Team 4 : Milestone 1

Team Project Proposal and Description

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Executive Summary

*\*\*\*/A short description of the final project and its key advantages, novelty, and values, up to 1 page. Make it an executive summary -- think of answering the question of why you develop this project and target at what market sectors. Assign a product name to your project. This executive summary should be readable to a general audience who is not a computer science specialist. The executive summary is also used to advertise and promote your project.\*\*\*\**/

For our project, we chose to create a communication platform that allows people who are stuck in quarantine to interact and share ideas. Due to the COVID-19 outbreak, students at FAU have been unable to communicate in a healthy sociable manner. To fix this issue, our team has come up with a website that will allow students at Florida Atlantic to create, comment and like posts made by other students. This project, named “\*\*/UNDECIDED\*\*/” , is useful because socialization at FAU has been almost entirely erased since quarantine began. College is a critical time to socialize and create new connections. We believe there is no available platform where FAU students can freely socialize in an unmoderated environment. It will be a site of the students, by the students and for the students. The setup will be a reddit style posting board where verified users can make new posts and like/comment on old posts.

Competitive analysis

\*\*/Analyzing competitive products available today. Present competitors’ features vs. your planned ones. First, create a table with key features of competitors vs. yours. Only at very high level, 5-6 entries max. After the table, you must summarize what are the planned advantages or competitive relationship to what is already available.\*\*/

|  |  |  |
| --- | --- | --- |
| **Product** | **Similar Features** | **Why ours is superior** |
| FAU Facebook Group | Allows students to post and communicate in a popular social media, and is relatively unmoderated | Ours is solely dedicated to the communication of students, (rather than being just a page of a major social media platform). The Facebook group is difficult to get to, fairly formal, and not widely used. Ours will better facilitate socialization through the idea of an unmoderated and student run group |
| Canvas | Simple, aesthetically pleasing site for teachers to communicate with students and occasionally used for student to student communication | Canvas does is too formal of a space to allow students to really create friendships and get to know each other. Our site will be orientated to being informal and fun |
| Discord Groups | Many students will create discord groups to interact between clubs, classes and friend groups but are hard for outsiders to access | Our site will be welcoming to everyone if and only if they have a verified fau email address, allowing all students to be welcome to the site |

Data definition

\*\*/This section serves as the “dictionary” of your document. It defines main terms, data structures and “items” or “*entities*” *at high or logical (not implementation) level* (e.g. name, meaning, usage, and NOT how the data is stored in memory) so it is easier to refer to them in the document. Focus on key terms (main data elements, actors, types of users etc.) specific for your application and not on general well know terms. These terms and their names *must be used consistently* from then on in all documents, user interface, in naming software components and database elements etc. In later milestones, you will add more implementation details for each item. You will later expand this section with more details.\*\*/

moderators- the users who have privileges to remove posts or ban users

post block- each post will be in a post block which will contain data on the posts time of post, content, likes, posting user and comments

\*\*/main page\*\*/- the main discussion page that holds all the most recent/popular post blocks

user page- the page of an individual user that shows all their posts and public information

Overview, scenarios and use cases

\*\*/This section describes the project overview (in much more details) and likelihood usage scenarios of your product from end users’ perspectives. Focus only on main use cases. Simple text format is OK and preferable – tell us a story about who and how is the application used. Focus on WHAT users do, their skill level, not on HOW the system is implemented. You can expand use cases provided in high level document in future milestones.\*\*/

Initial list of high-level functional requirements

\*\*/This refers to the high-level functionality that you plan to develop to the best of your knowledge at this point. Focus on WHAT and not HOW. Keep the users in mind. Develop these functions to be consistent with use cases and requirements above. Number each requirement and use these numbers consistently from now on. For each functionality use 1-5 line description.\*\*/

List of non-functional requirements

\*\*/For example, performance, usability, accessibility, expected load, security requirements, storage, availability, fault tolerance etc. Number each. When possible, try to quantify these quality attributes.\*\*/

High-level system architecture

\*\*/Lists of main software products, tools, languages and systems to be used, list of core APIs available at this point, supported browsers etc.

You also have to decide on which frameworks you will use if any. These provide both user interface, as well as cross-platform and cross browser layout/css. All external code you plan to use must be listed along with their license. \*\*/

Team

\*\*/List student group names, name of Scrum master, product owner and initial roles for each member\*\*/

Checklist

\*\*/For each item below you must answer with only one of the following: DONE, ON TRACK (meaning it will be done on time, and no issues perceived) or ISSUE (you have some problems, and then define what is the problem with 1-3 lines). Reflect these items in your Trello project space:

1. Team decided on basic means of communications
2. Team found a time slot to meet outside of the class
3. Front and back end team leads chosen
4. Github master chosen
5. Team ready and able to use the chosen back and front-end frameworks
6. Skills of each team member defined and known to all
7. Team lead ensured that all team members read the final M1 and agree/understand it before submission\*\*/