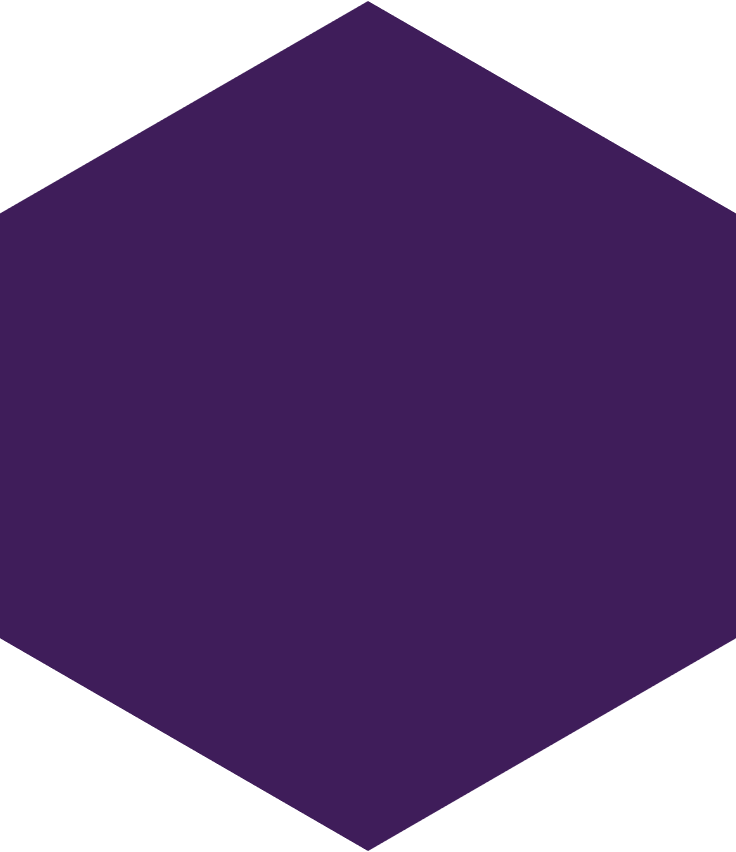
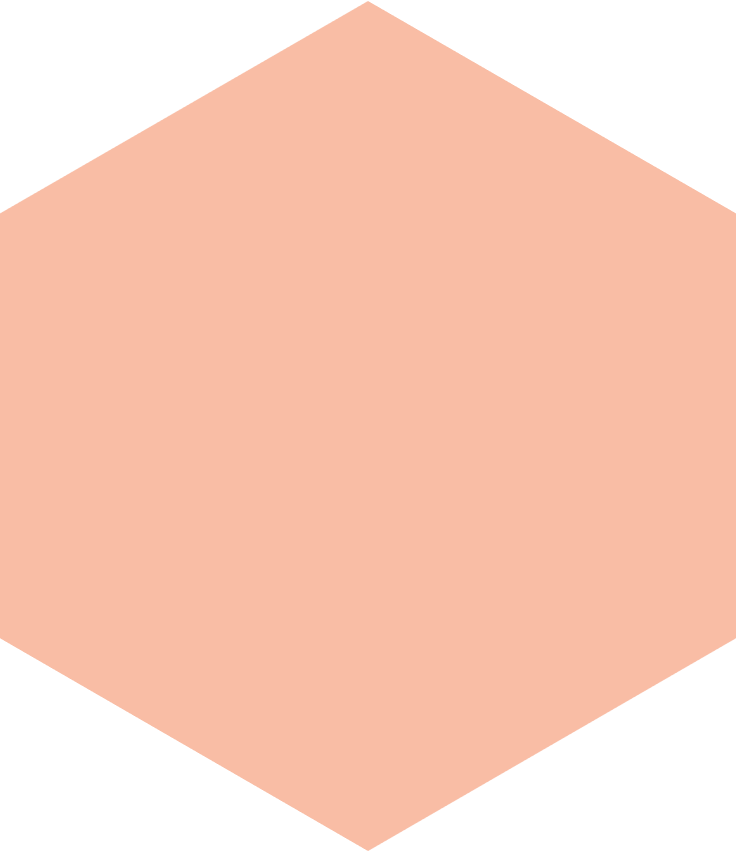
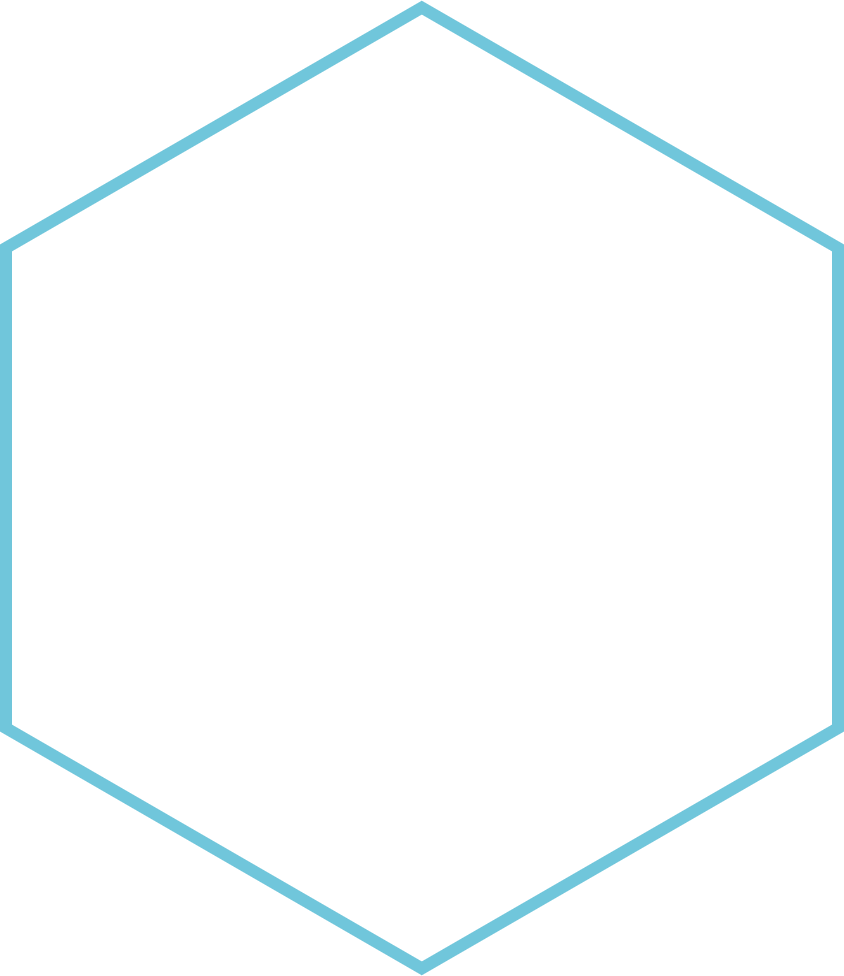


