Note

Presentation - Identification / Description - Taesung

Need / Want / Users / Market - Jaejun

Innovation - Taehyeon

Design - Liam / 1.5 min for each, script deadline : Sep 18th

1. Write your content direction into this file, then download it and commit it to GitHub. (the professor will check GitHub to see if everyone has worked equally, so it's in everyone best interest to download here and upload to GitHub whenever they've 37made changes
2. Feel free to add more into the already existing section if you feel the need to. Your edits are welcomed
3. Please use spell check on your content. You can use Google's Docs, and even Grammarly if you want to be extra careful.
4. Feel free to contact other members on Messenger if you need help with anything.

DEADLINE: Sep 20 (do our best to finish 3 days before)

But we need to finish this earlier because:

1. We need to make this report into a nice webpage for higher grades.
2. To be safe in case any members have health or personal issues and cannot finish their part.
3. Unforeseeable changes or obstacles.

INTRO TO IT

Assignment 3

Our IT Project

I declare that in submitting all work for this assessment I have read, understood and agree to the content and expectations of the Assessment declaration.

TEAM PEAK

Authors:

Do Hoang Quan • S3800978

Taesung Yoon • S3847581

Jae Jun Kim • S3741333

Taehyeon Jeong • S3799019

Team Profile

Team Name: Team Peak

Personal information

Do Hoang Quan • S3800978

View profile

Hello! My name is Do Hoang Quan. I am a Vietnamese, born and raised in Ho Chi Minh City. I want to be an UIUX Designer, to build experiences that enhances and delights people's lives. My current hobby is working out. So far, I have been learning UIUX design for 2 months. With coding and IT skills that I will learn here at RMIT, I hope to be a capable IT professional.

Taesung Yoon • S3847581

View profile

Hi! My name is Taesung Yoon. I am 20 years old. My personal email address is dbsxotjdaos@gmail.com. I'm from Korea and I can speak Korean and English. My hubby these days is doing workout in the gym, cooking, and playing games. Also, I have one cat and her name is "Porori". I got her name from a cartoon.

Jae Jun Kim • S3741333

View profile

My name is Jae Jun Kim, my email address is s3741333@rmit.edu.vn. First of all, I am from the Republic of Korea thus, I speak Korean and English as well. Normally, most Korean are polite when they meet people because they do not like to have a bad effect on other people and it is a kind of Korean culture. My hobbies are listening to music and using a computer.

Taehyeon Jeong • S3799019

Hello world and hello everyone! My name is Taehyeon Jeong. I am Korean and I can speak 3 languages which are Korean, English, and a tiny bit of Vietnamese. I decided to study IT because of the necessity and availability in every field. Currently, my hobby is running. I want to get more experience including work in Vietnam if I have a chance.

Group processes

How well did your group work together in Assignment 2?

We collaborated very well with each other on Assignment 2. Even though we barely have a chance to meet due to different class and personal schedules, the work was done on time with no conflict. Thanks to effective communication and collaboration, with the help of tools like Facebook Messenger for communication, GitHub and Google Docs for progress tracking, our team has managed to be very productive.

Furthermore, the work was split evenly between members, and everyone respected and valued each other's inputs and help. Each member was also active in finishing their tasks ahead of time, and going as far as reminding other members of their deadline and offering help when needed.

We as a team also put extra effort into sympathizing and understanding for one another. When there is miscommunication, our teammates do their best to clear it up with respect. Thanks to that, we've not only managed to create good work, but also created a sense of understanding and friendship.

Will you be introducing any changes in process for Assignment 3?

Since the last strategy worked well, we have planned to keep most of it intact. If it's not broken, just improve upon it.

First off, we plan to mitigate one of the largest issues which was that we barely had any meetings, so sharing ideas and concepts was more laborious. Instead of being able to meet face-to-face, we had to text and wait for others' replies, which usually takes a while since

everyone is busy. This time around, we plan to have more face-to-face meetings, where we can collaborate more effectively.

The second change is that we will be utilizing spell checking more in our work. As English is a second language for all of us, we are sure to have some shortcomings. These shortcomings require that we spend more time checking over grammar and language use to best report our ideas. This took a lot of time as we only did it in the final step. This time, we plan that each member will spell check their own part before adding it into the final shared report.

