|  |
| --- |
|  |
| Logo  Description automatically generatedPHOTOCOMP |
|  |
| FOR |
| DAVID CARTMAN |

|  |
| --- |
|  |
|  | ACKNOWLEDGEMENTS |  |
|  | We wholeheartedly thank our lord Jesus Christ for watching over us and guiding our way. |  |

## **EXECUTIVE SUMMARY**

### OBJECTIVE

The aim of this project is to develop a pilot website that will allow us to launch a photography competition, so we can gauge market interest.  
Secondarily, we will add just the right amount of functionality, to allow the user base to grow and populate the website with content.

### PROJECT OVERVIEW

In this project we are developing the foundation and the minimum amount of functionality necessary to test the website and start building a user base that is essential to populate PHOTOCOMP with user content.

Development includes a front end with functional and user-friendly design and a back end that provides security and functionality to store and display all the elements of the site. There will be an open testing phase on the 6/10, and we are scheduled to launch before launch on the 22/10.

### MEET OUR TEAM

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | David Cartman | | |  |
|  | **PRODUCT OWNER** | | |  |
| Manoj Rai | |  | **Sanjeev Bardewa Darji** | |
| LEAD DEVELOPMENT & TESTING  @MANOJRAI | 021 4553 5251 | |  | **PROJECT MANAGEMENT** & **DESIGN**  @DARJISANJEEV **|** 020 9156 7726 | |
| Prakash Tamang | |  | **Javier Gibert** | |
| DESIGN, TESTING & DOCUMENTATION  @PRAKASHT | 021 6235 2255 | |  | **DESIGN, TESTING** & **DOCUMENTATION**  @GIBERTJ **|** 020 7438 8676 | |

### ANTICIPATED BENEFITS

Our client will see his requirements met and obtain full control of the application.

The way PHOTOCOMP has been structured allows for future development that can add diverse means of acquiring revenue, for example advertisement, fees from competitions, revenue from sponsors, e-commerce integration where pictures and merchandising are sold, and more.

|  |  |  |
| --- | --- | --- |
|  | **STRATEGIES THAT PHOTOCOMP CAN INTEGRATE TO ACQUIRE REVENUE** | |
| **GOOGLE ADS** | | **COMPETITION FEES** |
| **E-COMMERCE: PICTURES AND MERCHANDISING SALES** | | **SPONSOR AQCUISITION** |

We are at our client’s disposal to continue development after launch, to integrate the required functionality to make this platform best in class.

### BROAD STATEMENT OF SCOPE

|  |  |  |
| --- | --- | --- |
| **THE WEBSITE MUST HAVE THE FOLLOWING CHARACTERISTICS:** | |  |
| * Allow for image uploads * Require user registration * Users able to participate in competitions | * Tested & secure * Include privacy and T&C documents * Desktop and mobile compatible | |

### KEY SUCCESS FACTORS

The project must be

|  |  |
| --- | --- |
| * ON TIME: * ON SCOPE: * ON BUDGET: | Live before deadline is reached  All required functionalities met  No monetary spending necessary for completion |

### MARKET AND COMPETITORS

There is no direct competitor to contrast PHOTOCOMP against since it is in a niche market targeted for launch in the Queenstown-Lakes region only.

Nonetheless, a small survey was made interviewing two individuals who have used social media platforms to organise photography competitions. They demonstrated interest in PHOTOCOMP and said they are eager to try it.

### KEY FINANCIAL DATA

**BUDGET**

We agreed not to involve our client in any form of monetary spending, including our fees. Therefore, we covered all costs ourselves.

For reference, we have calculated the major cost related to the project:

|  |  |
| --- | --- |
| $ 8,640  $60  $ 25  \*All before tax | Total developer fees  Fees, hourly  Domain registration & hosting per year |

### CONCLUSION & FURTHER STEPS

With our project completed and all requirements met, we present to you a website that is live and ready for new projects that include additional functionality aimed at generating revenue.

The website can be accessed by entering the following address in your internet browser of choice:

<https://photocomp.net/>  
Please [**contact us**](#_MEET_OUR_TEAM) if you require further information.

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## 

## **THE PHOTOCOMP PROJECT**

The natural beauty of the Queenstown-Lakes area has countless visitors taking incredible pictures that are eventually lost in the never-ending scrolling of social media platforms. We believe this constitutes a lost opportunity as their content can be put to better use.

This project will focus on building a platform that will attract those photographers who post their content in social media, by offering them a solution where they can upload their pictures and sign up in competitions to have a chance to win prices and have their work recognised. They pictures can then be used to market our region and its businesses.

### PROJECT OVERVIEW

This is the first of a series of projects that bring together a photography competition website where users will compete by uploading pictures of the Queenstown-Lakes area. These pictures will be then filtered by our judges, and the winner will be announced. Future projects will expand the platform’s feature set and add e-commerce functionality where pictures can be sold, as well as incorporate Google Ads and other means of revenue.

The project starts on the 25 of August and finishes the 20 of October and it is stipulated to require 144 hours and 4 sprints to complete.

Team members will use a mixture of remote and on-site work. We believe this flexibility will promote creativity and increase productivity.  
**On-site** work will be done in the Southern Institute of Technology Queenstown offices, located in 11 Hawthorne Drive, Frankton, Queenstown, on Mondays, Tuesdays, Wednesdays, and Fridays.  
**Remote** work will be done at each team member’s discretion.

A pilot will be launched in the last sprint, where the product will be openly tested by users.  
Our progress can be viewed by visiting the following address: <https://photocomp.net/>

The website is scheduled to be live on the 20 of October. All documentation, training material and login information will be ready to be transferred to the product owner on this date forward.

Further training is yet to be arranged with the product owner.  
Please refer to the appendices to view detailed resources related to this production.

