Group Project Deliverable 1
Project Proposal and Requirements

Overview

This is the first phase in your group project journey. In this stage, you will be conducting a discovery process to determine project goals, constraints, the stakeholders, and most importantly the requirements.

Read this document along with the document about project specification (see the other PDF file).

Requirements

In this deliverable, you will conduct a discovery process to learn about the real environment and the problem, then gather the requirements. The outcome from this stage is a report (in a presentation slide) which includes the following components:

Section A: Introduction

This section should include:

- **Project Title**
  Your project title should be self-explanatory

- **About the Organization**
  Describe the organization where you run this project, for example the location, its core operations, etc.

- **Problem Background**
  Explain the current situations and the problem faced by the organization

- **Project Goal**
  State your proposed solution on how you will be using the mobile technology to solve the problem

- **End Users**

  List at least two types of users of the application you will be developing from this project (along with their roles).

  *Notes: **Do not include Admin** as one of these user types. Find other user types that are more relevant to the problem and the application. The Admin user is beyond the scope of this project. The administration features will be done manually for example directly from the backend database.*

Section B: Application Requirements

This section should include FOUR (4) items:

- **Requirement Gathering Method**
  Name the technique you used to gather the requirement and explain how you conducted it. For example, if you conducted interview sessions, list who the respondents were, when it took place, and attach (as an appendix) the interview questions. If you have a video (for example you conducted the interview online), upload the video online and attach the video link in the report.

- **Use Case Diagram**
  Analyze the requirements you gathered from the previous subsection. Then model the requirements of the application to be developed in a use case diagram.

  Notes: in this report, the use case diagram serves the purpose for providing a visual presentation of the context and behaviors of the application to be developed from a high level perspective.

  Watch this video to revisit what a use case diagram is and how to create one.

- **User Stories**
  In this part, you will write the users' wishes or what they want the application to provide (or in other words, the application requirements), in short and simple descriptions called user stories. Follow the format below to write each user story. Also, give an ID to each story (to be referenced in Story Map and User Flow Diagrams).

  ID: As a *<type of user>***, I want** *<some goal>* **so that** *<some reason>*

  Note that, for some cases, the "so that" part may be ignored (if it is less important).

  Notes: User stories are an alternative way of modelling application requirements with the goal of shifting the focus from writing about the requirements to talking about them.

  Resources about User Stories:
  a. *About User Stories, the author also gives so many examples of user stories. You need to download from the website.*
  b. *How to Write User Stories*
  c. *User stories, this video is quite old, however it is a good one talking about the philosophy behind user stories. It is from the same author in (a)*

Assessments

This assignment carries **6%** weightage for the final grade of this course. The breakdown weightage is as follows:

Criteria	Weightage
Section A: Introduction	
● Problem Background	1.0 %
● Project Goal	0.5 %
● Others	0.5 %
Section B: Application Requirements	
● Requirement Gathering Methods	0.5 %
● Use Case Diagrams	0.5 %
● User Stories	1.0 %
Presentation	1.0%
Teamworking This is an individual submission. Each member from each group will need to fill in a Peer and Self-Assessment form.	1.0 %

Submission

- ● Deadline: as per mentioned in eLeaning
- ● Late submission: 10% penalty for every 1 day late.
- ● Group Submission (slides) :
    - o Submit the slides to eLearning.
    - o Only one member from each group needs to do this submission.
- ● Individual Submission (for Teamworking):
    - o submit the Peer and Self-Assessment form to eLearning.