Finally, we will collaborate together on one single Google Docs file. Last time, we mostly used Google Docs as a shared knowledge base, but then submitted our own work on GitHub, and one member had to collect that information into the Docs file, which was inefficient. This time, we will directly collaborate on the Google Docs file, then submit it into GitHub, so that we can both easily keep track of the report progress, and the professor can have GitHub to check which member has done what as well.

With these changes, we hope that our work will be finished not just faster, but even more polished.

Career Plans

Ideal Jobs

	Quan	Taesung	Jae Jun	Taehyeon
Job	UI/UX Designer	Security Engineer	Database Developer	IT Specialist
Description	Design user interfaces with the focus on maximizing usability and the user experience	Testing software and monitoring systems for security breaches or intrusions	Ensure that database management systems can handle massive quantities of data	Maintenance, implementation, and monitoring of specific IT systems and infrastructure

Common	· IT-related jobs. · Each job is an important building block of a product / service. Common skills requirements: · Capable use of English · Analysis skills: figure out what the product goals are. · Familiarity with computers and electronics. · Programming: able to write, understand, and maintain softwares. · Keep up-to-date with technology advancements.			
Stack	Front-end	Back-end	Back-end	Back-end
Focus	What the user sees and feels when using the product	The security, reliability, and trustworthiness of the product	Ensure efficiency, consistency and scalability of the product and its data	Solution design, analysis to solve technical problems, strategy development
Skills required	● Wireframing and UI prototyping ● UX writing ● Visual communication ● Interaction design ● Coding	● Anti-virus software ● Firewall ● Content filtering ● System administration role	● Programming ● SQL ● ETL (Extract, transform, load) procedure ● Excel at SAP	● Strong analytical skill ● Establishing IT strategy ● Project management ● Familiarity with overall IT system
Average salary	~58K USD / year	~ 99K USD / year	~ 73K USD / year	~69K USD / years

Career Plans

Similarities

1. Focus on getting bachelor's degree

2. Learn and practice more in the interested field while studying

3. Practice soft skills like communication, teamwork, collaboration...

4. Apply for ideal jobs once graduated

Individually

Quan:

I am currently enrolled in an internship as an UI/UX Designer for Grove HR at KMS Technologies Upstar Labs. I plan to continue this internship far and learn a lot. For my job, interviews heavily prefer people with both work experience and a portfolio of experience to prove it. Not only is working inside KMS providing me a very decent point on my resume, Grove itself will be a very bright spot as a product which I have helped build.

Once my internship is finished, I plan to stay at KMS if possible, to support the Vietnamese community and products. However, if the future does not pan out that way, I am confident that my resume after departing KMS will be very competitive, and continue to apply for jobs in many different environments, like outsourcing, agencies…

I plan to do this while balancing my workload at RMIT. I currently plan to study only 2 courses per semester, which might delay my final graduation day, but allow me to learn more from both working outside and spending more time with RMIT.

After graduation, I plan to use both design skills learned from KMS and IT / coding skills learned from RMIT to be competitive in the industry and contribute to Vietnam's burgeoning IT field.

Taesung:

To apply for my ideal jobs more professional, I need field experiences and knowledge, skills for IT tools and C languages. So while attending the university, I want to be an expert in the C languages. To be more friendly with C languages, I will make a basic program based on each language. After that, before I graduate university, I think I will have two decisions, trying to find companies that I can get internship and field experiences. Or trying to make our own business with my friends. I have a lot of ideas that can be possible and succeed in the market.

Right now, my ideal job is a white hacker. But, I keep considering my career plans and may be my ideal job and career path can be changed. These days, I am considering going to graduate school. There, studying about machines and robots that can be manipulated by the brain. I think it will be helpful for hard work people and mostly disabilities.

In conclusion, I chose my ideal job but I keep thinking about my career path. So, I want to collaborate with IT people and study more to choose my specific career path.

Jae Jun:

I am a student who wants to be a Database Developer. Actually, most related I.T jobs need many licenses and experiences. Especially, possessing SQL license and enough experience is very important for a Database Developer. So, my plan is that I will accumulate coding skills such as handling SQL by studying assignments that I get from RMIT. After that, if I am given opportunities that I can work at I.T companies, I hope to make experiences.