### TECHNOLOGIES USED

We chose to employ tried and true technologies that the development team was familiar with. These are of professional standard and have been used by tech giants to produce robust web applications.

|  |  |
| --- | --- |
| Programming Language | Application Framework |
| PHP | LARAVEL |
|  |  |
| Styling | Styling Frameworks |
| CASCADING STYLE SHEETS | BOOTSTRAP & TAILWIND |
|  |  |
| Local Web Server | Version & Source Control |
| XAMPP | GITHUB |

This development choice guarantees that PHOTOCOMP will be technologically relevant for years to come, while decreasing development cost thanks to high accessibility of suitable developers.

### **USER FEATURES**

**Register account:**   
This is a mandatory step to create a user account. User must enter their full name, pick a unique username, a valid email account, and then specify a password.   
This information is stored in our database and is retrieved each time the user wants to log back in.

**Launch a competition:**  
A logged in administrator can configure and open a competition so users can participate. Competition rules can be added to customise the challenges.  
A simple competition can be launched by entering a competition name, start & end time/date, and a welcome message to greet users.

**Participate in a competition:**  
Logged in users can participate in open competitions by uploading a valid image. There a competition rules, image size and format restrictions, and these can vary depending on the competition setup.

**View gallery & Winner announcement:**  
Users can view all current entries / competitions by clicking the down arrow.  
Winners are announced on this section once the competition is over.

### SYSTEM FEATURES

**Secure protocol:**

The application has been upgraded to the HTTPS protocol, increasing security for the system and its users.

**Laravel 8 based:**

This framework provides an excellent foundation for the website, as it contains code that has been already tested by the Laravel community. This helps the team develop, update, and maintain the application.

**MySQL 8 Database:**

An industry standard. Using the newest version with a stable build, to maximise the security and features of a tried-and-true database solution.

## MEET THE TEAM

|  |  |  |
| --- | --- | --- |
|  | **MANOZ RAI:** **LEAD DEVELOPMENT & TESTING** @MANOJRAI | 021 4553 5251  Responsible for overseeing and producing the **backend** code. Managed source control and pushed changes to the site. | |
| **SANJEEV DARJI: PROJECT MANAGEMENT** & **DESIGN** @DARJISANJEEV **|** 020 9156 7726  Sprint planning and allocation of the project's resources. Contributed to the development of the **front-end.** | |  |
|  | **PRAKASH TAMANG: DESIGN, TESTING & DOCUMENTATION**  @PRAKASHT | 021 6235 2255  Contributed to **front-end design**, as well as **testing** and **documentation. Weekly reports & Trello management.** | |
| **JAVIER GIBERT:** **DESIGN, TESTING** & **DOCUMENTATION**  @GIBERTJ **|** 020 7438 8676  Responsible for documentation management. Technical writing and contribution to **front-end design** | |  |

## EXECUTIVE SUMMARY CONCLUSION

From our client’s vision and our technical work, this project successfully evolved into what we can now call: **PHOTOCOMP**, The first Queenstown-Lakes online photography competition platform.

With all requirements met, we will provide you all the login information and documentation required to finalise this project and hand over complete ownership of what has been produced.

We look forward to working with you again to add more functionality to PHOTOCOMP.

The website can be accessed by entering the following address in your internet browser of choice:

<https://photocomp.net/>

Login information will be sent via a secure method of your choice.  
Please [**contact us**](#_MEET_OUR_TEAM) to arrange this or for any further information you might require.

tHE photocomp team

## APPENDICES

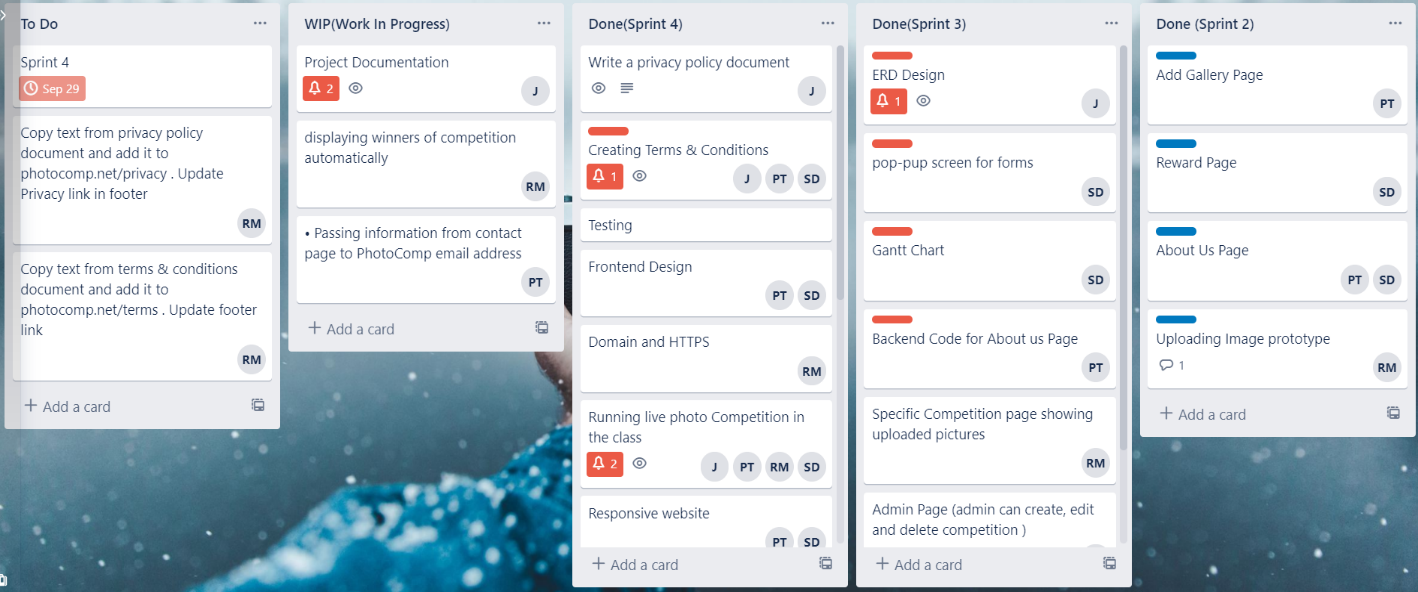
### GANTT CHARTS WITH SPRINTS IN DETAIL (OPEN TO EXPAND)

