

# **Project #3 - Real world application for a local organisation or business.**

## Rationale

This project covers off many Diploma units of competency required for accreditation.

## Due date

Friday 10 am, 9 June.

## Description

You are to design, build, deploy and present an application built for a real world customer.

Meet with the business owner or organisation manager to find out what challenges they face. Find a problem that you can solve with an application and present your ideas to the client.

The project should be completed individually.

Your client should be within 2Km of the campus (Sydney City). If they aren't you will need to ask for an exemption.

Your client should not be a close friend but this can also be exempted with Jamie's permission.

## Coder Factory Academy as a client

You can choose Coder Factory Academy as a client. We have at least two projects that can be completed by students. Jamie will act as the client for these projects.

Choices of CFA projects:

- Determined on a case by case basis

## Setting expectations with your clients

1. When approaching your client, be upfront about this being a project you are doing as part of your Diploma.
2. There is to be no expectations on you, the students, to deploy the application for use of the client. Make sure the client is aware of

this and is agreed upon.

3. There is to be no confidentiality agreement to be entered into.

## Deliverables

### Client interaction

Demonstrate your ability to satisfy your client with the quality of your work and high level of service.

1. Record all interactions with your client in a diary format.
4. Plan information gathering activities to determine project requirements, constraints and risks
4. Develop project charter, including preliminary statement of project scope and obtain sign-off
5. Prepare project work breakdown, schedule and budget
6. Compile project management plan documents as necessary to communicate the intended management strategy for the project and obtain sign-off
7. Identify and select team members, and allocate roles and responsibilities, based on project solution requirements
8. Determine training and support needs of team members
9. Establish project team values and agreed behavioural standards with team members
10. Monitor delivery and acceptance of assigned project team work activities and manage individuals
11. Monitor and control project scope changes, risks and issues
12. Manage system testing and hand over activities
13. Prepare IT support plans and maintenance or support documents
14. Obtain final project sign-off
15. Conduct post project review
16. Create a questionnaire for the client to ascertain the satisfaction with your product and service.

### Application Design

Demonstrate your ability to break down the problem and design a solution.

1. One page summary of your application including problem definition, solution.
2. Determine the appropriate client technology, development tools, and platform for writing the UI
3. Review the conceptual design with the client, and edit as required
2. A workflow diagram of the user journey/s.
3. Wireframes for at least 5 screens.

4. User stories for the whole application.
5. Entity Relationship Diagram (ERD).
6. Project plan and effort estimation.

## Tools and methodologies

1. Trello or similar project management tool to be used to track progress of build.
2. Show evidence of Slack conversations or use of other communication tools.
3. Code review. Demonstrate that you have had your code reviewed by other students and that you have provided a code review for others.
4. Github. Demonstrate use of frequent commits, pull requests, documentation.
5. Use Agile development methodologies.
6. Provide evidence you have used code quality tools

## Presentation

You are to deliver a 7 minute presentation to the class.

The presentation should include:

1. A Walk-through of your design decisions and documents
2. A review of your build process - challenges, favourite parts
3. A walk-through of your live app and pointing out its features
4. Answer any questions from students or teachers.

Use this presentation as an opportunity to pitch your ideas to 'investors'.

## Submission

Submit your project as an email to  
[jamie.cerexhe@coderfactoryacademy.edu.au](mailto:jamie.cerexhe@coderfactoryacademy.edu.au)

## Marking Guide

Deliverable	Mark
Client Interaction	30%
Design documentation	25%
Tools & methodologies	20%
Deployed application	15%

Presentation | 10%

TOTAL | 100%