 To be more specific, I made a simple order when I learned and practiced coding. Firstly, I will become an influential person at Python while I am studying in college. Then I will study JAVA and C language at RMIT. Actually, I think studying other languages which I don't study in college on semester term is really hard. So, I will practice SQL skills on vacations. It is a kind of holiday task. Moreover, I am considering working at I.T companies because If I work at a company, there will necessarily exist overlapping rush terms at both company and college. It would cause damage to the company and my assignment or attendance. So, I am looking for short-duration career training during my vacation.

Additionally, if I want to work to be smooth, having competent communication skills are really helpful. Actually, great soft skills are not a huge help at job interviews. However, after that, good communication skills lead to efficient teamwork with fellow workers.

 Finally, let me think about my future after I graduate. I will really not think about a lot of my profit such as payment to make my first career as soon as possible. It means first career could be an experience then from getting a second job will be more careful probably. For example, the job is related to handling Databases and the payment is at least specific amounts.

Taehyeon:

I cannot apply for the ideal job position that I want to become right after I graduate from university. It required overall IT experience in development, active directory, network, security and so on. Therefore, I will establish the overall Information technology knowledge taking the IT major course and will experience the real work industry applying for an internship during the university years. After graduation, I did not determine which job I am going to look forward to but I hope I could build real IT experience through work in practical business at first.

I also have a plan to take communication and business classes in business and management major on elective courses in RMIT because professional business skills are also critical elements for the job whether my ideal job or IT related jobs in general. General practice skills such as communication, negotiation, project management I could get through it will be helpful for every work field.

Getting certificates related to IT is also one of my plans. Firstly, I will apply for the ITIL Foundation certification test, which does not require any qualification for examination, during

the school years. ITIL stands for Information Technology Infrastructure Library and it is de-facto standards of IT service management. I will learn and study more about the certification detail and get it when I study in RMIT and after hands on work experience.

Tools

[done] Brief description of what you have done:

Cloned files from Assignment 2 to the repository for Assignment 3 as many files will be re-used. Sent a link to all teammates.

Collaborate on Google Docs and GitHub. Google Docs for content, and GitHub for files. Content on Google Docs so members can keep track of where the progress is, and GitHub for files so the website can be made later.

[done] Group's website:

https://s3800978.github.io/intro_to_it_asgmt3/

[done] The link to your group's Git repository (GitHub, BitBucket, etc.):

https://github.com/s3800978/intro_to_it_asgmt3

[to do last] Your comments on how well the audit trail on the Git repository reflects your group's work:

Quan:

[comment]

Tae Sung:

Jae Jun:

[comment]

Taehyeon:

[comment]

Project Description

Come up with a plan for the group project, and to develop it as much as possible in the time available.

Naturally, the choice of what to do is up to you, but you should take the following into account when making your decision:

- The passions, interests, and skills of your group
- IT industry trends
- What would assist you in your career plan
- Feedback from Assignments 1 and 2

Overview - Quan and Taesung

1. Topic

An overview of what you propose to do in your project. Concentrate on the big picture and outcomes, rather than intricate details.

Our application is a super-app that helps users build a habit of working out and eating healthily by providing them with motivation and encouragement. Our target demographic are beginners, people who are getting started need motivation, who might don't have a lot of experience with working out. As you know, one of the big trends these days is health and exercises. But, many people are having difficulties learning about subjects like diet, exercises, postures, and how to turn working out and eating healthy into a habit. So, this application can help these people achieve that goal.

There are many functions that are related to helping with workout. Our main goal is being more friendly with users than other applications and giving them encouragement and motivation to workout. Most applications show too complicated contents to understand and usually make users pay for getting content. But, our application is for beginners and busy people so it will explain easily what they can do and simple exercise. Also, it is free for everyone to approach all contents. However, an app with no way to monetize would not be able to grow. So, to balance between being accessible to users and making money, we will only monetize access to professional PTs and dieticians, who will tailor specific plans for the user. To motivate people (but never push), we will show examples of diets, routines, messages and cheers from friends, user's streak, as well as other users transformation.

2. Motivation

At least one paragraph is expected.

What are your motivations for your project?

Why is this project important or interesting?

How does it fit in with current IT trends?

What would it show to a future employer if you were able to work on this project?