|  |  |
| --- | --- |
| **SPRINT 1** |  |
| **SPRINT 2** |  |
| **SPRINT 3** |  |
| **SPRINT 4** |  |

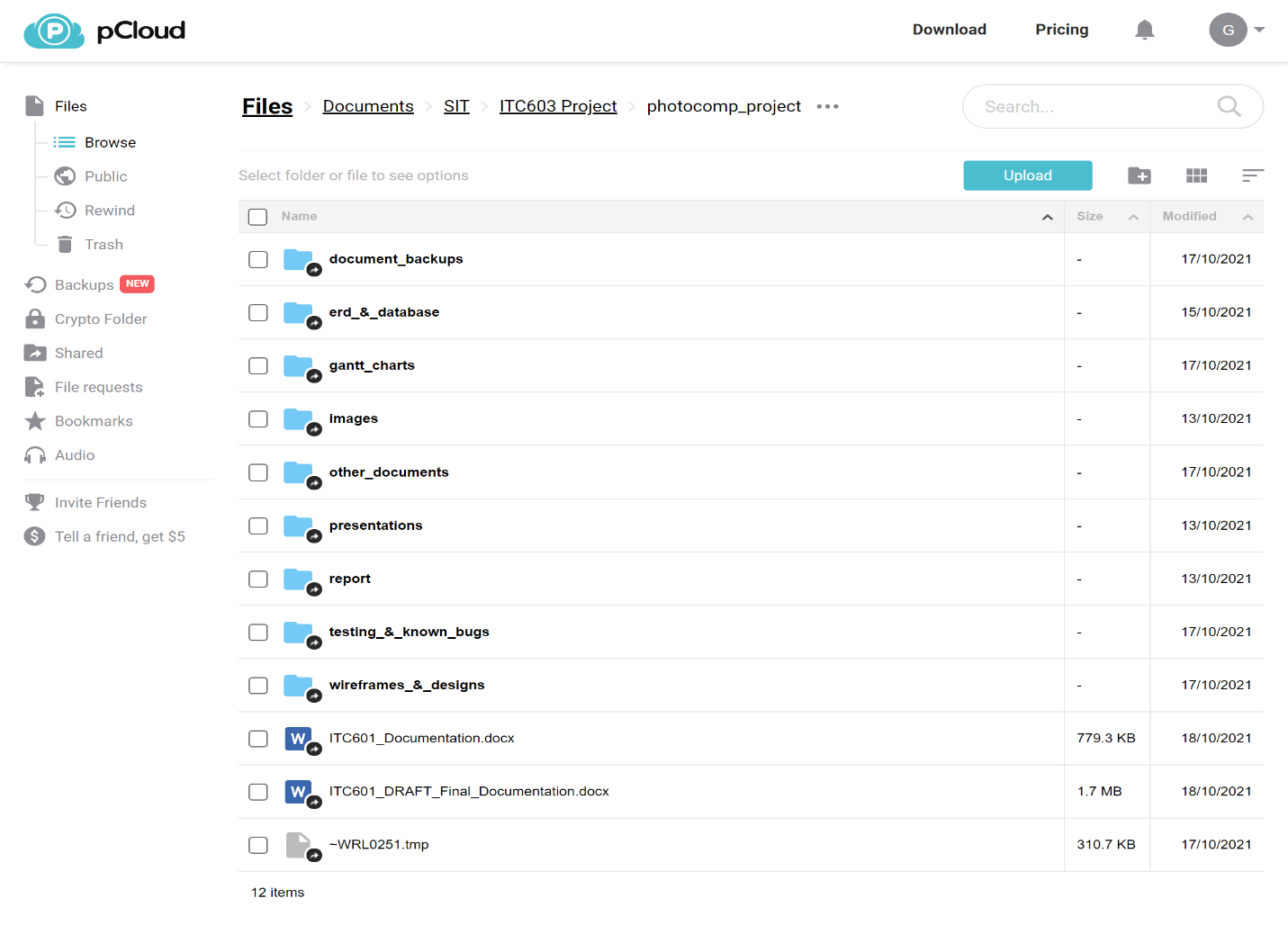
### WIREFRAMES

|  |  |
| --- | --- |
| HOME PAGE | GALLERY PAGE |
| Diagram  Description automatically generated | Diagram, shape, polygon  Description automatically generated |
| ABOUT US PAGE | REWARDS PAGE |
| Shape, polygon  Description automatically generated | Diagram  Description automatically generated |

### KANBAN TRELLO BOARD



### PROJECT RESOURCES: ORGANISATION & BACKUPS



### OTHER DESIGNS

Graphical user interface, application

Description automatically generated

### OTHER DOCUMENTATION

|  |  |
| --- | --- |
| WEEKLY REPORTS | CUSTOM MADE PRIVACY POLICY |
|  |  |
|  |  |

## PROJECT REQUIREMENTS

For the successful delivery of this project, the following project conditions need to be met:

|  |  |
| --- | --- |
| * ON TIME: * ON SCOPE: * ON BUDGET: | All requirements need to be ready **before** deadline is reached.  All the requirements successfully met.  No monetary spending necessary for completion. |

### CLIENT REQUIREMENTS

As specified by our client, the web platform must contain the following characteristics:

|  |  |
| --- | --- |
| * Allow for image uploads * Require user registration * Users able to participate in competitions | * Tested & secure * Include privacy and T&C documents * Desktop and mobile compatible |