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| **Cougar PackfindR** |
| Leave your Cougar Paw Print |
| Herein lies an opportunity to make your CSUSM time worth-while. Fall of 2016, total campus enrollment was less than 15,600 students. But, only around 100 Student Organizations/ Clubs, 14 Greek Organizations exist and an overwhelming commuter issue. |
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| Table of Contents  Cougar PackfindR Proposal |  | TEAM Introduction • • • |
| Rex Andrade-Project Manager Continuously seeking opportunities to advocate for students. Cougar PackfindR is an opportunity to empower fellow Cougars and increase their potential for a brighter future. Adam Hebel -SCRUM Master  Striving to innovate and make technology/applications that change life as we know it. Brian Rattanasith -Lead Developer  We hope to deliver a new and unique experience through the cougar PackfindR app. Trevor Mickleson -QA Engineer  Ensuring growth in the field, one California State University San Marcos student at a time.  Ryan Stephenson  -Project Analyst  Furthering excellence not only in our sector, but in all studies at CSUSM. |
|  |
| TEAM INTRODUCTION 1OVERVIEW 2PROBLEM STATEMENT 2UML DIAGRAM 3TARGET USERS 4USER REQUIREMENTS 4USE CASES 4PROJECT OBJECTIVES 6EXPECTED OUTCOMES…………………………………………………………………………………….6RESOURCES 6Development Tools 7Languages 7Hardware and Software 7CONSTRAINTS & CHALLENGES 7METHODOLOGY 7SPRINT LOGS 8SCOPE 19ALTERNATIVE SOFTWARE SOLUTIONS & COMPETITORS 19PROJECT BACKLOG 19 REPORT CHANGE HISTORY………………………………………………............................................20  OVERALL SYSTEM ARCHITECTURE………………………………………............................................21  SEQUENCE DIAGRAM…………………………………………………………………………………....22  IMPLEMENTATION MILESTONES………………………………………………………………………….23  SUMMARY OF CONTRIBUTIONS…………………………………………………………………………24  TEST CASES AND TEST RESULTS OF CORE FUNCTIONALITIES………………………………………..25  FUTURE WORK………………………………………………………………………………………………28  REFERENCES…………………………………………………………………………………………………28  Github…………………………………………………………………………………………………………29 SUMMARY ...29 |

Overview

The Technology field is comprised of the highest paid occupations in the country. These employers are looking for more than just technical guru’s to satisfy the growing demand. The tech companies have altered their search for a technical guru with a social twist, as these occupations are becoming less and less isolated and more team-oriented.

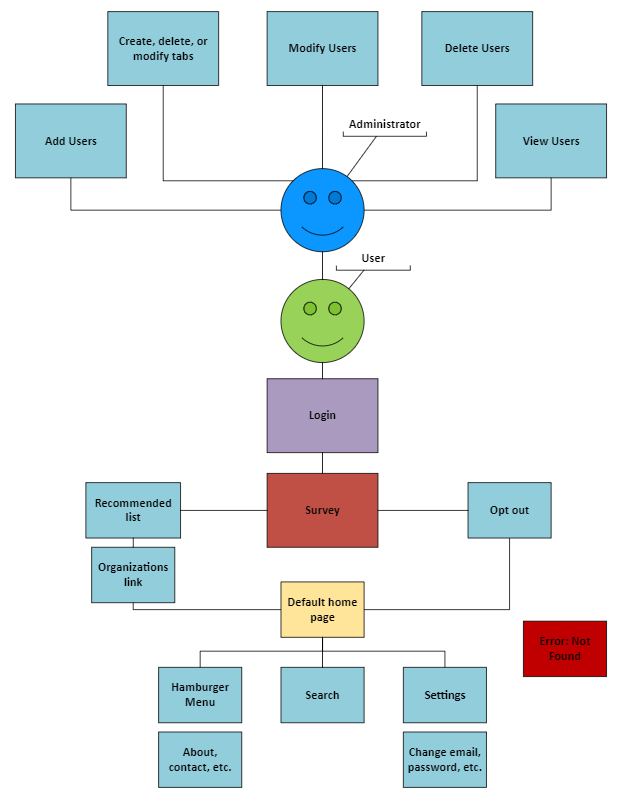
It is said to be ahead of the game is best. Why would the Cougar PackfindR proposal be any different? Start or continue the social development in college with our Cougar PackfindR Application. This application will put student organizations, Greek Life, Campus Job Opportunities, anything which helps create a sense of belonging at your fingertips. Browse through the student organizations/ Fraternities/ Sororities, which are catered to your interests via our login process, and find a step-by-step approach to planting the seed of networking and socializing. If it is a job that tears you away from campus, use Cougar PackfindR to locate a job that aligns your interests and matches your current pay/ salary on campus. Go to class, enjoy friends, go to work… sounds like a great schedule. Maybe the commitment of an organization is a bit much at the moment, or maybe you would like to concentrate on school and not work… fantastic, use Cougar PackfindR to find the events you want to attend and make connections at, while ensuring they fit into your schedule. If that is still out of your comfort zone, Cougar PackfindR also has an anonymous forum which you can add yourself. This is, also, based on our login process which you complete upon creating your Cougar PackfindR account.