In many cases, people are having difficulties in starting a workout and keeping it. In Tae Sung's case, he actually started workout 1 years ago, but he didn't get much improvement in his body because he was doing it efficiently. Also, for Quan's, he felt stressed and pushed when he was doing workout so he quitted it for a long time. We think the biggest reasons are there are some difficulties in getting information and not much data that is kind for beginners. So, we want to make an application that is suitable for beginners. Also, because of a sedentary lifestyle, most workers are having a lack of motivation. It causes many diseases like obesity. To deal with it, they just need exercises. However, our group thinks most workout applications can't solve these problems. This is why our application is important for people.

A recent report by App Annie, mobile data and analysis platform, showed that the total number of app downloads is 204 billion, up 6% over the year before. In particular, when it comes to healthcare and fitness apps, the growth rate in March was 67% higher than the average due to the spread of Covid-19. We forecast the number of health and fitness apps users will constantly increase and last quite a long time. Therefore, our app that provides services to help people workout anytime, anywhere and maintain a healthy lifestyle fits in with the current IT trend.

If we work on this project, we can show them capabilities of programming, analyzing, and getting ideas.*** / need more contents

3. Landscape

At least one paragraph is expected.

What similar systems or products are available?

What competitors are there?

What points of difference are there about your project compared to what exists now?

There are many similar apps in the fitness apps in App Store or Play Store but usually divided into 3 types.

1. **Workout and exercise apps**: Personal exercise training with different formats: 3D models, video, illustrations or detailed description.

2. **Activity tracking apps**: Track the user's physical activity (the number of steps taken, stairs climbed, hours slept, distance and speed run, and calories burned)

3. **Nutrition and diet apps**: Monitor the food habits, count the number of calories taken/burned, control water balance, body weight, and so forth.

Some apps create home workout/fitness plans based on the user's activity and recommend meal plans and dietary suggestions by adding the users' personal information such as age, gender, height, weight.

Our app should compete with all types of apps. But unlike the apps above, we integrate all features in 3 types. We track the workout activity, sleep, diet record and provide an appropriate workout tutorial. And our community section promotes users to interact with other users beyond friends so that it motivates users to do workout and to be interested in diet and nutrition. Users can establish a good workout, dietary habit and can keep a healthy and balanced lifestyle for longer.

Detailed Description

1. Aims - Quan and Taesung, but feel free to add more

One paragraph for the aim and one for each goal is expected. Each paragraph should include a description of the aim or goal, and a justification for it.

The topic description gives a general overview. However, it is usually helpful to have a specific aim for your project, as well as some smaller goals.

Write about:

1. **A single aim (e.g. "Construct an artefact in Minecraft", "Produce a movie about green flowers")**
2. **Several goals which will need to be achieved in order to fulfill your aim (e.g. defeat Smaug, annoy Bard, kill as many giant spiders as necessary…).**

[content]:

Aim:

A motivational and welcoming workout app, aimed at beginner and busy people, focuses on making the users feel good at every step. Forming new habits is not easy. People often plan to adopt a healthier lifestyle and give up due to various reasons. This app will help to make a healthy lifestyle accessible by letting people form healthy habits easily.

And our app aims to improve health. Poor diet causes diseases and lack of exercise makes people more prone to depression, low self-esteem, obesity, and can even lead to dangerous health problems such as cancer. Our useful and welcoming workout app can support them to do the exercises in the right way and motivate them. By providing them various services including meal plan and tutorial, and making them feel good just to have tried instead of pressuring them, people can form a healthy habit of working out easier and keep it for longer. In the long term, this will help many people improve their physical and mental health.

Goals: (write in this order: description → reason for doing → how to do it)

- Be welcoming and friendly: Many workout applications are not friendly and kindly to beginners. It means that beginners are having a difficulty in comprehending pose and managing routine and diet. For these reasons, we will describe the pose, routine, and diet step by step so that every person can understand it easily.

- Offer motivation: For motivating exercises, people need some purpose or someone that affects them to keep doing it. These can be weight, muscle, health, or lover, idol, and some influencers. However, we will make these people write specific goals that they want to achieve. Also, we will make an idol session that can make an ambitious person make a body like them or if I become a toned body, I can make a boyfriend or girlfriend look like them.

- Form a social network consisting of other users/ people who workout: For getting motivation, making friends and partners that can share the feedback, knowledge and experience is a great idea. We will form a server and buy a domain. After that, we will form a social network for workout people.

- Curate accurate information: Beginners can't decide well what is reliable and accurate information. Also, Information is being updated because of science research. For example, In the past, sit up was a very common exercise to develop people's abs. But, this exercise harms people's back and spine really hard. Reliable information is very important but also, updated information too. However, we will update the information that refers at reliable resources and inform efficient and harmless exercises.