### USER STORIES

|  |  |
| --- | --- |
|  |  |
| 1 | As a user, I want to create an account. |
| 2 | As a user, I want to see competition details. |
| 3 | As a user, I want to know how my personal information is used. |
| 4 | As a user, I want to be able to modify my user details. |
| 5 | As a user, I want to upload the photos to compete. |
| 6 | As a user, I want to see a list of upcoming competitions. |
| 7 | As a user, I want to see a gallery of photographs. |
| 8 | As a user, I want to be able to contact the web team. |
| 9 | As a user, I want to see the terms and conditions. |
| 10 | As a competition organiser, I want to select a winner. |
| 12 | As a competition organiser, I want to update the details of the competition. |
| 13 | As a competition organiser, I want to set the competition’s name, prize, location, rules & regulations, start and end date with their specific times. |
| 14 | As a competition organiser, I want to create or delete a competition. |

USER STORIES 1

USER MANUAL 1

## **GETTING STARTED**

|  |  |
| --- | --- |
|  | CREATE AN ACCOUNT |
| 1 | Head over to <http://photocomp.net/> to load the site. |
| 2 | Click / tap over SIGNUP menu element and fill out the form. |
| 3 | Click / tap the SIGNUP button. You will be redirected back. |
|  | **PARTICIPATE IN A COMPETITION / UPLOAD A PICTURE** |
| 1 | Once logged in, click / tap on COMPETITION. |
| 2 | Scroll down and click / tap on ENTER NOW. |
| 3 | Click / tap on UPLOAD PHOTO. |
| 4 | Click / tap on CHOOSE FILE. |
| 5 | Browse to and highlight the desired file then select OPEN. |
| 6 | Write a caption for the picture. |
| 7 | Click / tap SUBMIT. |
| 8 | Read terms and conditions and click / tap CONFIRM. |
| 9 | Close the confirmation message by clicking / tapping OK. |
|  | **VIEW MY ENTRY / PICTURE** |
| 1 | After uploading a picture, click / tap on GALLERY. |
| 2 | Select the participating competition by clicking / tapping the down arrow. |
| 3 | Scroll down to see your entry. |
|  | **CONTACT US** |
| 1 | Click / tap the ABOUT US page in the main menu at the top. |
| 2 | Click / tap the CONTACT US button. |
| 3 | Fill in your details and message. |
| 4 | Click / tap the SUBMIT button. |

DEFINITION OF DONE

|  |  |
| --- | --- |
|  |  |
|  | **DONE!** |

## RESEARCH & FEASIBILITY ANALYSIS

This section repeats the information shown to our client during sprint 1.

**FEASIBILITY ANALYSIS**

Feasibility Analysis is an analysis that includes all technical, economic, legal, operational, and scheduling considerations. It helps to know whether project is worth the investment and save the time, money, and resources for the project. Some of the Feasibility Analysis are:

**TECHNICAL FEASIBILITY**

All the technical resources that are needed to complete the projects falls under the technical feasibility. Also, it includes website consistent, responsive of website, mobile friendly and search optimizations of websites. Without technical resources project will be incomplete.

**ECONOMIC FEASIBILITY**

It includes cost benefits analysis of the projects. It will help company to find the total cost that will be spend in the project. We can find the profit that we can gain after the project. Similarly, it helps to find the payback period to refund the money.

**LEGAL FEASIBILITY**

Legal Feasibility is important to avoid any legal issues in the future. It let us know about legal requirement such as zoning laws and laws of social media. It lets company to right legal location.

**OPERATIONAL FEASIBILITY**

Operation feasibility means to analyse and find out the needs of company to complete the project in time. It provides the knowledge about the importance of project management plan in project and requirement needed for project.

**SCHEDULING FEASIBILITY**

In Scheduling feasibility, a company estimates the length of time to complete the project. There are some constraints like internal project constraints, internal corporate constraints and external constraints which are identified in scheduling feasibility.

### RISK REGISTER 1

Every company faces risk unexpectedly or by the mistake of team members working in the project. Besides, Risk management is the process of finding the main risk that might face by stakeholders. When risks are cleared, then it helps to prepare or aware all the teams of projects. Some of the risk with Possible Mitigation of sprint 1 are given in the table:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ID NO.** | **RANK** | **RISK** | **DESCRIPTION** | **CATEGORY** | **IMPACT** | **POSSIBLE MITIGATION** | **RISK LEVEL** | **RISK OWNER** | **STATUS** |
| R1 | 1 | Inadequate planning | Not attending in project meeting, unable to make decision | Technical | Without proper planning, we can achieve the goals of project. | Proper planning, | Medium | Project Manager, Project Sponsor | open |
| R2 | 2 | Roles and Responsibilities | It might be confusing to divide the roles and responsibilities | Interpersonal | It will be hard to understand the roles that one has to do for the project when responsibilities are not given. | Roles and responsibilities should be divided according to qualification and experience of team members. | High | Project Manager | open |
| R3 | 3 | Time | Project might not finish in time | Performance | Sponsor will have to pay more money when time is extended, and project might be in loss | Each team members should be serious in their work, All the milestone should be completed in time | High | Project Manager,  Staff | open |
| R4 | 4 | Communication | Lack of planning and communication between team members | Interpersonal | Deficient performance, | Attending regular meeting, helping each other to sort out the issues, | Medium | Project Manager, Project Sponsor, Team Members | open |
| R5 | 5 | Well-designed website | Too many textures, colours, irrelevant images | Technical | Poorly designed website won’t  attract customer and irrelevant images makes website unprofessional. | Planning, website should be live, spend more time in website | Low | Website designer, website developer | open |