Let Cougar PackfindR put that social twist on your resume and build your network.

Problem Statement

All occupational fields are looking for experts. With the current shift, those employers are not looking for just experts any longer. They are looking for Subject Matter Experts with better communication skills and, more importantly, individuals who can feel situations and navigate through conflict to create stronger bonds. The individuals are no longer being interviewed, strictly, based on expertise and the resumes are no longer being combed for, solely, GPA or prestige of “alma mater.” Involvement, leadership positions, team accomplishments are carrying more weight and end users are, unfortunately, not preparing themselves for this shift.

California State University San Marcos has been labeled by most, a commuter campus. This explains the complaints of “not enough parking spaces,” “we need more parking structures,” or more importantly talks amongst student organizations stating “there is no campus involvement.” The need for a sense of belonging, community and to create bonds are sorely needed. Most end users know what they like, know what they are passionate about, but need that extra “umph” to explore their potential. These missed opportunities are hurting resumes and interviews… and ultimately, futures.



Target Users

* Undergraduate Students
* Higher Education Students
* All students enrolled at California State University San Marcos, including Extended Learning

*Note: Opportunities for faculty, staff and others officially associated with CSUSM will be released with future revisions.*

User Requirements

Cougar PackfindR is easily accessible and requires very minimum:

* User:
  + an Email address
  + create username
  + create a unique password
* System:
  + Access to Campus RSS feeds:
    - USU (University Student Union) Calendar
    - CSUSM Calendar
    - 25Live
    - TLC (Tukwut Leadership Circle) Calendar
    - Student Life and Leadership Student Organization Database & SharePoint
  + Mobile capability
  + Sleek, sharp UI.

*Note: SSO (Single Sign-On) access via student email address and access to CSUSM authentication services.*

**Use Cases**

**1. Account Creation and Sign on**

Actor: End-User

Successful Completion: Upon proper creation of an account the user will be able to sign onto the application.

Alternative: User doesn’t create an account and is stuck on sign-on page until they make an account to sign in.

Precondition: User must be a student of CSUSM.

Post Condition: User will be able to sign into Cougar PackfindR.

Assumptions: None

**2. User Survey Prompt**

Actor: End-User

Successful Completion: Upon completion of the prompted survey, user will be recommended clubs/associations to contact based on their preferences.

Alternative: User opts out of the survey and continues to default home page.

Precondition: User needs to have an account created to access the survey and application.

Post Condition: User will receive their catered list(recommendations).

Assumptions: None

**3. Searching function**

Actor: End-User

Successful Completion: User is sent to their search results, where identified club x’s link would be displayed for further information.

Alternative: The organization club was not found.

Precondition: User must be logged in and have clicked into the search bar.

Post Condition: User is given their search results and can further continue with their desired option for more information.

Assumptions: User searches for a club that is alive, but not in our directory.

**4. Settings Menu**

Actor: End-User

Successful Completion: User will be able to change their password, email, profile picture, and sign out.

Alternative: User will not be able to change their password, email, and profile picture and will half to close the app to logout.

Precondition: User must have an account and have already signed into Cougar PackfindR.

Post Condition: User will be able to change their password, email, profile picture and properly sign out of Cougar PackfindR.

Assumptions: User changes their profile picture to something inappropriate.

**5. Hamburger Menu for Other contact options**

Actor: End-User

Successful Completion: User clicks onto the hamburger menu, displaying available options for contacting the dev team, information about the team (about us page), and survey prompt (re-do, or if skipped).

Alternative: User does not have access to the menu.

Precondition: User must have an account and have already signed into Cougar PackfindR.

Post Condition: User will have access to the hamburger menu, enabling options to contact the developer team, about us, and prompt to re-do the survey.

Assumptions: None

Project Objectives

**Primary objectives** for the Cougar PackfindR app design and development are as follows:

1. Create a user-friendly interface phone app that provides:
   1. Users with the ability to login to the app without frustration using an email, username, and password.
   2. Participation within the app to explore their passions, creativity, and interests.
   3. Find specific clubs and activities on (and possibly off) campus catering to their passions and interests.
2. Track popular clubs and activities on campus that end users routinely seek to engage in.
3. Help end users find their niche on campus in a safe, friendly, and fun manner.

**Secondary objectives** that may be developed in the future:

1. A dating section on campus that helps end users meet significant others and encourages meetings through potential point gathering systems and incentives.
2. Large scale development and distribution of the app to expand beyond campus limits.

