CEN 4010 Principles of Software Engineering, Summer 2020

Milestone 1 Project Proposal and High-level description

Group 6 – Covid Communicator

Team number: 6

Team members:

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History Table:

**Executive Summary**

The world today seems like a dark place. With the rise of Covid-19 forcing people into lockdown, feelings of isolation and loneliness are inevitable. Now more than ever, it is difficult to feel connected to other people. Depriving people of this connection is dangerous to their mental health. While it is still unsafe in many places to interact with people, there are still ways to allow people to feel that connection they are missing. This is why we will develop the “Covid Communicator.” The Covid Communicator is a desktop app which will allow those who feel lonely the chance to chat with others who feel the same. Our app values friendliness and will attempt to brighten the day of anyone who uses it. Covid Communicator will be a mental health benefit to those who feel loneliness during the epidemic.

**Competitive analysis**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Features | Chatting between users | Likes and reactions | Focus on mental well-being | News feed | Allows advertisements on app |
| Covid Communicator | yes | no | yes | no | no |
| Twitter | yes | yes | no | yes | yes |
| Facebook | yes | yes | no | yes | yes |

While there are already applications which are designed to help a user connect with others, those connections are not always positive. Also, these applications are used as news sources and a place for advertisements, which can reduce the overall mental health benefit. Our product will be designed to capitalize on the features which competitors such as Facebook and Twitter are lacking in. Mainly, our application will be a service to our user’s mental health and will be designed to be an enjoyable break from the harshness of the world today. Given the overall draw of the app is connection while isolating, we expect the interactions will be more pleasant than those on social media sites.

**Data definition**

Covid-19: a mild to severe respiratory illness that is caused by a coronavirus.

Covid Communicator: A desktop app which our team will be developing.

Python: a high-level general-purpose programming language.

App: an application which allows you to perform specific tasks or offers a service.

GitHub: web-based version-control and collaboration platform for software developers.

Visual Studio Code: Source-code editor made by Microsoft.

Qt: Used for developing graphical user interfaces (GUIs) and multi-platform applications that run on all major desktop platforms and most mobile or embedded platforms.

**Overview, scenarios and use cases**

The average user of this service will be a very social person who longs for the social interaction which Covid-19 has diminished. They will be someone who wants to create small talk or have a casual conversation with other people in lockdown. Given that the pandemic has forced many people to only interact with close family and friends, this is an opportunity to communicate with someone other than those who you are quarantined with. This user could be inexperienced with apps or software, which means our app must be simple to use. They should also be able to access the app and begin using it without any tutorials or prior knowledge. The app will allow the user to communicate with other people easily. Given the types of users which will gravitate toward this service, the interactions should be very pleasant and more casual than interactions on other sites.

**Initial list of high-level functional requirements**

1. The user should be able to understand the app with no tutorial or time spent learning.

2. The system should display bright imagery with happy connotations.

4. The system should allow the user to communicate to another user anonymously.

5. There should be no risk of user’s information being leaked without their consent.

**Initial list of non-functional requirements**

1. Users shall log in with a password.

2. Passwords must be encrypted in server.

3. The system should be accessible on all web browsers.

4. The system should be able to support at least 100 users.

**High-level system architecture**

The language we will be using for development of the Covid Communicator is python. We will be doing our coding with visual studio code. For the graphical user interface of the app, we will be using Qt.

**Team**

Group 6

Product owner: Grant Lundberg

Scrum Master: John Callaghan

Development team: Rishi Patel, Christian Bastien

**Checklist**

* Team must decide on basic means of communication: DONE
* Team found a time slot to meet outside of the class: Issue - with the Covid-19 virus, meeting in person is not safe. However, there are many virtual ways of interacting which can be used to solve this issue.
* Front and Back end team leads chosen: DONE
* GitHub master chosen: DONE
* Team ready and able to use the chosen back and front-end frameworks: DONE
* Skills of each team member defined and known to all: DONE
* Team lead ensured that all team members read the final M1 and agree/understand it before submission: DONE

**Peer review**

|  |  |
| --- | --- |
| **Member** | **Participation** |
| John Callaghan | 25% |
| Grant Lundberg | 25% |
| Christian Bastien | 25% |
| Rishi Patel | 25% |

**Scrum practice management Trello:**

<https://trello.com/cen4010s2020g06>

GitHub Repository:

<https://github.com/glundberg2017/cen4010-s2020-g06>