

Project Proposal
Interactive Timeline System
Jan 17th, 2022
Naser Ezzati-Jivan

Members:

Yathusan Thulasinathan - 6735955
Athavan Jesunesan (AJ) (Leader) - 6705271
Carl Paladino - 6850796
Yousaf Shah - 6704969
Steve John Abraham Jayaseelan - 6856694
Adil Bedri - 6820344
Fahad Khan - 6688998

Project Topic: Interactive Timeline System

Development Style: Scrum

Roles

Scrum Master: Yathusan Thulasinathan, 6735955

Product Owner: Athavan Jesunesan (AJ) 6705271

Developers:

Carl Paladino, 6850796

Yousaf Shah, 6704969

Steve John Abraham Jayaseelan, 6856694

Adil Bedri, 6820344

Fahad Khan, 6688998

Objective:

Problem:

When visiting the museum visitors may find that the provided information is insufficient and that they demand information about the history of the topics that are related to the artifact. Visitors may also find that they want a personalized experience in viewing the pieces however, the tours provided cover more than they care to see. There are also those that are unable to physically attend the museum and see the works for themselves. Accessibility, in either the physical or informative sense, is the underlying issue.

Objectives:

Our objective is to provide accessibility for those who may lack the resources to physically view the museum and provide a more in-depth and personal experience. Those interested in specific works will be able to get access to external links and more information on the piece if they so desire.

Importance:

An interactive timeline system is a user experience that can provide additional information for a certain topic with the help of interactive and engaging elements. An interactive timeline system for a museum can enhance the visitor's experience by providing a clear and engaging way to understand various historic events and artifacts. It is also a very dynamic and flexible way to present information or multimedia, allowing museums to easily add or update new information. Overall, an interactive timeline system can help create a more engaging, informative, and accessible museum experience for visitors.

Description:

We intend to allow customers of a museum environment to be able to access information about certain exhibits and artifacts, while also allowing them to access more in-depth resources for the topics and provide it all chronologically organized on the interactive timeline system.

Process:

The software engineering process we intend to use is Scrum since it provides us as students with a more flexible time frame to organize and coordinate our project efforts.

GitHub Page: <https://github.com/bit-yottabyte/COSC-4P02-Project>

Schedule:

Project Schedule	
Week	Goals
16-Jan	Make the Proposal
23-Jan	Make the Requirements Document
30-Jan	Finish Document and start Sprint 1
06-Feb	Continue Sprint 1
13-Feb	Finish Sprint 1 & Start Sprint 2
20-Feb	*Reading Week*
27-Feb	Finish Sprint 2, Finish Progress Report 1, and Start Sprint 3
06-Mar	Continue Sprint 3
13-Mar	Finish Sprint 3, and Start Sprint 4
20-Mar	Continue Sprint 4
27-Mar	Finish Sprint 4, Finish Progress Report 2
03-Apr	Final Touches
17-Apr	Presentation/Demonstration/Report