Expected Outcome

* Secure database to store user information/data
* Simple login page prompting for existing or new user.
* Sleek, modern design for easy usability.
* New users are automatically prompted into a survey to easily help coordinate available clubs to their likings. (Not limited to self-searching).
* Interactive tabs/pages to access user profiles, user settings, find clubs, and contact other users.
* Possible individual official club pages for personal customization. (Myspace btw)

Resources

**Development Tools**

* The Cougar PackfindR team will utilize a combination of Google Docs and Discord for reliable and quick communication.
* Local development will rely heavily on a mixture between NotePad++, Brackets, and/or Visual Studio Code.
* For research and troubleshooting, the team will utilize Google search and many of the other in-class sources (PowerPoint Presentations and further directed linked sites).
* In terms of website design and page layouts, the team will employ Adobe products such as Photoshop, Microsoft Visio, and Microsoft Paint.

**Languages**

* Our PackfindR system will be based on a LAMP stack.
* Front-end development will heavily prioritize JavaScript, HTML, and PHP.
* Back-end development will involve using MySQL.

**Hardware and Software**

* Our PackfindR system will be hosted in AWS (Amazon Web Services).
* We are currently deciding on using more platforms, but as of now, we have decided on implementing all AWS has to offer us. Amazon RDS server (for SQL DB), AWS Identity and Access Management (Security), EC2 (Web servers), and more...

Constraints & Challenges

The main challenges involved with Cougar PackfindR are centered around making the application easy, effective and safe to use for the user. Users will need to be able to effectively search Student Organizations, events, Greek Life, and jobs; all while making it interactive for the user, safe and fun. Accomplishing these feats are no easy task but, must be the primary concern of the application. A great way to accomplish making the application both easy and effective is creating a simple and straightforward GUI with an effective searching algorithm so that the user can search and find what it is they are looking for. Creating a well-developed GUI will be a challenge in itself and may take many iterations even after the product is released to make sure it feels good for the user. In order to implement safety, it is important the user can sign in with their account and is required to verify their sign on. This is important in the sense that the users account is not stolen and used in inappropriate ways. Safety is a challenge because implementing such safety measures hinders the ease of use and could potentially complicate the app. This could make Cougar PackfindR less enjoyable to use.

Methodology

In order to properly execute Cougar PackfindR and launch the application within a timely manner; we will be using an Agile methodology. This will help us stay organized and on track throughout the life of the creation. First, we will diagram the requirements of the project through an ERD. Next, we will need create work flow via a GANTT chart in order to determine the distribution of work and how long the project will take. Once the first two steps are complete we can move into designing the application. Once complete, we will move into the implementation and testing phase where we will test all functions of the application and make sure the goals of the application are within scope. Finally, when everything looks up to par Cougar PackfindR will be delivered to CSUSM. While we assess how the application is received we will conduct further changes if necessary.

The Agile methodology was chosen by our team because it is perfect for the organization and management of our project. It will help us stream line our thought process into reality and make operations run smoothly.

## SPRINT LOGS

#### **Week 4 Meeting Summary**

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| --- | --- | --- |
| Week 4, September 17th, Monday6:00pm to 9:00pm |  | |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | N/A | Yes |
| Brian Rattanasith | N/A | Yes |
| Trevor Mickelson | N/A | Yes |
| Adam Hebel | N/A | Yes |
| Ryan Stephenson | N/A | Yes |

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| --- | --- | --- |
| Week 4 Agenda |  | |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Determine scope of project | Yes | Scope determined |
| Pinpoint resources | Yes | Resources determined |
| Assign roles | Yes | Roles determined |
| Establish logs, communications | Yes | Communications determined |
| Start proposal and presentation | Yes | Presentation outlined |

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| --- | --- | --- |
| Week 4 Summary |  | |
| **WORK FINISHED SINCE LAST MEETING (no last meeting)** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| N/A | Adam Hebel | Work on presentation |
| N/A | Trevor Mickelson | Work on presentation |
| N/A | Rex Andrade | Work on presentation, outline |
| N/A | Ryan Stephenson | Work on presentation |
| N/A | Brian Rattanasith | Work on presentation |

### **Week 5 Meeting Summary**

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| --- | --- | --- |
| Week 5, September 24th, Monday 6:00pm to 9:00pm | |  |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | N/A | Yes |
| Brian Rattanasith | N/A | Yes |
| Trevor Mickelson | N/A | Yes |
| Adam Hebel | N/A | Yes |
| Ryan Stephenson | N/A | Yes |

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| Week 5 Agenda |  | |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Review proposal and presentation | Yes | Proposal reviewed |
| Review scope and assignments | Yes | Scope and assignments reviewed |
| Finalize proposal | Yes | Proposal finalized |
| Practice proposal and presentation | Yes | Proposal practiced |

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| Week 5 Summary |  | |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Established constraints, challenges, and methodology of project | Adam Hebel | Determine use cases |
| Determined primary and secondary objectives of project and user requirements | Trevor Mickelson | Work on test scenarios and Q/A |
| Completed proposal and presentation | Rex Andrade | Establish project backlog and more user requirements |
| Initial scope and alternatives of project | Ryan Stephenson | Create scrum product backlog |
| Figured out resources and expected outcome of project | Brian Rattanasith | Determine use cases |

### **Week 6 Meeting Summary**

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| --- | --- |
| Week 6, October 1st, Monday 6:00pm to 9:00pm |  |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | N/A | Yes |
| Brian Rattanasith | N/A | Yes |
| Trevor Mickelson | N/A | Yes |
| Adam Hebel | N/A | Yes |
| Ryan Stephenson | N/A | Yes |

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| Week 6 Agenda |  | |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Accumulate data for database | Yes | Uploaded data to Google Drive |
| Begin project design (app) | Yes | Design initialized |
| Review project plan and goal | Yes | Project reviewed |