2. Plans and Progress - Collaborative, Later

Write about:

1. **What will your project do? [Taesung - 1 page]**

2. **How you will do it. [Liam - 1]**

3. **How far you have got with developing any features or outcomes from your project. [Jaejun - 0.5]**

4. **The "story" of your project — how it began, how it has progressed, and what stage of the plan you are up to. [Taehyeon - 0.5]**

The project began from the thought of the necessity and importance of workout. People tend to care more for their body and health compared to decades ago. We can say that it is the biggest priority especially in the midst of Coronavirus pandemic situations in which everyone should stay at home. The main idea started at this point. Making a workout / health and fitness app to help people to maintain a healthy life which has workout tutorials so that everyone can approach the exercises without a trainer or coach. But through the research and brainstorming, we realized that there is another problem that the workout and maintaining healthy life is not easy to keep as a one part of the daily routine and people give up easily. All team members also experienced the difficulty with it. Therefore, we analyzed the reason. It came to a conclusion that people do not know the method to make it a routine as to how often they should exercise and what they should eat to be healthy. And we also concluded people easily give up due to the thought that everyday should be perfect. As a result, we planned the app to have the feature that motivates and encourages people without stress and makes people perceive workout is an enjoyable activity. Because we believe that working with companions and friends will have high efficiency, we made a community section to share their meal and activity to the other user.

There are 5 phases which are planning, UI/UX design, app development, testing, service support and maintenance after launching. We framed plans in every stage from planning to maintenance and support after app launching.

At the planning stage, we

1. Organized idea: who is the target, what is the need of the user, what is our value we will provide, main goal.
2. List detailed features: 1. motivation, 2. schedule, 3. community, 4. meal plans, 5. tutorial.
3. Drew the expected scenario:

    User download the app -> register and put their activity level, body measurement -> set a suitable activity level and goal -> analyze it and recommend the exercise frequency, time, and intensity / meal plan -> show the schedule on the home screen for each day based on what the user done (diet, exercises etc.)

4. Determined the roles: Product manager, UX/UI designer, Main developer,

Right now, we are working on the UX/UI design stage in the process. We are making the prototype of the app under the lead of one team member. When it is finished, we will move on to the next stage application development.

5. **Include any dead-ends you may have followed, decisions made, and changes that have been made to the project plan. [Jaejun - 0.5]**

Keep in mind:

This will need to include a significant amount of detail, so that it is easily seen what precisely you have done and are planning to do.

(If it helps, imagine the information that would be required if you were to hand this project over at the end of the semester to a new team to complete the job. What would you want to know, if you were one of the people taking over?)

What will your project do?

Our project will be….

Making our original application - As you read other parts in our report, there are many applications that are related with workout. However, In our opinion, many workout applications in the Appstore and Playstore are useless, not kindly, and friendly to basics. Most of the reasons for these happenings are loss of knowledge and experience. For example, there's no doubt that there is a big gap between the person who already has workout experience or doing sports before and the person who doesn't have workout experience and never moves their body. But, most workout applications are aimed at experienced people. After basic people follow the steps and goals in the application, people are being exhausted and they quit it easily. This is why they are not kindly and friendly to basics. Basic people cannot follow goals and progress and comprehend well what they do and are suitable for them. On the other hand, our application will contain both experienced and basic people.

Making applications that users can contact reliable and current information - Workout is one of the industries. There is much research about more efficient and effective exercises. If people want to improve their health or muscle more efficiently, they need current information. Also, If they don't, they also need news. Because some exercises can not be effectful or harm the body like Sit-Up that can harm spine health. In addition, many health supplement advertisements have appeared. And also many fake health supplements that don't have many benefits or have different materials are appearing. For example, "Supreme Testosterone booster" is a well known health and protein booster. Last December, it shocked every workout person because it contained sort of steroid material. Steroid can help to get power and advance muscle but it is addictive and gives critical

effects. Normal people can be a steroider if they consume wrong supplements. In conclusion, reliable and current information is significant to workout circumstances.

Making users be a friend with workout - How can we get more effect when we are doing workout? Managing diet and timetabling is a good idea. But, it is hard to follow the plan everyday. We mitigate their difficulties for providing meal and time table function. Users can easily record meals, calculate their calories, and continue doing workout regularly. Also, make basics to get more knowledge and tips, we will promote social network services that basics and experts can be connected to, share tips, and make friendship.

