Republic of the Philippines
POLYTECHNIC UNIVERSITY OF THE PHILIPPINES
COLLEGE OF ENGINEERING
DEPARTMENT OF COMPUTER ENGINEERING
Sta. Mesa, Manila

I. PROJECT DETAILS

Project Name	Wander Paw
Project Sponsor	Angela E. Corpuz Ivonne Glynn P. Lasco Rex-Imman H. Robles Mary Gwen G. Susa
Project Manager / Developer	Angela E. Corpuz Ivonne Glynn P. Lasco Rex-Imman H. Robles Mary Gwen G. Susa
Phone Number	09451426999 09477453129
Expected Start Date	April 4, 2023
Expected Completion Date	July 19, 2023

II. PROJECT DESCRIPTION

In 2020, hundreds of dogs on death row made the news. As a result of street breeding and unintended births, the country's stray cat and dog population is fast rising. Given this, pounds and shelters exist where they can be saved and kept off the streets. Those programs and facilities, however, have limitations.

On this rationale, a campaign to persuade and connect individuals to shelters, pounds, or animals in need of assistance is beneficial. A smartphone application with profiles of animals for adoption, specific qualities, and a few requirements for adopters will make it easier to reach out to the public and locate suitable owners.

II.1 OBJECTIVE AND GOALS

The primary goals of WanderPaw are:

- allow more animals to be re-homed, including those from shelters, pounds, and even struggling citizens;
- provide a venue for highlighting the benefits of adopting to prospective adopters;
- lower the rate of zoonotic diseases such as viruses, salmonella, and parasites potentially from strays;
- reduce the propagation of rabies;
- decrease the incidence of animal-related road accidents; and
- create an effective and systematic medium for a cycle where there will be more room for other animals to be rescued

The programmers aim to:

1. Develop an animal profile adoption location-matching mobile application;
2. Provide deliverables namely gantt chart, project proposal, flowchart, user interface (UI) layout or project prototype, unified modeling language (UML) use case diagram, work breakdown structure (WBS), and test cases;
3. Test and evaluate the mobile application in terms of:
   3.1. Functionality:
      a. Sign up and log in management system;
      b. User account management system (including reset password feature, and modifiable user data in settings covering--profile display, logging out account, deletion of account, and account email and password changing feature);
      c. User and animal profile location matching;
      d. Animal data display;
      e. Animal for adoption profile creation, modifiable and deletion feature;
      f. Messaging other users;
      g. Retention of conversaiton data; and
      h. Bookmarking and removing bookmarks of animal profiles
   3.2. User interface;
   3.3. Installation;
   3.4. Security;
   3.5. Field; and
   3.6. Interrupt
4. Monetize; and
5. Launch and maintain the said application

The target UN Sustainable Development Goals of WanderPaw are

1. SDG 3: Good Health;
2. SDG 11: Well-being and Sustainable Cities and Communities;
3. SDG 15: Life on Land; and
4. SDG 17: Partnership for the Goals

II.2 SCOPE

WanderPaw intends to be a simpler and more systematic network for connecting the public with available animals for adoption. This will link users to nearby animals and serve as an outlet for communication or negotiating with the present caretaker. WanderPaw's target audience consists of citizens who are capable of and enthusiastic about having pets, as well as shelters or pounds and struggling animal caretakers. This project is suggestive of adoption as a preferable choice for the majority of people. WanderPaw's

conception and development will take place between March 29, 2023 and July 19, 2023.

Furthermore, WanderPaw will be developed for the Android platform first, for it is one of the most prominent mobile platforms. This is considering time limitations, constraints on resources, financial considerations, and present expertise and knowledge considerations.

II.3 Specifications / Features

a. Sign up and Log in Management System;
b. User Account Management System:
   b.1. Reset Password;
   b.2. Modifiable User Profile Data Display;
   b.3. Logging out of Account;
   b.4. Deletion of an Account;
   b.5. Account Email Update; and
   b.6. Account Password Update
c. User and Animal Profile Location Matching;
d. Animal Data Display;
e. Animal for Adoption Profile Creation, Modifiable, and Deletion feature;
f. Messaging Other Users;
g. Retention of Conversation Data; and
h. Bookmarking and Removing Bookmarks of Animal Profiles