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| Week 6 Summary |  | |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| N/A | Adam Hebel | Determine use cases |
| N/A | Trevor Mickelson | Work on test scenarios and Q/A |
| N/A | Rex Andrade | Establish project backlog and more user requirements |
| N/A | Ryan Stephenson | Create scrum product backlog |
| N/A | Brian Rattanasith | Determine use cases |

### **Week 7 Meeting Summary**

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| --- | --- | --- | --- |
| Week 7, October 8th, Monday 6:00pm to 9:00pm | |  | |
| **TEAM MEMBERS** | **ROLES** | | **ATTENDED** |
| Rex Andrade | Project Manager | | Yes |
| Brian Rattanasith | Lead Developer/Programmer | | Yes |
| Trevor Mickelson | Lead Q/A Tester | | Yes |
| Adam Hebel | Scrum Master | | Yes |
| Ryan Stephenson | Scrum Product Back-logger | | Yes |

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| --- | --- | --- |
| Week 7 Agenda |  | |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Review use cases | Yes | Use cases reviewed |
| Review test scenarios | Yes | Test scenarios reviewed |
| Review user requirements | Yes | User requirements reviewed |
| Review scrum product backlog | Yes | Scrum product backlog reviewed |
| Establish main team roles | Yes | Team roles established |

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| Week 7 Summary |  | |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Use cases / ERD | Adam Hebel | Determine use cases |
| N/A | Trevor Mickelson | Work on test scenarios and Q/A |
| User requirements | Rex Andrade | Establish project backlog and more user requirements |
| N/A | Ryan Stephenson | Create scrum product backlog |
| Use cases / ERD | Brian Rattanasith | Determine use cases |

***Week 8 Meeting Summary***

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| --- |
| **Week 8, October 15th, Monday**  **6:00pm to 9:00pm** |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | Project Manager | Yes |
| Brian Rattanasith | Lead Developer/Programmer | Yes |
| Trevor Mickelson | Lead Q/A Tester | Yes |
| Adam Hebel | Scrum Master | Yes |
| Ryan Stephenson | Scrum Product Back-logger | Yes |

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| **Week 8 Agenda** |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| AWS | Yes | Some connections acquired |
| Project plan reviewed | Yes | Plan reviewed |
| Review user requirements | Yes | User requirements reviewed |
| Look into web page | Yes | Web page looked at |

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| **Week 8 Summary** |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Use cases / ERD | Adam Hebel | Web page |
| Worked on QA | Trevor Mickelson | N/A |
| Product backlog and user requirements | Rex Andrade | N/A |
| Backlog generated | Ryan Stephenson | N/A |
| Use cases / ERD | Brian Rattanasith | Look into Schema |

***Week 9 Meeting Summary***

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| **Week 9, October 22nd, Monday**  **6:00pm to 9:00pm** |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | Project Manager | Yes |
| Brian Rattanasith | Lead Developer/Programmer | Yes |
| Trevor Mickelson | Lead Q/A Tester | Yes |
| Adam Hebel | Scrum Master | Yes |
| Ryan Stephenson | Scrum Product Back-logger | Yes |

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| **Week 9 Agenda** |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| AWS | Yes | Some connections acquired |
| Project plan reviewed | Yes | Plan reviewed |
| Bootstrap | Yes | Updated |
| More webpage development | Yes | Webpage updated |

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| **Week 9 Summary** |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Webpage initiated | Adam Hebel | Web page updates |
| N/A | Trevor Mickelson | Spring logs / QA |
| N/A | Rex Andrade | Research extensions |
| N/A | Ryan Stephenson | N/A |
| Schema worked on | Brian Rattanasith | Test database connections |

***Week 10 Meeting Summary***

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| --- |
| **Week 10, October 29th, Monday**  **6:00pm to 9:00pm** |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | Project Manager | Yes |
| Brian Rattanasith | Lead Developer/Programmer | Yes |
| Trevor Mickelson | Lead Q/A Tester | Yes |
| Adam Hebel | Scrum Master | Yes |
| Ryan Stephenson | Scrum Product Back-logger | Yes |

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| **Week 10 Agenda** |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Fill sprint logs | Yes | Sprints finished |
| Database discussion | Yes | Database discussed |
| Website development progress | Yes | Updated |
| Meeting summary | Yes | Concluded |

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| **Week 10 Summary** |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Webpage updates | Adam Hebel | AWS |
| QA and Sprint logs | Trevor Mickelson | Sprint logs / QA |
| Extensions | Rex Andrade | Database |
| N/A | Ryan Stephenson | N/A |
| Database connection testing | Brian Rattanasith | App login |

***Week 11 Meeting Summary***

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| --- |
| **Week 11, November 5th, Monday**  **6:00pm to 9:00pm** |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | Project Manager | Yes |
| Brian Rattanasith | Lead Developer/Programmer | Yes |
| Trevor Mickelson | Lead Q/A Tester | Yes |
| Adam Hebel | Scrum Master | Yes |
| Ryan Stephenson | Scrum Product Back-logger | Yes |

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| **Week 11 Agenda** |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Work on Database | Yes | Database worked on |
| Finish webpage | Yes | Webpage worked on |
| Finish logo | Yes | Logo finished |
| Research application options | Yes | Options researched |
| Research development model | Yes | Model researched |

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| **Week 11 Summary** |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Webpage progress | Adam Hebel | Webpage completion |
| QA and Sprint logs | Trevor Mickelson | Sprint logs / QA / Website completion |
| Database work | Rex Andrade | Finish sign on page for website |
| N/A | Ryan Stephenson | Requirements and research for next report |
| Application research | Brian Rattanasith | Webpage completion, app research |