### ISSUES

Issues are those errors, bugs or problems that occur during project. It is important to identify issues to fix all the problems to complete the project. Issue can happen in team members, website, or documentation. Some of the issues with their description, date and priority are mentioned in the below table:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ISSUE#** | **ISSUE DESCRIPTION** | **IMPACT ON PROJECT** | **DATE REPORTED** | **REPORTED BY** | **ASSIGNED TO** | **PRIORITY**  **(M/H/L)** | **DUE DATE** | **STATUS** |
| 1 | Messy Code | Couldn’t run the website | 06/07/2021 | Sanjeev | Manoj | H | 02/08/2021 | Resolved |
| 2 | Working on different version of Laravel | Code was not working | 06/07/2021 | Manoj | David | H | 07/07/2021 | Resolved |
| 3 | Database connection issues | Connection issues | 13/07/2021 | Sanjeev, Manoj | Manoj,  Sanjeev | H | 14/07/2021 | Resolved |
| 4 | Unable to upload high quality images | Low quality images have fewer pixels which does not give original looks of image. | 21/07/2021 | Sanjeev | Manoj | H | 22/07/2021 | Resolved |
| 5 | GitHub set-up | Team members working in project will not be able to share their knowledge | 06/07/2021 | Manoj | Manoj | M | 07/07/2021 | Resolved |
| 6 | Choosing colour palette | Consistency of website. | 13/07/202 | Prakash | Manoj | L | 15/07/2021 | Resolved |
| 7 | Page Expired whenever sending form | Website won’t run | 21/07/2021 | Manoj | Sanjeev | M | 22/07/2021 | Resolved |
| 8 | Login and sign-up form | Sign up with social media | 27/07/2021 | Sanjeev | Manoj | M | 31/07/2021 | Working |
| 9 | Havier unable to help team | Lack of team members | 01/08/2021 | Havier |  | H | 2021/08/03 | Resolved |

1

## WHY WHAT AND HOW

### Why

As a Queenstown-Lakes local, I have had the opportunity to discover this region in ways most tourists can’t afford. There is so much to do, and it takes time to take in the beauty of this land.   
Many corners and gems are not explored by visitors, either because of tight travel schedule, but mostly due to those gems not being marketed properly. This is where PHOTOCOMP comes in.

### What

An online photography competition website is an ideal platform to build a community of explorers and travellers who are eager to discover the region in a different way.

Through this platform, we will increase public awareness of Queenstown-Lakes, while generating new revenue streams for PHOTOCOMP and its sponsors.

### How

By incentivising photographers to engage in photography competitions that require them to explore unusual spots, or to look at the land from a different angle, we will lead them to generate original content that will be used to market our region in new ways, bringing more resources that will help our business grow and recuperate from the losses caused by the COVID-19 pandemic.

## ANALYSIS

### DATA DICTIONARY

Data dictionary for User Table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **DATA FORMATE** | **FIELD SIZE** | **DESCRIPTION** | **EXAMPLE** |
| User ID | Integer | N NNN | -- | Primary key for user table. | 1 |
| Name | String | -- | 255 | Name of the user | Tiete |
| Username | String | --- | 255 | Username of the user for the website | Ram |
| Email | String | Asd@asd.com | 255 | Unique email address of the user. | Chi@cha.com |
| Email\_verified\_at | Timestamp | Y-m-d H:s:i | 20 | This field tracks all email for verification | 2021-10-12 5:23.2 |
| Password | String | -- | 255 | Password for the user login | helloworld |
| Admin | Boolean | Default | Default | This field will define admin | 0 or 1 |

Data dictionary for Entry Table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **DATA FORMATE** | **FIELD SIZE** | **DESCRIPTION** | **EXAMPLE** |
| Entry ID | Integer | N NNN | -- | Primary key for user table. | 1 |
| Name | String | -- | 255 | name of the entry | sunset |
| Image\_path | String | --- | 255 | Saves image path for only so that later on can be access it to retrive image from public folder | Sunset.jpj/publicfolder |
| Place | Integer | --- | 3 | Determines winner of competitions | 0 or 1 |
| User\_id | ForeignID | NNN | -- | This field tracks all email for verification | 12 |
| Competitions\_id | ForeignID | NNN | -- | Password for the user login | 12 |

Data dictionary for Competitions Table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **DATA FORMATE** | **FIELD SIZE** | **DESCRIPTION** | **EXAMPLE** |
| User ID | Integer | N NNN | -- | Primary key for Competitions table. | 1 |
| Image\_path | String | --- | 255 | Saves image path for only so that later on can be access it to retrive image from public folder | Spring.jpj/publicfolder |
| Title | Text | --- | 255 | Titile for the competitons | Spring context |
| Description | Text | Asd@asd.com | 255 | Description for competitions | --- |
| Start\_time | date/time | Y-m-d H:s:i | 255 | Start time of competitions | 2021-10-12 5:23.2 |
| End\_time | date/time | Y-m-d H:s:i | 255 | Closing time of competitions | 2021-13-12 5:23.2 |

### ERD

A screenshot of a list

Description automatically generated with low confidence

DESIGN

### RATIONALE OF DESIGN CHOICES

We have applied an 80/20 approach by focusing on foundational elements that deliver great design, whilst keeping our layouts simple to facilitate further development. Design of website includes colours, fonts styles, font size, size of heading, image styles and background. These are the most important things for website to make it attractive and to keep consistent of website. Besides, for our website Photocomp, we have mostly used black and white colours in all pages as having black and white colour gives a classic look to sites. Both white and black colours are contrasting colours that makes easier to balance on the page and work together to communicate our message.

Likewise, we have used Monda sans serif font family for heading and paragraph as this font was clear and easy to understand for users. Also, we feel that this font has make our website sophisticated, consistent, and well-designed. For our logo, we used blue, yellow, and orange colour as it matched with our site. Our logo also reflects the photography. Similarly, we have used card in our website to make similar structure on the site as it helps to organize all the content with pictures. We make all card mobile responsive and enhanced user experience.

### WE BASED OUR DESIGN OVER THE FOLLOWING PRINCIPLES

|  |  |
| --- | --- |
| **Minimalism**  Allowed for less work while keeping the design balanced | **User-Centric design**  Our designs are crafted with the end user in mind |
| **Problem Solving**  We wanted to increase consistency across devices | **Purpose**  Designing with a clear end goal in mind allow for a better design flow |
| **F-Shaped Pattern Reading** Understanding how users read content allow us to deliver it more efficiently | **Visual Hierarchy**  Understanding about aesthetics and interaction between elements |

### CONSIDERATION OF DIFFERENT SOLUTIONS AND TECHNICAL DESCRIPTORS

We all agreed that this solution is a great fit for the project.

