ProjPlay Proposal

Executive Summary

This proposal for is for Project Playground (ProjPlay): a web application for connecting like-minded students to plan, develop, and work on projects from start to finish. This document lays out the objectives of ProjPlay, a background for why ProjPlay is needed, its scope, functional requirements, functional and personnel requirements, the projected delivery schedule, assumptions, limitations, and risks.

Your executive summary should be pretty brief, under 3 paragraphs and should provide a concise summary of the purpose and contents of the rest of the document. Explain to the reader what they will get from this document.

Business Objectives

It has been said that it's not about where you work, but who you work with that makes a difference. Students attending courses through Exeter need the *who* to align with the *what* they are working on, to have stronger networks for *where* they will take their newfound skills. Finding like-minded students and project ideas students connect with is what ProjPlay provides. It can be thought of as a dating site for ideas to come together and join forces with a team of peers that are equally passionate about the project. Students can log into this web-based application and post their project ideas in a profile, tagging as many aspects of their project as they think would interest others. Or, the can search for project ideas they also feel excited to be part of. Then, they will be able to work together in the platform to develop the idea further, design, implement, verify, and maintain the programs they thought of and worked on together. Participants in ProjPlay will also be able to create a personal profile attached to the project so participants can know who they are going to be working with. Then, for future projects, students can search by project or by participants.

Background

Currently, students at Exeter Academy are only able to connect via Slack. Though there are many advantages of Slack, it is often a cumbersome method of communication and easy to get lost in. Notifications of when there is a message in slack also create problems as they often have very little to do with the user directly. When students want to get help

from mentors or other students, they might go to Slack. However, not every student checks slack and the only participants who use it regularly are the mentors, who are paid to do so. Then, when it comes to students connecting with like-minded students for projects, there is no guarantee they will find a like-minded student or that they will be in Slack to see the messages. If there are profiles, most have not seen them.

Scope

This IS a project that is social media for projects and project creators. It is not another social media platform for just general people. It is not a list of ideas: it is about connecting projects people are passionate about that want other people equally as passionate about the same project to join. It is a platform for project connections and project creation. It is not a place for students to ask questions to their mentors, or to get help on class-specific topics.

Functional requirements

Project Playground (ProjPlay) will be a web-based application. It needs:

- Participants need to create essentially two profiles: a personal profile and a project profile.
  - Project profiles should be very searchable and emphasize key words for their project for others to find.
  - Personal profiles should be able to include searchable demographics, skills and abilities, a photo, and their "elevator speech".
- Project communication: a chat feature with the ability to also sharing documents, photos, etc. with others working on the same project.
- Searchability: have profiles' key words and participants abilities to be searchable
- Probably more things I am not able to think of alone (hence the need for help)

Personnel requirements

People needed to fulfill this project:

Design team

- 1-2 Website designer for creating the user-interface of the platform. Also will come with a knowledge of what else is needed to make this happen. Negotiates best approach to meeting the scope of this project
- 1-2 Application designer: someone with skills to creat all of the functionalities: profiles, communication, searchability: perhaps does similar things to the website designer.
- 1 Graphic designer for the logo and branding

Implementation team

- 2–3 Programmers to write the code for the profiles, the communication, and the searchability.

Verification team

- 1–2 Data analyst/data scientist to find the bugs and the improvements that need to be made before it's fully rolled out and after it's rolled out.

Maintenance Team

- 2–3 long-term people to fix problems the customer finds

Delivery schedule

This is the area I have absolutely no idea about. I am going to guess that this will take 7 months:

- 1 month for hashing out the details for the design team
- 4 months for working on building the product with the implementation team
- 2 months for the verification team to work

Other requirements

ProjPlay needs to be a fun and useful place so students want to be there, working on projects together. For that, the Graphic and Web designers need to be part of the whole process to make sure it looks fun as well.

This needs to be a web-based application with login credentials linked to the Exeter system.

Assumptions

Assumptions made are based on my complete inexperience in this field and are far-reaching. It is assumed that those with greater knowledge will help guide all parts of this project.

Limitations

The design of this project was made by a person with very little experience in such projects, yet is optimistic about what others can do.

Risks

Having yet another communication platform within a system runs the risk of confusing students as to where to go or what the purpose of this platform is about. With that, it runs the risk of being a socializing platform or a place to ask course-based questions.