***Week 12 Meeting Summary***

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| --- |
| **Week 12, November 12th, Monday**  **6:00pm to 9:00pm** |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | Project Manager | Yes |
| Brian Rattanasith | Lead Developer/Programmer | Yes |
| Trevor Mickelson | Lead Q/A Tester | Yes |
| Adam Hebel | Scrum Master | Yes |
| Ryan Stephenson | Scrum Product Back-logger | Yes |

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| **Week 12 Agenda** |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Finish webpage | Yes | Webpage finished |
| Summary of every member individual contributions | Yes | Summaries finished |
| Project implementation milestones | Yes | Milestones situated |
| Sequence diagram for one use-case | Yes | Diagram finished |
| Architecture of system traced | Yes | Architecture of system finished |

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| **Week 12 Summary** |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Webpage progress | Adam Hebel | Website, Project progress |
| QA and Sprint logs, webpage | Trevor Mickelson | Website, spring logs, QA |
| Sign-on for webpage | Rex Andrade | Website, sign-on, database |
| Research and requirements for next report | Ryan Stephenson | Website, research, development |
| Webpage and application research | Brian Rattanasith | Website, development, code |

***Week 13 Meeting Summary***

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| --- |
| **Week 13, November 19th, Monday**  **6:00pm to 9:00pm** |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | Project Manager | Yes |
| Brian Rattanasith | Lead Developer/Programmer | Yes |
| Trevor Mickelson | Lead Q/A Tester | Yes |
| Adam Hebel | Scrum Master | Yes |
| Ryan Stephenson | Scrum Product Back-logger | Yes |

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| **Week 13 Agenda** |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Work on final report | Yes | Final report worked on |

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| **Week 13 Summary** |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Webpage progress | Adam Hebel | Website, Project progress |
| QA and Sprint logs, webpage | Trevor Mickelson | Website, spring logs, QA |
| Sign-on for webpage | Rex Andrade | Website, sign-on, database |
| Research and requirements for next report | Ryan Stephenson | Website, research, development |
| Webpage and application research | Brian Rattanasith | Website, development, code |

***Week 14 Meeting Summary***

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| --- |
| **Week 14, November 26th, Monday**  **6:00pm to 9:00pm** |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | Project Manager | Yes |
| Brian Rattanasith | Lead Developer/Programmer | Yes |
| Trevor Mickelson | Lead Q/A Tester | Yes |
| Adam Hebel | Scrum Master | Yes |
| Ryan Stephenson | Scrum Product Back-logger | Yes |

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| **Week 14 Agenda** |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Work on final report | Yes | Report final worked on |
| Polish webpage | Yes | Webpage polished |
| Finish login database | Yes | Login database worked on |
| Work on test cases (core funcs) | Yes | Test cases worked on |

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| **Week 14 Summary** |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Final report | Adam Hebel | Report final progressed |

***Week 15 Meeting Summary***

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| --- |
| **Week 15, December 3rd, Monday**  **6:00pm to 9:00pm** |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | Project Manager | Yes |
| Brian Rattanasith | Lead Developer/Programmer | Yes |
| Trevor Mickelson | Lead Q/A Tester | Yes |
| Adam Hebel | Scrum Master | Yes |
| Ryan Stephenson | Scrum Product Back-logger | Yes |

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| **Week 15 Agenda** |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Work on individual contributions | Yes | Contributions obtained |
| Conclusion and future work of final | Yes | Conclusion worked on |
| References for project compiled | Yes | References compiled |
| Update and changes to report | Yes | Changes updated |
| Sprint meetings worked on | Yes | Sprint meetings updated |

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| **Week 15 Summary** |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Login database and technicality | Adam Hebel | Finished |
| QA and Sprint logs, final report | Trevor Mickelson | Final report, logs |
| Live webpage for users | Rex Andrade | Live webpage |
| Research and requirements for next report, test cases, future uses | Ryan Stephenson | Website, research, development, test cases, future uses |
| Webpage code, finalization | Brian Rattanasith | Website, development, code |

***Week 16 Meeting Summary***

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| --- |
| **Week 16, December 10th, Monday**  **6:00pm to 9:00pm** |
| **TEAM MEMBERS** | **ROLES** | **ATTENDED** |
| Rex Andrade | Project Manager | Yes |
| Brian Rattanasith | Lead Developer/Programmer | Yes |
| Trevor Mickelson | Lead Q/A Tester | Yes |
| Adam Hebel | Scrum Master | Yes |
| Ryan Stephenson | Scrum Product Back-logger | Yes |

|  |
| --- |
| **Week 16 Agenda** |
| **ITEMS** | **FINISHED** | **SUMMARY** |
| Discuss final presentation | Yes | Presentation discussed |
| Establish final report | Yes | Final report discussed |
| Discuss future uses | Yes | Future uses discussed |

|  |
| --- |
| **Week 16 Summary** |
| **WORK FINISHED SINCE LAST MEETING** | **MEMBER** | **WORK TO FINISH BEFORE NEXT MEETING** |
| Login database, users | Adam Hebel | Final report |
| QA and Sprint logs, final report | Trevor Mickelson | Sprint Logs, QA, final report |
| Live webpage for users | Rex Andrade | Final report |
| Test cases of core functionalities, future uses, final report | Ryan Stephenson | Final report |
| Final coding, final report | Brian Rattanasith | Final report |

## Scope

Our project will include the design, development, and implementation of a phone app and database. Out group will use and acquire skills which are needed to determine the specifications and requirements for completion. We will learn how to create a user-friendly General User Interface that will efficiently handle user entered data and existing web data to create an effective app resource, Cougar PackfindR.