* **Understanding of Project Issues**

First of all, we all need to understand issues of project. Not only scum master or manager but all the development, designer and tester should have knowledge about it. We also should have goal meet the needs of our website project.

* **Having knowledge about the project**

Secondly, it is very important to have knowledge about the project. Having knowledge about project reduce the pressure on each member working in the project. It becomes easier to transfer project knowledge and share information or work between the team members.

* **Skills**

Any project needs a skilled person to coordinate a project form beginning to end. A skilled person has the knowledge about project plan and executing each phase of the project.

* **Project Management**

To get success in the project, project manager is important. Project manager looks after all the things going in the project. Any issues in the project should be reported to Project Manager by the designer, developer or any team member working in the project.

* **Being engaged in the project**

We all must be serious about the project and work specifically in our project. When one of the team is not engaged in project, then it might bring negative impact in the project and project might not be successful.

* **Weekly Meeting**

Weekly meeting should be held to know details about the project like what’s going on, what are done, what needs to be done within a week. This helps to understand team members to understand more about the project.

* **Teamwork**

Teamwork plays vital role in project. therefore, it is necessary for all team members to be open, support and understand each other and share ideas with each other. Working in team member in consistent will bring positive impact in the project.

* **Regular communication between team members**

Communication a key to success for any project. Regular communication helps to understand about the project clearly and sort out any issues or misunderstanding about any project.

### MOCKUPS

|  |  |
| --- | --- |
| HOME PAGE | GALLERY PAGE |
| Graphical user interface, website  Description automatically generated | Graphical user interface, website  Description automatically generated |
| ABOUT US PAGE | REWARDS PAGE |
| Graphical user interface, website  Description automatically generated | Graphical user interface, website  Description automatically generated |

## TESTING

**PRE-IMPLEMENTATION & POST-IMPLEMENTATION**

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| --- |
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TESTING 1

## IMPLEMENTATION AND MAINTENANCE

### IMPLEMENTATION

The goal of the photocomp project was implemented successfully. The goal of the project was to make a photo contest system where any participant can register and upload photo for the competitions and it was implemented successfully. We have implemented the website with photocomp.net domain name in Microsoft azure. We were also successful to install SSL certificate and made the website secure.

### ROLL-OUT PLAN

Before rolling out we conducted our first pilot keeping on mind the following things.

* Establishing a Clear Objective
* Understanding User Needs
* Communicating with Stakeholders
* Maintaining Decision logs and Documentation

The details of our first pilot are as follows.

* Date and Time: 2021/10/06 2pm
* Pilot photo contest name: Queenstown Campus Photoshoot
* Venue: Queenstown Campus
* User participation number: 7

### BACKUP

As the project version was maintained in GitHub, we can always make back-up from GitHub. Also, we have made back-up in personal hard drive.

### SUPPORT

The website will be maintained by our developers once in 6 months.

### FEEDBACK AND ACTIONS TAKEN BASED ON CLIENT FEEDBACK

Feedbacks from the client and action taken:

* Overall designs were liked by client.
* Some basic functions like deletion of entry, making popping form, deciding winner, contact via email etc. were added after client feedback

### **CONFIGURATION MANAGEMENT**

### SOURCE CODE MANAGEMENT

**Configuration Management:**

Things needed to manage source code in GitHub-

1. Git Hub account
2. New photocomp Repository
3. Invitation to another programmer
4. Made ssh key for different devices
5. Pushed the source code to git hub photocomp repository through the ssh
6. Whenever changes were made, it was committed and pushed to main repository(photocomp)
7. Before any latest changes were made, it was pulled from the repository

**Project environment:**

Set-ups and environment for photocomp website-

1. Xampp 3.2.4
2. Atom (IDE)
3. Laravel project folder
4. Laravel composer
5. Laravel breeze

**GITHUB LINK**

[GitHub - Mandoz13/Photocomp](https://github.com/Mandoz13/Photocomp)

## EVALUATION BY TEAM MEMBERS

Each team member is to produce a separate project report to demonstrate his or her ability to reflect on and analyse the project experience, to learn from it and to develop solutions to any problems that arose. Coordinate among team members to achieve a single look and feel in this chapter. The evaluation should present the student’s views on: • Team dynamics; what worked well and how performance could be improved • System problems encountered and how they were resolved • Techniques and skills developed • Industry knowledge gained and how the student can apply it in future.

### SANJEEV

**Self-Evaluation:**

Photocomp is a project to design and develop website which can operate a photography competition in live. People who want to participate in the competition need to register themselves as a user of Photocomp. After registered, users can upload a photograph in running photography contest to participate.

**Team Dynamics:** “Team Works Make Dream Works”. Working in a team is always fun and a part of learning various thing. Likewise, when I worked with this photocomp team, I got a chance to learn various things like how to cope with problems, and team can do anything, as well as some technical knowledge. All team members put their best effort to complete this project. Sometimes, misunderstandings happened on different subject like designs, database, and extensions/limits of the project but we successfully cope with the situation to handle the problems properly and agreed with the sponsor’s advice and decided for the project limits and extensions. Team members were focused on this project. Weekly planning and daily conversations were done smoothly throughout the period of this project time. Communication is most important while working in the team. Sometimes we faced the problems of re-doing things due to lack of proper communications in the team members in initial phase of the projects but later we improved the communication between the team members and project went smoothly.

**About System Problems:** Working in Laravel is not easy but by default Laravel provides a lot of facilities to develop a very good and secured system. Some serious system problems were encountered during this project period, but we managed to solve it out through different means of helps and solution. Mostly, problems were encountered in the backend section. Uploading image and saving in database, updating changes on live version, administration system, showing the uploaded pictures instantly on other page of the site were some difficulties that we faced while developing the system. Online research helps few things to solve. Our developer used some black board materials (documents/solutions) to solve the problems like updating changes on live version. And as per our developers, most of the help were received by our tutor (David Cartmen) to solve the issues like uploading and showing images, administration setup things.

