

# **Crowd Canvass**

## **Monthly Dev Roadmap**

**COSC 4920-102**  
**Crowd Canvass**  
**Shayne Burns**  
**Ramzi Carter**  
**Wylie Frydrychowicz**  
**Max Rothweiler**  
**Hannibal Santiago**  
**Submission Date: 02/08/21**

# Team Roles

Software Team Members	Role	Responsibilities
Shayne Burns	Software Developer / Research Analyst	-Analyzing target market and assesses product features -Analyzing and Debugging software crashes
Ramzi Carter	Software Developer	-Designs and implements software to fulfill project objectives -Responsible for front end of webapp
Wylie Frydrychowicz	Software Developer	-Designs and implements software to fulfill project objectives -Responsible for back end of webapp
Max Rothweiler	Project Lead / Software Developer	-Liaison between students, advisor, and stakeholder and coordinates team meetings and presentations -Ensure code is interpretable and efficient
Hannibal Santiago	Software Developer / Project & Risk Manager	-Monitors team progress and risks -Responsible for front end UI/UX

## February:

User Story	Risks	Risks Mitigation Plan
As an event host or volunteer, I want the web application to be user-friendly and intuitive because that will make using the web application easier.	People stop using the web application due to having a difficult time navigating through it.	Test code and UI thoroughly on different types of devices to ensure seamless use.

In February, our goal is to build upon our existing web application to ensure all pages are operating and accessible by users. By ensuring seamless navigation and usability, this will help attract and retain both volunteer and event hosts, which will be play an integral role in developing a client base for Crowd Canvass. A web application that is user-friendly and intuitive will lead to less troubleshooting by the stakeholder, which will ultimately reduce the time and monetary costs associated with fixing these types of issues. We hope to achieve a great user experience for all user groups that will lead to a growth for Crowd Canvass.

## March:

User Story	Risks	Risks Mitigation Plan
As a volunteer or event host, I want to be able to create an account and log in to the web application because I want have access to the application.	Users forget login credentials and are unable to access the web application. If a user creates an account using the same credentials as an existing account, this could create a bug.	There will be an option for users to be emailed their login credentials if they request the information. No duplicate login credentials will be permitted. Only one account will be permitted per username/email.
As an event host, I want to be able to create events so that I am able to broadcast events and add volunteers.	If the feature does not work the application does not work. Depending on the number of events that can be created and displayed, the scope can also be affected.	The ability to great events will be heavily tested and need to be earlier in our development cycle. The scope problem will be addressed also be testing for quantity of users/events.

In March, our goal is to have our database setup allowing for the creation of accounts for the users as well as the creation of events. We plan to have these features in place so that our product skeleton that we developed in February will have its core features in place. Also, by having these features we can begin our testing phase for our main features around event creation.

## April:

User Story	Risks	Risks Mitigation Plan
As an event host, I want to track where volunteers are at all times, so I know volunteers are canvassing in the correct areas.	Tracking users poses a privacy risk.	The web app will ask permission to have the users location.

In April, our goal is to implement a geolocation tracking system into the web application in order to allow the event host to track where all the volunteers are. This will help the most in cases where volunteers are getting paid because the event host will want to track where the volunteers are.

## May:

User Story	Risks	Risks Mitigation Plan
As a developer, I want to create a mechanism for volunteers to receive payment for their services, when they sign up for stipend capable positions.	If there are not proper requirements for secure payment and payment information. The solution could have a vulnerability where the payment system gets hacked and leaks critical financial information. Data privacy HIPPA, could be compromised and people's personal information could be leaked.	Proactively work developers (legal team) that can advise solution to make sure HIPPA is not violated for data privacy standard.  Implement an encryption algorithm to protect people's payment information. Continued monitoring and testing of threats. Align reputable secure payment application like PayPal to link accounts.

In May, our goal is to research and implement a payment system using PayPal in order to allow event hosts to pay volunteers if they want to. Also, implement security provisions for user information to ensure there aren't any legal violations that could compromise the company's integrity. From implementing these provisions, the user's personal information will be much safer and tougher for the system to be hacked.

Link to project management tool:

<https://trello.com/invite/b/IAMrTxNv/6f314ce8769862dcd3b7bc2f9eb69793/crowdcavass>

This link invites you to our trello board so you can see it.