## Alternative Software Solutions & Competitors

Alternatives could include social media websites/ applications, such as Facebook and Instagram. Social apps, such as meetup or tinder, are also existing alternatives that are successful, but different. However, our app will be very different and does not have any natural competitors. Our app will have a unique purpose as it is for California State University San Marcos students and specifically for life on or around campus, which no service or application caters to as of yet.

## Product Backlog

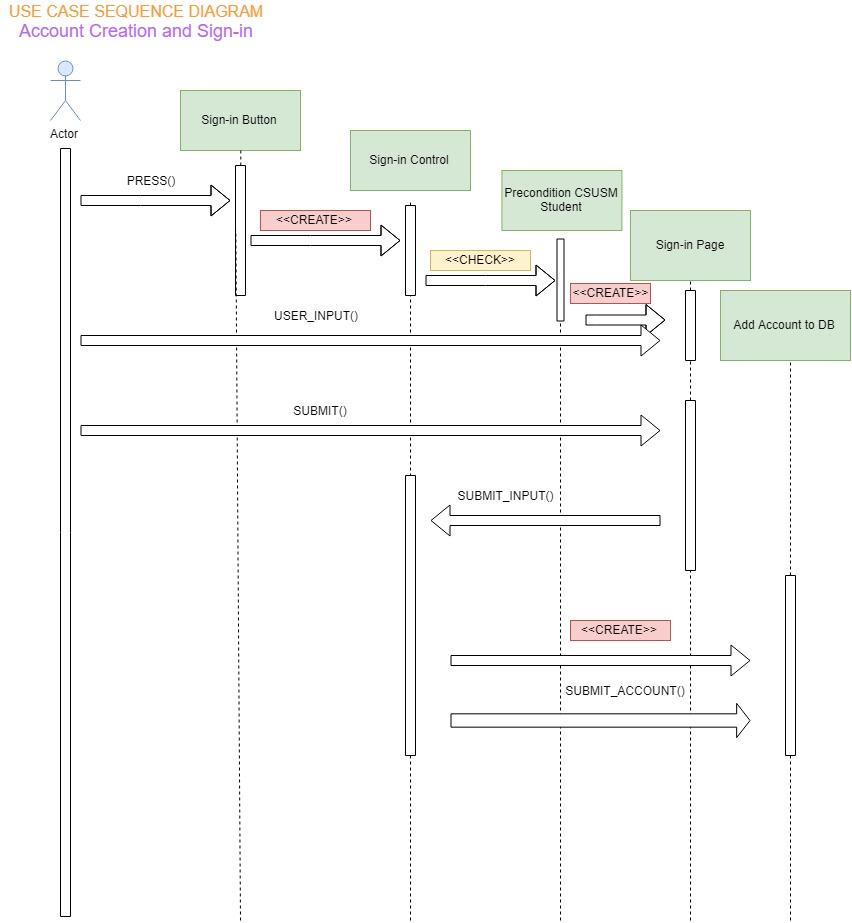
* Sleek, User-friendly User Interface
* Secure Sign-on
* User-friendly survey
* User catered interest list(s)
* Step-by-step procedure for individual organization sign-up
  + Student orgs will need to specify procedures for successful affiliation
* Chat forum with those who are “like-minded”
* Open Chat Forum

## Report Change History

|  |  |  |
| --- | --- | --- |
| **Date** | **Team Member** | **Changes Made** |
| 10/09/18 | Rex Andrade | Updated Table of Contents |
| 10/10/18 | Trevor Mickelson | Added Sprint Logs |
| 10/11/18 | Adam Hebel/Brian Rattanasith | Added Uses Cases |
| 10/12/18 | Rex Andrade | Added User Requirements |
| 10/13/18 | Rex Andrade | Added Team Structure and Description |
| 11/8/18 | Adam Hebel | Added System Architecture |
| 11/9/18 | Trevor Mickelson | Added Sequence Diagram |
| 11/10/18 | Brian Rattanasith | Added Project Milestones to report |
| 11/10/18 | Trevor Mickelson | Updated Sprint logs |
| 11/11/18 | Everyone | Added Summary of contributions |
| 11/19/18 | Trevor Mickelson | Updated Sprint logs |
| 11/26/18 | Trevor Mickelson | Updated Sprint logs |
| 12/3/18 | Trevor Mickelson | Updated Sprint logs |
| 12/10/18 | Trevor Mickelson | Updated Sprint logs |
| 12/11/18 | Ryan Stephenson | Added Test Cases (Core) / Future Work |
| 12/11/18 | Trevor Mickelson | Updated Contributions |
| 12/11/18 | Trevor Mickelson | Updated Final Report |
| 12/11/18 | Rex Andrade | Added References |
| 12/11/18 | Everyone | Updated Summary / Future of App |
| 12/11/18 | Brian Rattanasith | Added References |

## Overall System Architecture

## Sequence Diagram



## Implementation Milestones

|  |  |
| --- | --- |
| **Milestone** | **Status** |
| **Design User Interface**   * Focus on User-Friendly * Creation of a Wireframe layout for pages * Implementing some approved wireframes | Finished |
| **Database Creation**   * Creation of database using mySQLWorkBench * Determining variables, queries, etc. | Finished |
| **Front-End Programming**   * HTML Script Created * CSS File Created * Java Script Created | Finished |
| **Survey Option**   * Creation of Survey button * Redirect to Survey Page | Finished |
| **Login/Sign In (Sign Up as well)**   * Login/Sign In Button Created * Redirection Page for User Credentials | Finished |
| **Search Functionality**   * Search Bar to be created * Search Results to be optimized | Finished |
| **User Functions**   * Change Password Link   User Preferences Details Displayed (Optional) | Finished |

