investigate the customer's needs we plan on finding as much information about the company and it's mission as possible, and talk to the product owner to define our use cases.

Our strategy for developing a web application as described above is to first get a very clear sense of the scope of the project, the stakeholders involved and the functional and quality requirements to the product. This way we try to prevent confusion about the basic purpose of the project and it's scope. Secondly, we want to gather all the data needed and conceptualize our systems for data storage and retrieval and the actual web application and make a mockup of the interface. After these steps, we will go on with the actual programming and implementation of the desired application.