**Techniques and skills developed**: In this Project, I mainly worked as frontend developer and tester. But also, I have done some of the backend like form validations and routing of few pages. I mostly focused on the design and the looks of the website. By being involved in this project, the main thing I have learned is teamwork. And, I have learned the validations in the Laravel, and I learned to test(functional) system better than before. I got familiar with more Laravel systems and functions. Routes on Laravel was a keen part to learn for me. I am now used to GitHub repositories. Besides the technical skills, some other skills I have gained to the end period of this project are being confident, communication skills and coping with problems.

**Industry knowledge gained**: As we all know, today’s world is heading toward a computerized world. Being a part of IT student is a lot of learning about how a system works, but it does not stop within the systems functions, it goes beyond that. Handling clients, full filling the clients’ requirements, coping with distinct kinds of systems problems, exploring increasingly knowledgeable areas etc. With all the knowledge gained in this industry, a student can utilize it in so many areas. First, making a career is a basic step for a student. Within this world an increasing number of IT companies provide job opportunities where students can apply their gained knowledge to start a career. Besides that, innovations of new systems that the world needs the most and focusing on making this world a better world.

### MANOJ

This project gave me an opportunity to understand how real-world IT projects are and to work with other project members in the project. Our team was motivated to work as a team. We were ready to discuss the problem and we were working towards the solution. Due to the time limitation, we could not finish the overall goal of the project. As a back-end developer I faced different problems and challenges which are as follows:

· Deciding what should be the database structure- after the project was kicked off, we lacked database relationship diagrams. ERD were made but without having a meeting so some of the tables were different and it was difficult to implement in the system because the tables were already made.

· Joining the tables- as Laravel has different techniques of joining tables I was confused with techniques used in MySQL.

· Querying data in the blade file- some techniques for querying data were complex. For example, I was having a problem with the foreach statement while I was trying to get all the tables row.

· Implementing SSL certificate- though the certificate was installed in project our website was not able run through https because our live Azure server had no portal for https.

All the above challenges were researched to solve those problems.

I have gained knowledge and skills of languages like php, CSS, html, MySQL, some of the Linux command and PHP framework Laravel. Because of this project, now I can make Laravel project from scratch, make a simple system and implement to live internet.

Many features like: User profile, voting system, deciding winner, sending automatic notification via email, payment system, making stock photos, selling photos etc. We were not able to implement these features to our live website, but I have decided to implement these features in future.

### PRAKASH

Working in team is always fun and challenging part for us as we all must work together as well as we can learn lots of thing working in the team. A project can be successful if there is mutual understanding between the team. Talking about myself as a team in my project went better than expected. As a team, our weekly meeting went well. Whenever we had issues or plan for our project, we presented it to the meeting, and we made final decision to solve those problems. So, we have achieved lots of things during the project. Sometime, due to misunderstanding we had to spend long time to make the decision for our project.

For design and development of website, we used Laravel web framework. Since, I had less experience of using Laravel I had some system problems during my project. I had faced with problems like connecting data base, coding, and designing different pages for sites. Sometimes, it hard to make site responsive and even some designed were not done as expected. However, spending long time in Laravel made to find the solution of the problems as well as my team members helped to select the design and sort out Laravel issues. Likewise, I did research in internet to learn more about html, CSS and JavaScript coding.

As it is said, the more we work, more we gained skills and knowledge. Since, I was frontend developer and designer in our website project, I got chance to upgrade my knowledge about html, CSS, Laravel and design ideas.

Having skills and knowledge about Laravel will be useful for my career path as demands of website designer and developer is increasing day by day. With the knowledge I have gained during my study and project will advance my career and find the job in IT field based on the skill I gained.

### JAVIER

**Self-evaluation:**

I learned that pacing myself and listening to my intuition is extremely helpful even in a development project. This is a lesson that I had not seen coming.

After setting myself the challenge of overseeing documentation, I realised that my objective of producing the best work possible, was not a shared team goal. As the days went by and the work needed to fulfil my goal accumulated, it became more and more evident that I had to prioritise my health and pace myself better.

When working with a new team, is best to look after oneself first. There is no certainty that the resources necessary for the completion of a role, will be available or even appropriate. Some research regarding the team members and their previous work might provide insights on how difficult the upcoming project will be.  
In this particular project, already existing and crucial documentation that I had planned to use and base my work of, seemed to be copy and paste from an unknown source, or it was already marked with the lowest grade required to pass. In either one of those cases, my work ethic does not sit well with this. This is again, a lesson on the importance of analysis, before committing to a project:  
Who is the client and who are the team members and what is their motivation? What is their level of commitment? What resources are available and what is their quality?

Working with a team where half of the conversations are held in a language I do not understand, added an extra layer of difficulty. Conversations set in English still proven difficult to understand. This language barrier was one of the highest challenges I had to face.

However, another major challenge is again not technical, but of work ethic.  
Since my developer style is very different from the rest of the team’s, this this led to a conflict of interests, that then evolved into arguments that lowered the standards of the team even lower.

Therefore, I learned that is best to work with a team who shares similar values and goals, as is not wise to carry other team member’s weight.  
As a developer, it is crucial to know where you stand on these issues, so one can choose whom to work with accordingly.

In terms of technological skills, I do not seem to have learned much of value, as my role did not involve any type of coding, and the design work I did not require learning new tools.

Although my writing and typing skills seem to have improved. Less relevant skills like organising documents in Microsoft Word have also improved.

On a positive note, I had the opportunity of working more closely with the Trello App, and I can see its value on a small project like this. I will certainly use it in my own projects thanks to this experience.