After we finish our project…

Basics and dip in workout people can get reliable, multifunctional applications which are unlike other workout applications. People can connect communities for them and reliable information.

Planned releases:

V.1 (minimal viable products): ship the products with the most essentials functions

V.2 (when?): monetize features

V.3 (when?): connect to professionals to keep the app running

V.4 (when?): live classes functions, connect with video feed

3. Roles - Individually

It is sometimes useful to define roles for particular participants, such as Lead Developer, or Technical Designer, or User Interface Designer. It is also possible that roles are changed from week to week, depending on what needs to be done next.

Write about:

- If roles have been planned ahead? Describe and justify them.

- If not? Describe your process and justify why there are no specific roles.

[content]:

- Quan: **UI/UX, Graphic Designer • HTML / CSS developer • Proofreader**

UI/UX Design is the design of the user interface and user experience. For an app that focuses on being friendly and welcoming to users, good UI and UX is extremely important. Furthermore, since our app is competing with many others, we must be able to differentiate ourselves with a beautiful and easy-to-use interface.

I am handling the role of UI/UX Designer since I am currently working as an UI/UX Intern for a large tech company. I am comfortable and experienced with many design tools, such as Sketch for designing, Invision for prototyping and sharing. I am also knowledgeable with many design guidelines, standards, and terminologies. During my time as an intern, I have learned how to build a design system of components, fonts, and color that represent the brand and can scale efficiently. Therefore, I am confident in my ability to create a beautiful and intuitive app.

Since I am the person building the design system and the project's branding and style, I will also work as the graphic designer for our team. This means I will design the presentation that we will use.

Finally, I plan to design the website for our report. Thanks to learning about UI/UX, I also learned about web design standards like Bootstrap, which I can use to build responsive websites. Furthermore, I will design the website according to good UX standards by architecting the information of our report to be easy to find and understand.

I will also work as a proofreader and spell check our group's use of English to make sure we can get the point clearly across.

- Tae Sung: **Main developer and server developer**

  The project idea came from his idea. So he is a person who knows specifically of the group project's aims and it's functions. Also, he wants to learn about servers in the future and this is a great chance to learn it.

- Jae Jun: [planned main responsibility] - [reason] - [any changes]

- Taehyeon: **product manager/strategist**

  Her role is product manager/strategist who unites multiple tasks and provides the right plan that correspond to the user's requirements. Product manager will draw the plans and roadmap of the entire project, and be involved in the process from the planning, design, development, testing to maintenance and support. The role is to lead the communication between developer and designer and assist every other role simultaneously.

  The reason why she is suitable for the product manager is that she is good at multitasking, and she took a role of managing when she worked for the previous team. She used to handle problems smoothly and suggested the guideline to the teammates when the other members were stuck in obstacles.

4. Scope and Limits - Taesung

At least one paragraph is expected.

Write about:

- **The scope of the project:**
    - **Where will its capabilities end?**
    - **Which market will it target?**
    - **Which cases / problems / situations will the app be useful for?**
    - **Which cases will the app not target?**
    - **What will we prioritize building first?**
    - **Which function can be left for later?**
    - **More…**

Keep in mind:

- **One of the more difficult parts of project planning and execution is to define the scope and limits of the project. You never really complete a project like these; all you can ever do is your best in the time available. Part of that involves setting priorities and accepting that there will be features that will take too long to develop. This means that it is important to set a scope for your project, as a means of ensuring that you make the most of the time available. For example, if you are developing a game, you might consider only producing one level and two or three characters, in order to show a proof-of-concept, rather than develop three levels and ten characters.**

- **The scope is probably the most crucial part, and also the most difficult to define. One way to define the scope is to think of the deliverables for your project, i.e. what outcomes would you be able to show to someone who asks you to see the results of your work. This will also include several statements about what will not be part of the project. (For example, if you are using Open Street Maps to show the location of all your favourite shops, the deliverables would include the updated map, but not the Open Street Maps technology itself. It would also not include many other features of Open Street Maps, or other interesting location — just those which show your favourite shops.)**

- **Also, be aware of the phenomenon of "scope creep", which is the tendency for projects to incorporate more and more features. There is nothing wrong with being ambitious, but you only have a certain amount of time.**

