Criteria A: Planning

Defining the problem

Client Ms. X is a foreign student who is studying abroad in Budapest, Hungary. As she cannot speak Hungarian it is difficult to go to piano lessons where the teachers mostly communicate in their mother tongue. Moreover, most online courses require membership, which means that she has to pay if she wants to have proper piano lessons.

I came up with the idea to design a web application for her when we were discussing her problems. Due to my interest in teaching, my capability of playing the piano and programming, I decided to help her.

I asked my Computer Science teacher about the idea and have received approval. Therefore, I decided to help X by creating a special educational web application.

In order to have more details about the problems, we have discussed her level of practicing the piano and her aim. It appeared to me that she has not played any musical instruments before and only wishes to know the basics.

The application should have the ability to keep track of the users’ progress and should be easy enough to understand for beginners in piano playing skills.

Rationale for the Proposed Solution

I decide to use Javascript, HTML and CSS to write the web-based application because I have been studying them in school. Specifically Javascript because of its speed, it can run immediately within the client-side browser and is unhindered by network calls to a backend sever. Moreover, Javascript is a relatively simple, easy to learn and implement language. It also has interoperability, which means that it can be used in a huge variety of applications and can be used inside scripts written in other languages like HTML.

Stating Success Criteria

* The application should have some questionnaires in the beginning in order to sort out the level of piano playing skills that the users are in.
* The application should allow users to ask questions and receive notifications through emails if they are answered.
* The program should allow the developing team to answer users’ questions and upload them to the mainstream.
* Users should be able to see the frequently asked questions in the Q&A section in order to avoid repetition.
* Creating an account will be allowed in order to keep track of the learning process.
* In case of data entry errors, notifications will appear on the screen.
* The application should allow users to revise their previous lessons.
* Users should get notified if the current username of password do not exist.
* The application should be able to recover the password by email if he or she forgot it.

Word Count: 442