Virtual Classroom

Concept of Operations

COP 4331C Fall 2015

## **Modification History**

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| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| V1.0 | 9/8/2015 | J. Bender | Initial Draft |
| V1.1 | 9/12/2015 | J. Bender | Tools & Computing Env.  Configuration Management |

## **Team Name:** TBD

## Team Members:

Joseph Bender [jbender94@kngihts.ucf.edu](mailto:jbender94@kngihts.ucf.edu)

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Miles Friedman [XXXXXXXX@knights.ucf.edu](mailto:XXXXXXXX@knights.ucf.edu)

Project Overview – Josh

Ref Docs – Josh\*

Applicable Standards - Josh

Coding – Google java coding style

Document – MLA

Artifact size metric standard – features, hours for milestones (distance)

No optional items

Project Team Organization – Josh\*

Josh, Chad, Miles, & Joe

Roles

Communication

SW LC Process – Waterfall for documentation purposes Chad

Tools & Computing Environment (Joe)

The mobile application will be developed for the iOS platform. This will require the use of Xcode 6.4 on Mac OS to develop the app. Note: other third party cross-platform development tools such as Xamarin will be used as well (for developers without Xcode). The project will be programmed using the swift (objective-c based) programming language for iOS. Xcode’s standard iOS compiler will be utilized to produce builds for application testing. The project will utilize an open source version of iOS Canvas from Instructure called CanvasKit available on GitHub. This will provide us with necessary libraries and references to Canvas API endpoints. Libraries included are CanvasKit.h and Constants.h. These provide necessary functions useful to integrating with the Canvas web application functionalities.

Configuration Management (Joe)

The group will utilize GitHub as a version control management system. This will help allow the tracking of code updates. It will also help to provide metric data on our progress as in terms of features completed (lines of code). Joe Bender is responsible for the master repository which can be accessed by all of the group members to support collaborative development. When the team is to do development, or needs to add files they will be pushed to Joe Bender’s repository under the directory github.com/bender-joe/VirtualClassroom. The location will contain all code files, database files, libraries, readme documents, implementation documentation, and software documentation. Team members can follow the simple guidelines to push and pull code to and from the repository without the need for approval. The VirtualClassroom is shared to the team members’ accounts for push and pull rights.

QA – Miles

Risk Mgmt – Chad

\*\*Table of Work Packages, Time Estimates, and Assignments - Miles

PERT Chart – Chad

Technical Progress Metrics – milestones (hrs) (features) – Josh

Plan for tracking… - Miles