In conclusion, I feel both the team would have benefitted by working as they were without me joining in, and I would have made better use of this opportunity by pursuing one of my ideas, on my own, as its clearly **best not to pair up individuals of such different interests and goals.**

## CONCLUSION

### PROJECT IMPLEMENTATION REVIEW

Photocomp Project was divided into 4 sub-tasks which are known as sprints. We created Sprint 1, Sprint 2, Sprint 3, and Sprint 4. Under that Sprints, we even differentiate smaller sub-tasks and assigned to each team members. We used scrum method for the daily updates of the project, “what is done last day”, “what is the target for next day?”, and “Any problems?”.

Well, we had made our target on weekly based schedule. Every week we had at least two meeting where we discussed about how the work is going on. Likewise, sprints were targeted for 3 weeks each. In this project period, we continued our project from sprint 2 where we setup our target and we completed each sprint target. Beside this, we had to drop some of our planning due to some technical difficulties and time limit. Well, our all targets were not supposed to meet, so with all the agreements between team members and sponsor we decided to drop some of our planning.

Firstly, planning of the project was done, then created user stories, and then implementation was done. As this project continues from sprint 2 some of the project implementations were done in previous sprint (previous semester), our first work done in this project were team contract, wireframes of the website, and form validations. After that, we worked on re-designing of some of the pages (home page, login form, sign up form) and creating some new pages (gallery page, reward page). With that we have completed some backend section like image upload prototype. In Sprint 3, we completed the work like ERD design, creating of admin, and some re-designs. With that completed, on our last sprint 4, we run a live photo competition for testing purpose, and we collected client feedback to improve our site. Also, based on that feedback we fixed some bugs. A manual test suite plan was created and also test was implemented.

## CRITICAL EVALUATION OF THE QUALITY OF THE WORK

1)Accessibility

It is important that website should be accessible. It should load quickly and should be responsive to any kinds of device. Besides, our website is almost responsive, and it is viewable in any browser, operating system and monitor resolutions. It is user-friendly and easy to navigate for any users.

2)Design

Well-designed of website is needed to attract any new visitors of website. So, for design, we have mostly used block and white colours as it provides contrast, and it makes website simple and beautiful. Also, logo was well-designed. To make our content visible and clear, we have used Monda font for all heading and passage.

3)Content

Content should be professionally written to understand about the website clearly. For our website, we have used simple words so that any national and international visitors can get idea or knowledge about photocomp website. Likewise, we have used Monda Font family to make text clear and easy to understand.

4)Technological Aspects

Talking about technological aspects, we have added slideshows, well designed card boards with clear contents. Likewise, its easy sign in and login in our website. When participant uploads the photo then those photos are categorized in specific page showing their name and details.

5)Creativeness and Originality

We have added some creativeness and originality to our website. The originality and creativeness of our website is that it's easy to participate in the competition. It's very hard to find photo competition sites. So, this photocomp website will provide opportunity to the people who wants to participate in photo competition to win grand prizes.

**JAVIER’S TAKE**

Our work resulted in a functioning website that fulfilled most of our client’s requirements. However, since the foundational work done in the first sprint was incomplete, there was an overall lack of clarity on the why’s, how’s and what’s of the project, which could lead to the unfortunate realisation that the product is not viable. This could be a costly mistake that is best avoided by making sure that the risks, target audience, purpose and other crucial aspects of a project are well researched and documented, BEFORE reaching the development stage.

I would advise for the revision of sprint 1, as I feel the first stages of this project have been the weakest, and they negatively affected the subsequent sprints.

## FINAL SCRUM RETROSPECTIVE

Final Scrum Retrospective is last thing to be done in the final sprint. For final scrum retrospective, the entire team including scrum master were participate to review on what went well, what could we have done to make it better and future steps for the project. Here are some lists of final scrum retrospective.

|  |  |  |  |
| --- | --- | --- | --- |
| **What went well?** | **What could have done better?** | **What have we learned?** | **What do we want to try next?** |
| Planning and Analysis | Unfortunately, due to work or busy schedule we had not done that much meeting during our sprint. So, we could have tried to manage our time for project meeting. | To get sucess in the project, planning is most needed. Without planning we cannot move forward and achieve the goals and targets of the project. | Managing time for better team engagement to do planning. |
| Logo Designed | Logo could have been better if we had added company name on the website. We tried adding name for logo, but it does not seem to match with the site. | Logo represents the feel of website. | Next time we will use best designed name of company to provide more feel of photocomp site. |
| Design of Website | We are happy with our design. However, it would have been better if our designed was based on any culture or if we had used unique design for our site. | Design is the most important part on the website to attract any user. Well-designed websites are easy to navigate for any users. | We try out using unique colour or design for any website. |
| Backend of Login/Signup System | Backend of login/signup system went well. May be designed could be better for those forms. | Login/sign up is important to participate in the photo competition. | Next time, we will add more information in signup form to keep the detail records of users. |
| Running live competition | Still, lots of things need to do for live competition like payment system, bug-free competition and so on. | Running live competition is the most important goal of our website project. | We will fix all bugs and errors of website and add advance features for competition. |
| Domain | It could be better if we could afford .com or .co.nz for our website | Domain is important to increase website traffic or easily find the photocomp site. | If we have enough money, we will change the domain. |
| Responsive website | There were some tiny bugs where website is not completely responsive, and it needs to be fixed to make it perfect. | Responsive of website is important to make easy to use in any device. | Next time, we will make 100% responsive. |
| Documentation | It could have been better if we had distributed documentation to all team members in the project or if we had done proper meeting to talk about documentation. | Documentation is needed to understand about the project completely by anyone reading this document. | A complete and professionals documentation explaining the project in detail. |

## POSTER TECHNICAL DESCRIPTION

**TARGET AUDIENCE**

* People living in Queenstown
* Aged group 15-60
* People who are interested in photo Competition
* People who love to win prizes
* People who love photos
* Those who want to explore and try new things
* People who love challenges

A picture containing text, outdoor, screenshot

Description automatically generated

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