Project4

# Project Overview

This project aims to build an app that helps people minimize duplicate purchases of media, tools, equipment, or any other kind of resource.

Have you ever purchased a movie online then discovered that a family member or close friend just brought the same thing? To reduce redundant purchases, it would be nice to have a simple app (mobile or web-based) that allows you, family members, and close friends with whom you often watch movies to be able to browse each other lists of titles. The app would allow you to add, update, and delete the titles in your own list, allow others to see your list, invite them to share their lists, and seamless browse or search all lists to which you have access. The app would not allow you share the actual media but could allow you to request a “movie date” with someone to watch one of their movies. To maintain confidentially and secure, the app would need to authenticate users and allow them to manage access rights they have granted to others.

The envisioned app could be expanded or repurposed to handle other kinds of things besides movie. For example, it could be specialized to manage music, audiobooks, tools, camping equipment, board games, etc.

*(Before being the project, decide what kind of resource you want your app to management and then rewrite the above project overview accordingly.)*

# Team Organization

*(The team description should be complete and accurate, yet concise. You may refer to the text book or other authors for standard team organizations. Be sure to describe any team philosophies that you intend to adapt (e.g. egoless programming). You may use a figure to describe your team organization. Also, you may anticipate shifts in responsibilities as the project progresses)*

# Software Development Process

The development will be broken up into five phases. Each phase will be a little like a Sprint in an Agile method and a little like an iteration in a Spiral process. Specifically, each phase will be like a Sprint, in that work to be done will be organized into small tasks, placed into a “backlog”, and prioritized. Then, using on time-box scheduling, the team will decide which tasks the phase (Sprint) will address. The team will use a Scrum Board to keep track of tasks in the backlog, those that will be part of the current Sprint, those in progress, and those that are done.

Each phase will also be a little like an iteration in a Spiral process, in that each phase will include some risk analysis and that any development activity (requirements capture, analysis, design, implementation, etc.) can be done during any phase. Early phases will focus on understanding (requirements capture and analysis) and subsequent phases will focus on design and implementation. Each phase will include a retrospective.

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| **Phase** | **Iteration** |
| 1. | Phase 1 - Requirements Capture |
| 2. | Phase 2 - Analysis |
| 3 | Phase 3 - Architectural, UI, and DB Design |
| 4 | Phase 4 - Detailed Design, Implementation, and Unit Testing |
| 5 | Phase 5 - More Implementation and Testing |

We will use Unified Modeling Language (UML) to document user goals, structural concepts, component interactions, and behaviors.

# Communication policies, procedures, and tools

*(Describe your communication policies and procedures.)*

# Risk Analysis

*(Describe your analyze of the project-wide risks.)*

# Configuration Management

See the README.md in the Git repository.