4. Scope and Limits - Taesung

[content]

Right now, we are at the very basic level. For this reason, it will take time to learn more precisely. But, we don't think it will take too much time to make functions and fundamental interfaces. The real problem is promoting servers for social networks and updating data. Some team members were making applications before and can design the interface. But, we haven't formed our own servers and purchasing domain. So, our first process we will develop will be designing interfaces and developing basic functions like alarm and timetabling systems. And, lastly, forming a server will be our main problem and the last function that we have to develop. However, as you know, this application will aim at the beginners of workout and busy people who don't have much time to exercise. After our project is successful, our application will be a handbook for beginners and trainers for people who aren't friendly with exercise. Furthermore, our application will be helpful for every workout people for ensuring their knowledge and pose, getting motivations, examples about diets, and updated information about more efficient and precise exercise.

(This is Quan, I will help you write the scope for this part)

5. Tools and Technologies - Individual

There is no minimum length for this. It is important to be as precise as possible, but descriptions of the tools are not needed here.

Write about:

1. **What software or other tools are required by the project?**

2. **Are there any software licenses needed?**

3. **Is there any hardware needed (beyond a standard laptop or something similar)? This needs to be precise (e.g. Windows Movie Maker Version 45.3) but needn't be long.**

4. **A brief description of any prior experience any group members have had with the tools and technologies you list.**

[content]:

1. Softwares & tools: C Languages that need to describe the application(Linux,Python,Object C , Java)

   Domain services that need to promote databases. (My sql,Oracle)

   Designing UI - Dribble,IOS fonts

2. Software licenses needed:

   Stream - Promoting social network services(https://getstream.io/)

3.   Hardware needed: [content]

4.   Experiences members has had with tools and softwares: [content]

     Taesung - Made simple game application using Unix in the high school

6. Testing - Jae Jun

At least one paragraph is expected here.

Write about:

1.   **How will you test your project?**

2.   **How will you know when you have succeeded?**

3.   **If your project involves user testing, you should describe in your plan how you will find the test users, approximately what number of people you will need, and what background (if any) is required.**

Keep in mind:

- **Testing is not something that you should leave until the very end; often it is far more useful to have a quick and dirty "mock-up" of a project and then do some (limited) testing, to find out whether you are building the right product.**

7. Timeframe - Taehyeon

This should be presented in the form of a table, with one row for each week, specifying as best you can the work for each person for each week.

Make a table about:

- **16 rows, 1 for each week. The first 4 rows show the work done so far, the last 12 rows will show the plan of how the team will work in the future.**

8. Risks - Taehyeon

As an IT beginner, making a perfect app will be not that easy. There are various risks in the process. In detail, to develop and run a mobile app effectively, there are 5 phases which are

planning, UI/UX design, app development, testing, service support and maintenance after releasing. The risks exist in every stage.

1. **Planning**: The first relevant risks we might face are when planning. We should set up concrete ideas, targeting users, and aims and organize what is the users' needs, what is the value we will provide, what is the goal based on the research. The plan should be as specific and accurate as possible and be digitized to be measured. If not, the bigger and fatal errors could occur in the system at the next stages. For example, we want to support both Android and iOS devices but if we pick the languages which have a dissimilar database, we might face difficulties to share with both development tools.

2. **UI/UX design:** This stage is difficult because both the UI and UX should be considered to design a design system that speaks the values of our app more friendly and motivational.

   1) User Interface:
   - Make the app beautiful and attractive to look at. Done by having consistent spacing, selecting right font choices, picking the correct color.
   - Make the app look familiar to be intuitive and easy to use, but unique so it doesn't look like every other app. We have to consider the color scheme, shape or curve of button so that the app conveys the right feeling.

   2) User Experience:
   - Make the app as convenient and easy to use as possible. We can do this by thinking about which functions the users are going to use at any given screen, and put that function the most important element on screen. (For example, when a user is on the "meals" page, they probably want to 1. cook today's meal, 2. check shopping list, 3. check their nutrition goal, 4. check other meals -> put these functions as button that is clear on the "meal" screen)
   - Understand the target users to create the right functions. This means we have to research about other workout apps on the market and learn what they are doing to build into our app.

   The main risk and obstacle are to design these things incorrectly, and build an app that is not friendly looking or is hard to use. We can design many screens, but only at the end we can realize that the app isn't friendly or it cannot be scaled because the design system isn't set up correctly. Also, the research might be wrong or the wrong function designed into the app.