II.4 CONSTRAINTS, ASSUMPTIONS, RISKS, AND DEPENDENCIES

Constraints	● Technical Constraints – considering the developers' skills are not as honed and can still be considered as beginners. In developing WanderPaw, studying new various programming tools (such as Android Studio, Adobe Illustrator, etc.) and tech stack, primarily Kotlin and Extensible Markup Language (XML), are enveloped. This constraint extends the impact concerning the output features of the final prototype. ● Budget Constraints – for the creation of a mobile application, developers must take into account their financial resources and specified budget, as some tools might involve funding for obtaining more feature access and/or bigger storage capacity for a prospect database. ● Time Constraints – the timeframe of the development--factored in other academic constraints

	and technical constraints is one of the major concerns of the developers. ● Promotional Constraints - considering the budget and time constraints, WanderPaw's promotion is possible to be short and limited. The developers need to be smart in media algorithms and digital communities aligned with WanderPaw's vision.
Assumptions	● WanderPaw assumes that there is a significant number of people who are in sync with WanderPaw's advocacy. Wanderpaw supposes that the public is very well aware and in support of the 'Adopt, Don't Shop' campaign. ● WanderPaw assumes that most pounds and shelters in the Philippines have confidence and believe in WanderPaw's features and services towards a more systematic animal adoption. ● WanderPaw assumes that the users are willing to grant permission to access their location and gallery or camera for uploading pictures upon building their profile or an animal profile. ● WanderPaw surmises to have a good impact on the stray population and the community, moreover, to encourage individuals to be proactive with this project. ● WanderPaw requires the developers well-performing computers/laptops with acceptable specifications for seamless development. ● WanderPaw assumes that its core functions are operational. ● WanderPaw surmises that there is ample time for the planning phase where all the deliverables are accomplished and the entire development stage is laid out in detail. ● WanderPaw supposes that its user interface (UI) and user experience (UX) are in line with a simple and user-friendly layout that utilizes a common mobile application structure for the general public's ease. ● WanderPaw supposes that it can be installed--with its features operational--and uninstalled properly. It should release the memory it occupied after uninstalling.

	• WanderPaw assumes that it keeps the intended user data encrypted and its secure decryption, is safely stored, and accessed. • WanderPaw assumes that it handles interruptions accordingly and notifies the user of what caused the interruption. It should halt the features' access when the network is lost and revert to the prior state after network restoration.
Risks and Dependencies	• Reiterating the current capability of the developers from the stated Technical Constraints, bugs, and issues or delays are anticipated. It has tremendous repercussions on the development phase and drawbacks on the deployed application. • Inaccurate and false information given by users will deliver results that are not applicable to other users and will not fulfill WanderPaw's promised systematic process. Since the WanderPaw is heavily reliant on the user's information, the application will only obtain and assess the user's input. • Taking into account compatibility, this should be given fair thought in development with regard to WanderPaw's responsiveness on screen size, screen resolution, processor speed, and operating system. • For WanderPaw's collection and storing of user data including name, email, pictures, and location--there is a risk of data breaches, unauthorized access, or misuse of sensitive user information. Implementing standard privacy regulations, encryption protocols, and security measures is the course of action to take. • Before launching the application, numerous testing should be carried out such as functionality testing, user interface testing, installation testing, security testing, field testing, and interrupt testing. These are needed to guarantee an operational application that will serve as more efficient and systematic. • It is preferable to settle a partnership before releasing with certain pounds and/or shelters so that animal profiles are readily available for potential enthusiastic adopters. This also covers the feed tab with the animal profile swiping feature. • Monetizing applications is the standard among developers. Its revenue could fund the application for improved user experience.

	• An imperative step to ensure WanderPaw's success is through advertising and marketing the application. This will substantially help in engagements and WanderPaw's advocacy's impact.

