|  |  |
| --- | --- |
| Project Brief  Online Learning System | Prince2  Author:  Owner:  Client: Jarl Tuxen  Version: 1.0.2 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Version #** | **Implemented**  **By** | **Revision**  **Date** | **Approved**  **By** | **Approval**  **Date** | **Reason** |
| 1.0 | *Youssef alamood* | *<mm/dd/yy>* | Åsa Wegelius | 18/02/16 | First draft |
| 1.0.1 | Åsa Wegelius | 18/02/16 |  |  | Added further objectives in that section. |
| 1.0.2 | åsa wegelius | 22/02/16 |  |  | Added scope & exclusions, Project Product Description |
| 1.0.3 | Åsa Wegelius | 23/02/16 |  |  | Added Project Approach and Project Management Team Structure |

Table of Content

[Introduction 3](#_Toc443990216)

[Objectives 3](#_Toc443990217)

[Scope and exclusions 3](#_Toc443990218)

[Interfaces 4](#_Toc443990219)

[Constraints 4](#_Toc443990220)

[Business Case 4](#_Toc443990221)

[Project Product Description 4](#_Toc443990222)

[Purpose 4](#_Toc443990223)

[Composition 4](#_Toc443990224)

[Derivation 5](#_Toc443990225)

[Development skills required 5](#_Toc443990226)

[Quality criteria 5](#_Toc443990227)

[Project Approach 6](#_Toc443990228)

[Hardware constrains 6](#_Toc443990229)

[Software constrains 6](#_Toc443990230)

[Staff constrains 6](#_Toc443990231)

[Project Management Team Structure 6](#_Toc443990232)

[Staff & Job Titles 6](file:///C:\Users\asawe\git\OnlineLearningPlatform\Documentation\Project%20brief.docx#_Toc443990233)

[Role Description 7](#_Toc443990234)

[References 7](#_Toc443990235)

# Introduction

The physical classroom is losing its monopoly as the only learning method, since the arrival of world wide web students can access information and learn from everywhere they are in the world just by having an internet connection and an online learning platform that help them learn long variety of subjects from economic to programming languages to philosophy and literature. With online learning platform students can learn and implement their learning on their own pace and time.

In this project we will develop the backbone of an online education platform. It will support three roles, Admin, Teacher and Student. Admin administer the system, Teacher produces and update courses and Student takes courses. The outcome of the project will be a prototype that fulfil this functions and can be extended to a further advanced learning platform.

# Objectives

* **The project shall be completed in 01/06/16.** It is the last delivery day on Fronter so it is a hard deadline.
* **The budget is 810 man hours.** The project delivery day gives 14 ½ weeks. This time-span includes six holidays. That gives us 66 working days for the project. We calculate with 7h/day. Given we divide a day between one-hour project time and six hours spent on courses up until 06/05/16 we have 16 full time days and 50 \* 1h/day. That gives 16\*7 + 50\*1 hours per person = 162h/person. A project group of five persons gives a budget of 810 man hours.
* **The outcome shall be an online learning platform.** The aim is to develop a learning platform directed to Arabic audiences allowing students, ordinary people to learn and test their abilities on the subjects provided by the platform. Not only will the normal people learn and develop skills through this platform but the universities and schools will have the benefit of variety in learning methods for their students, giving them the advantage of going through study materials on their own pace and time.
* **The project shall be managed according to Prince2.**
* **The development team shall follow the Scrum methodology.**

# Scope and exclusions

Scope:

* A database
* The user interface (JSP) for students
* The user interface (JSP) for teachers
* The user interface (JSP) for administrators
* The database access objects
* Servlets
* Login service

Exclusions:

* Course videos
* Course tests
* Payment service

# Interfaces

The platform is dependent on having a teacher base that delivers courses.

# Constraints

The initial timing for development and project initiation is 2 months.

# Business Case

The business case for this project is very compelling since there are around half billion Arabic speaking people in the world and many universities and schools are missing on use of technology which gives us the opportunity to expand fast through this market with both enterprise users and single users who wants to learn on subjects.

# Project Product Description

## Purpose

The purpose of the project is to provide a platform that facilitates both teachers that wish to publish their courses online and students that wish to increase their knowledge.

## Composition

* MySQL database
* Servlets
* Browser Interface

## Derivation

A teacher base that develops courses for the platform

## Development skills required

* HTML5
* MySQL
* Hibernate
* Java
* JSP
* JavaScript
* CSS
* Json

## Quality criteria

|  |  |  |  |
| --- | --- | --- | --- |
| Quality Expectations | DB portability | Priority | H |
| Acceptance Method | Use of a ORM (Hibernate) | | |
| Tolerance | none | | |
| Acceptance Responsible |  | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Quality Expectations | Portability | Priority | H |
| Acceptance Method | Java + JRE runs on any operating system that supports the Java standard | | |
| Tolerance |  | | |
| Acceptance Responsible |  | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Quality Expectations | Browser portability | Priority | H |
| Acceptance Method | Runs on Explorer, Safari, Firefox, Chrome | | |
| Tolerance |  | | |
| Acceptance Responsible |  | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Quality Expectations | Easy to maintain | Priority | H |
| Acceptance Method | Separation of Concern, Folder structure match Content structure, follow coding and folder conventions, code is either self-explainable or commented, low coupling – high coherence | | |
| Tolerance | none | | |
| Acceptance Responsible |  | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Quality Expectations | Installability | Priority | H |
| Acceptance Method | Use of Maven | | |
| Tolerance |  | | |
| Acceptance Responsible |  | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Quality Expectations | Findability | Priority |  |
| Acceptance Method | Search engine optimization | | |
| Tolerance |  | | |
| Acceptance Responsible |  | | |

|  |  |  |  |
| --- | --- | --- | --- |
| Quality Expectations | Download speed | Priority |  |
| Acceptance Method | Minimize HTTP requests, reduce server response time, optimize images | | |
| Tolerance |  | | |
| Acceptance Responsible |  | | |

# Project Approach

## Hardware constrains

Processor: Intel® Core™ i7-2600K CPU @ 3.40GHz 3.40 GHz  
RAM: 12.0 GB  
System type: 64-bit operative system Windows 7 Ultimate

## Software constrains

The system will run on an Apache Tomcat 8. We will not need

* An application container that supports EJBs.
* Two-phase commit.

We will use open-source monitoring tools like [MoSKito](http://www.moskito.org/) and/or [Nagios](https://www.nagios.org/). Apache Tomcat 8 will therefore be a sufficient choice of an application container.

## Staff constrains

We have five persons available. They are available for 1h/day up until 06/05/16. And they are available 7h/d after that up until delivery day which is 01/06/16

# Project Management Team Structure

## Staff & Job Titles

Tudor Stoica: Student BA Soft dev  
Youssef Alamood: Student BA Soft dev  
Adrian Lungeanu: Student BA Soft dev  
Ionut Vieru: Student BA Soft dev  
Åsa Wegelius: Student BA Soft dev

# Role Description

# References