## Summary of Contributions

**Current Contributions of every Team Member:**

**Rex Andrade**

* Implemented HTML, JS, and CSS for Web Pages
* Analytical/Technical Writer
* Creation of Project Idea
* Developed and Organized Project PDF

**Brian Rattanasith**

* Developed Use Cases/ Use Case Diagram
* Implemented HTML, JS, and CSS for Web Pages
* Identified Project Milestones and Deadlines
* Creation of UML Diagram

**Adam Hebel**

* Developed Use Case Diagrams
* Creation of Project Idea
* Scheduled Meetings
* Implemented HTML, JS, and CSS for Web Pages
* System Architecture
* Creation of UML Diagram

**Trevor Mickelson**

* Scrum Logs / Sprint Logs
* Scheduled Meetings / Updates
* Sequence Diagram for Use Cases
* Quality Assurance Tester for Website
* Final Report

**Ryan Stevenson**

* Attended Meetings and Presented
* Test Cases of Core Functionalities
* Future Work and Progress of CougarPackfindR

**Test Cases and Test Results of Core Functionalities**

**Function:** Account creation

**Expected user:** Test cases for a standard user

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case** | **Required input data** | **Result** | **Satisfied?** |
| User account creation | -CSUSM email address  -Unique username  -Password | User successfully creates an account and is prompted into the survey | Yes |
| Invalid creation | -CSUSM email address  -Unique username  -Password | User enters invalid credentials and is prompted with error message | No, instead, redirected to homepage |

**Function:** User login

**Expected user:** Test cases for administrator and standard user

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case** | **Required input data** | **Result** | **Satisfied?** |
| User secure login | -Either email address or username  -password | Credentials are checked for validity and user is successfully signed into application | Yes |
| Invalid login | -Either email address or username  -password | User attempts to login with invalid credentials and is prompted with error message | Yes |

**Function:** Administrator control of users (More Backend, VIA SQL…)

**Expected user:** Test cases for administrator

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case** | **Required input data** | **Result** | **Satisfied?** |
| Add users | -CSUSM email address  -Unique username  -Password | Admin creates a standard user with valid login credentials | Yes |
| Modify users | User email or username | Change user information | Yes |
| Delete users | User email or username | Removes specific user from memory and makes the deleted user credentials invalid | Yes |
| View users | N/A | Displays all current valid user information with corresponding emails | Yes |

**Function:** User survey

**Expected user:** Test cases for standard user

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case** | **Required input data** | **Result** | **Satisfied?** |
| User is prompted with a survey immediately after account creation | N/A | Survey is completed and user specific preferences are updated | Yes |
| User is prompted with a survey immediately after account creation | User has option to opt out of survey | User is taken to a default homepage | Yes |

**Function:** Home Page

**Expected user:** Test cases for standard user

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case** | **Required input data** | **Result** | **Satisfied?** |
| Default home page | N/A | Default home page displays a variety of options and external sites | Yes |
| User specific home page | User has previously completed survey | User home page displays recommended clubs, organizations, and events specific to user preferences | Yes |

**Function:** Searching (OPTED Out)

**Expected user:** Test cases for standard user

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case** | **Required input data** | **Result** | **Satisfied?** |
| Search bar function | User input into search bar | Search is successful and user is shown various links to organizations, clubs and events related to the search | No, we opted out of a search function. Will Revisit. |
| Invalid search | User input into search bar | User is prompted no organization or club was found | No, we opted out of a search function. Will Revisit. |

**Function:** Menus available to user

**Expected user:** Test cases for standard user

|  |  |  |  |
| --- | --- | --- | --- |
| **Test case** | **Required input data** | **Result** | **Satisfied?** |
| Hamburger menu display and utilities | User selects the menu | Contact us, About us, Survey prompt links are displayed and available to be selected by the user | Yes |
| Settings menu | New email, password, or username | User successfully provides a valid email, password, or username to update the account | Yes |
| Survey Link | N/A | From the hamburger menu, user can take a survey which updates the user preferences | Yes |
| Contact Us page | N/A | From the hamburger menu, a contact page is displayed with information on how to contact the developers | Yes |
| About Us page | N/A | From the hamburger menu, an about us page is displayed with information on the application and the developers | Yes |

**Future Work**

Cougar PackfindR™ can be further improved with the following implemented functionalities:

* Some functionality tweaks, such as searches and determinate from the survey.
* A mobile application version on Android and Apple IOS. Increased versatility for our application on the mobile platform would increase the convenience and availability for the user.
* Chat forum. A real-time chat forum would increase the user’s connectivity to clubs, organizations, and other students. This would further fulfill Cougar PackfindR™’s goal to increase each user’s social network within CSUSM.
* Dating section. A dating option could be beneficial to students who are looking for a romantic relationship. The app could be effective with helping students meet others with similar interests and schedules.

## References

* <https://codepen.io/> - Main Code Development
* <https://www.codeacademy.com/> - HTML Script References
* <https://aws.amazon.com/> - EC2 Server Host
* <https://github.com/> - Version Control and Collaboration
* <https://www.google.com/drive/> - Updates, Team Collaborations, File Transfer
* <https://discordapp.com/> - Main Source of Communication and Brainstorming

## Github

Our github contains our source codes, database, etc.

https://github.com/bologni/Cougar-PackfindR

## Summary

Cougar PackfindR is a complete, “one-stop-shop,” and intuitive application which provides real value for CSUSM end users. The sleek design of the GUI, the intuitive learning and the catered interest/ skills placements ensure user satisfaction. With Cougar PackfindR, let your friendships today grow the success of your future.