III. Flowchart

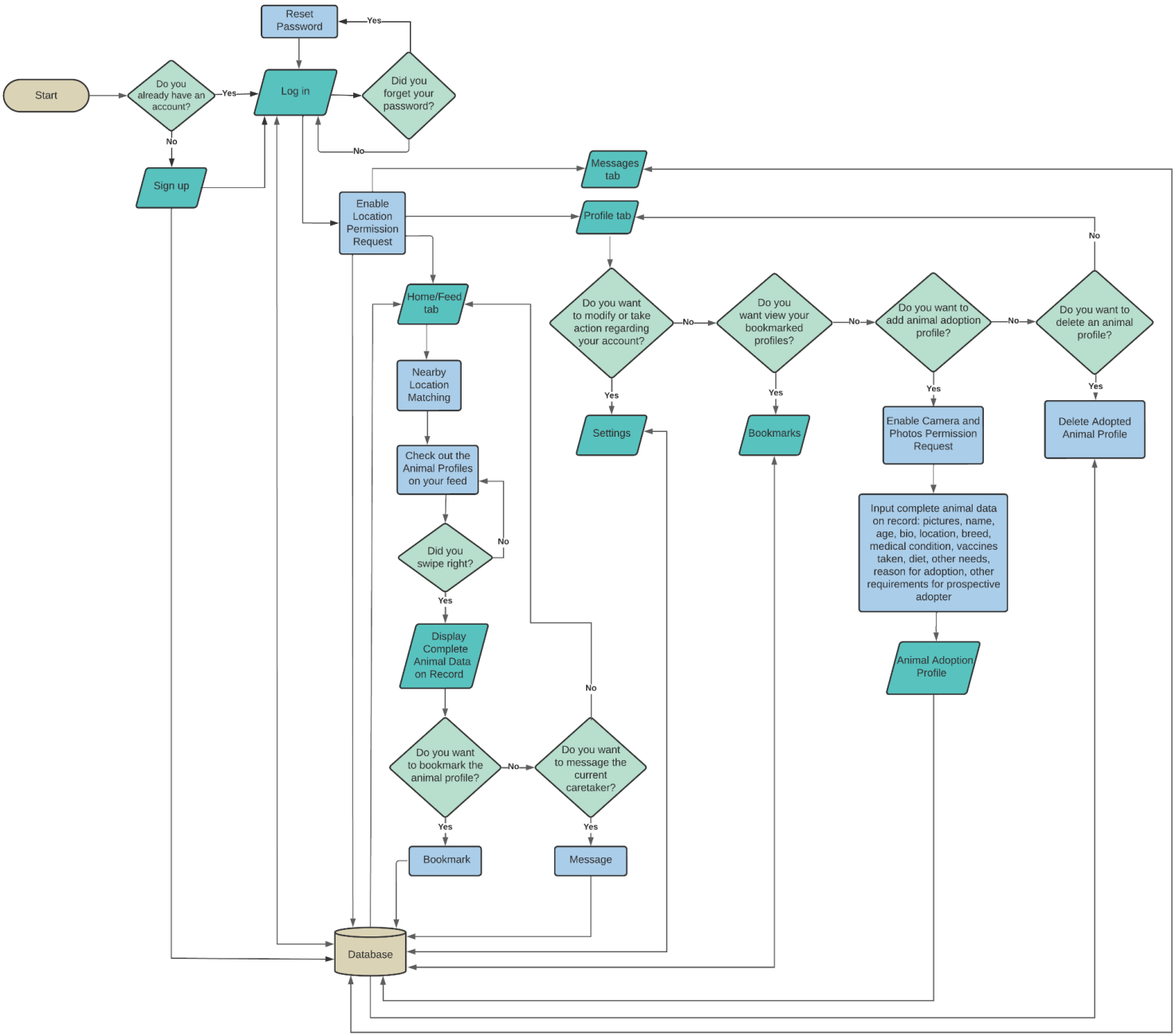


Figure 1. Application's Flowchart (User's Side)

To view the flowchart in better quality and to see each component, the reader can access it with this link: WanderPaw Gantt Chart.xlsx

IV. KEY STAKEHOLDERS

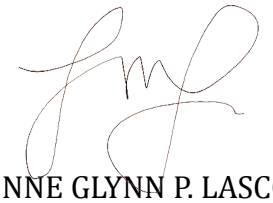
Client	Frank Anthony R. Chin
Sponsor	Angela E. Corpuz Ivonne Glynn P. Lasco Rex-Imman H. Robles Mary Gwen G. Susa
Project manager	Angela E. Corpuz Rex-Imman H. Robles Mary Gwen G. Susa
Project developer	Angela E. Corpuz Ivonne Glynn P. Lasco Mary Gwen G. Susa

V. MILESTONES

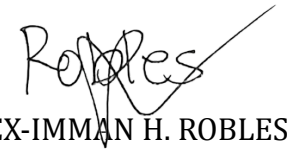
Milestones	Start Date	End Date
Initial Stage	3/29/23	4/12/23
Structure	4/11/23	5/24/23
Pre-Development Stage	4/04/23	5/17/23
Development Stage	5/24/23	7/06/23
Quality Assurance	7/01/23	7/12/23
Monetization	7/13/23	7/16/23
Launching and Maintenance	7/15/23	7/19/23

VI. APPROVAL SIGNATURES

ANGELA E. CORPUZ
Project Sponsor



IVONNE GLYNN P. LASCO
Project Sponsor



REX-IMMAN H. ROBLES
Project Sponsor

MARY GWEN G. SUSA
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FRANK ANTHONY R. CHIN
Project Client