3. **Application development**: The biggest risk in this stage is software and skills-related risk. After the programming language is determined, we have to learn how to write logic, link APIs and services. Even from the initialization, we might face tons of failure and obstacles because we have not experienced many languages. It would be a complex process that requires in-depth knowledge and understanding of language. And lots of errors as if compilation error, runtime error, logic error, linking error, parse error could occur. On all such occasions, we should revise and correct the code. But even after we compile the saved file, the outcome would be different with each feature or it would not be operated smoothly. In order to minimize problems in code, analysis of the solution to cope with possible problems and other aspects of the program is needed.

   Our app will utilize the information and database access authority by linking with APIs from smart watches like Fitbit, Apple watch and social media Facebook, Instagram also can use our API. API security is the protection of the integrity of API-both the one we own and the one we use but if we fail to develop a secure API in the process, every data of users' could be broken, revealed, hacked by massive credential abuse attack campaigns.

   We will use Firebase and Hotjar for gathering intel and analytics but if the data analysis and database are inaccurate we cannot track the users' habit, lifestyle and therefore cannot provide appropriate plan or service.

4. **Testing**: Application testing is always related to risks. Once the application development is completed, the application testing by simulator, emulator and actual mobile devices is imperative. Various testing including User Experience, functionality, performing, penetration testing will ensure the app quality. We can revise errors or bugs in this stage before we launch the app.

5. **Services support / Maintenance :** After app releasing, unexpected system errors like bugs might come out and users can experience inconvenience due to server down, services error. performance issue This is why monitoring system, security updates and patches through regular and constant testing is essential.

In every stage, there are collaboration risks like disconnects and conflict because 4 or more people make an app not a single person. We must also learn how to deal effectively with experts from the field of physical education and training, diets and nutrients, and human psychology and behaviors. Teamwork, and communication skills are indispensable.

9. Group processes and communications - Jae Jun

At least one paragraph is expected here.

Write about:

1. Expected frequency of communication between group members.

2. How will your group communicate?

3. How often will meetings take place? Will these be face-to-face, or using technologies such as Skype? Or Facebook? Or email?…

4. What will you do if you have a group member who does not respond to communications?

Keep in mind:

- You should expect contact between group members at least once a week outside class times (i.e. apart from lectures and tutorials).

- Communication between group members is arguably the most important aspect of your project. Past experience has shown that communication breakdowns between group members are the most common cause of project failures.

- You can always make contact more often if you wish, but you do need to know what minimum frequency is expected from all members of your group.

[content]

10. Skills and Jobs - collaborative

The professor did not include the length requirements for this section.

Write about:

- Let us suppose that a group of venture capitalists hears about your project, and is so impressed that they wish to fund you to develop it further for say six months. You will be the manager of a team of 4 people to deliver the project outcomes. What position descriptions would be appropriate? Write 4 position descriptions for people that you would employ to take your project to the next phase.

Keep in mind:

- **You will need to consider what skills are appropriate, which may include specific technical expertise, teamwork experience, leadership and management techniques, and innovative thinking.**

[content]

[the whole team will chose together]

[to do last] Feedback

Each of you will provide an assessment of each person in the group, including themselves.

Quan:

[feedback]

Taesung:

[feedback]

Jae Jun:

[feedback]

Taehyeon:

[feedback]

[to do last] Group Reflection

Reflect as a group on how well you think you have performed in this assignment. You should include whatever evidence you may have about the group's processes (such as commit trails from GitHub, or project meeting minutes). Each member of the group should contribute up to 200 words , and the group as a whole should contribute around 400 words. Includes:

1. **What went well**
2. **What could be improved**
3. **At least one thing that was surprising**
4. **At least one thing that you have learned about groups**
5. **Your section on Tools how well you think your Github log of activity reflects your group's work on this assignment.**

Quan:

[reflection]

Taesung:

[reflection]

JaeJun:

[reflection]

Taehyeon:

[reflection]

Group:

1. What went well: [reflection]
2. What could be improved: [reflection]
3. At least one thing that was surprising: [reflection]
4. At least one thing that you have learned about groups: [reflection]

5. Your section on Tools how well you think your Github log of activity reflects your group's work on this assignment: [reflection]

Reference

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