



Project Proposal

COSC 4P02

JANUARY 2023

PROFESSOR

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TEAM MEMBERS

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Objective

Brock University and Niagara-on-the-Lake Museum require software that allows visitors to learn and explore history showcased by the museum in the form of an interactive timeline system. The application will provide visuals of historic significance and upon interaction from the user, it will provide further information on the topic. The software will make use of the museum's database in-order to provide historical background.

The interactive timeline system will help visitors retrieve historical information in a convenient and interactive manner.

Museums commonly use interactive tools to:

- Engage the audience.
- Provide a sensory element to the information being given.
- Users will leave the museum with a more in depth knowledge and a memorable experience.



Software Engineering Process

Scrum is an Agile project management framework that is commonly used in software development. It is designed to help teams work together to deliver high-quality products in a fast-paced and constantly changing environment.

The Scrum framework consists of several roles:

- Product Owner
 - Niagara-On-The-Lake Museum
- Scrum Master
 - Diego
- Development Team
 - Frontend: Michael, Haseeb, Wayne, Micha
 - Backend: Alexander, Samuel, Zachary

Scrum also has several stages, including Sprint Planning, Daily Scrum, Sprint Review, and Sprint Retrospective.

The development team will hold recurring meetings:

Weekly Meetings:

- Thursday 2:30 - 4 PM

Bi-Weekly Sprint Review Meetings:

- Tuesdays 2:30-4 PM

Scrum is useful because it helps teams to be more adaptive and responsive to change. It encourages collaboration, clear communication, and a focus on delivering valuable products to customers.



Timetable

Product and First Sprint Backlog	Tuesday, January 31st
Sprint #1	February 1st - 23rd
Sprint Review and Retrospective #1	Thursday, February 23rd
Sprint #2	February 24th - March 20th
Progress Report	Tuesday, February 28th
Sprint Review and Retrospective #2	Tuesday, March 20th
Sprint #3	March 21th - April 13th
Progress Report	Tuesday, March 28th
Sprint Review and Retrospective #3	Thursday, April 13th
Final Report and Presentation	April 17-28th



Github Repository

<https://github.com/dv18uj/COSC-4P02>