TEAM2 INC.

Ushahidi GeoRole Project Outline

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1 Problem

1.1 Metaphor

Using MSPaint and Google Maps as user restriction tools.

1.2 Problem Explained

Ushahidi currently has no way to restrict user roles based on geographic location. There are a few issues with this, namely lack of local expertise and credibility. Administrators would be well served with a feature that would allow them to select a geographic region under which their reports will be allowed to operate.

2 Requirements

2.1 Mock Up

- The ideal solution is to use a graphical tool to select the region. Ushahidi currently supports some form of polygon selection, however our team will need to investigate the possibility of incorporating this pre-existing code into this addition. This feature would resemble the following figure.
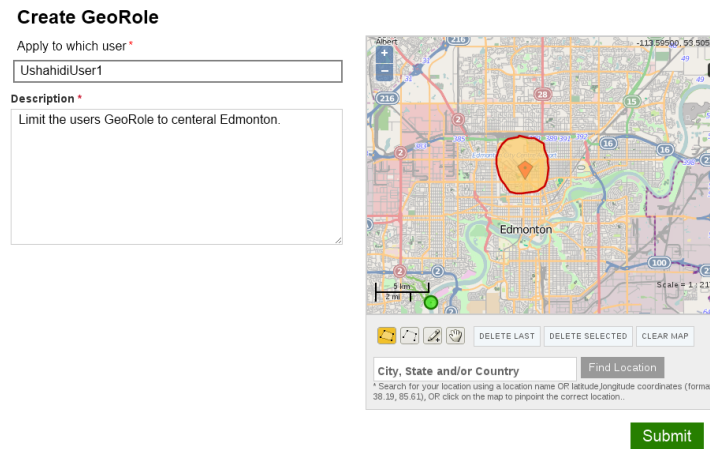

Figure 1: Map based region selection.

- The more simplistic approach is to define a region based on text input. This may prove to be the more ideal solution if the pre-existing map based polygon hooks prove difficult to implement in our addition.

Create GeoRole

Apply to which user *
UshahidiUser1

Locations in the GeRole *
Canada, United States, Mexico

Description *
This GeoRole limits the user to the north america access.

Submit

Figure 2: Text based region selection

2.2 User Stories

ID	Story Name	Notes	How to Demo	Importance	Estimate
1	User Hierarchy	Need to implement user roles, or expand current	Show process of how higher levels can set lower levels in user hierarchy	60	2
2	Region Selection	Users should be able to be restricted to a region	Show region restriction creates an object or sets a database field	90	5
3	User View	Restrict users view of data to within their GeoRole on the map	Display map from user account	30	3
4	Web Layout	Need to create a UI that is usable by the average user	Show the website with functional HTML, not necessarily a working back end or JS	10	1
5	Verify/Validate Report	Validate/verification of report based on GeoRole restrictions	Submit report outside or GeoRole, show handling of report (deletion, denial, etc..)	40	2
6	Verify/Validate GeoRole	Administrators verify/validate that users logging in has proper GeoRole access for what reports the user wants access to	Show abstract implementation of how this is done from the administrator side of the API	50	3
7	GeoRole Modification	SuperAdmin or Admins can directly edit GeoRole, change affects region object or data field	View GeoRole of a user, edit role, save, show modified role on map	70	2
8	GeoRole Assignment	Process of assignment of GeoRole for member and admin type users	Create new user, perform GeoRole assignment process through the GUI	80	3

Figure 3: Initial project backlog.

2.3 Must Haves

- User hierarchy of geographic restriction.

Super Admin — - Allowed to modify the GeoRole for the Super Admin, Admin, Contributor.

Admin — - Allowed to define the GeoRole for the contributors but not their own.

Contributor — - May not modify their own GeoRole.
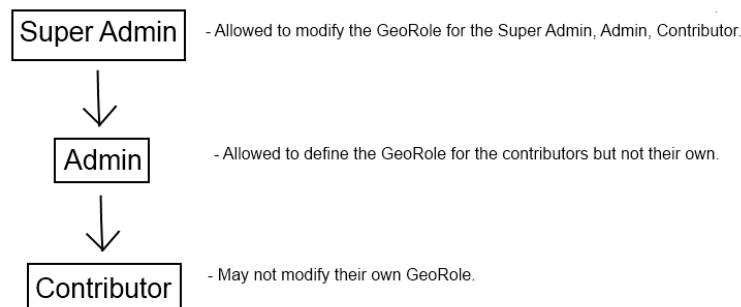
Figure 4: Permission flow.

- Some representation to the user of area of restriction or control.

3 Time Line

GeoRole Sprint
Planning Timeline

START ⇨ ⇨ ⇨ ⇨ END

More Important ⬇

NOTE

- Defined Goals are General and may require more time

- Each Column Represents a sprint

- Meetings will be weekly to ensure progress

⬆ **Less Important**

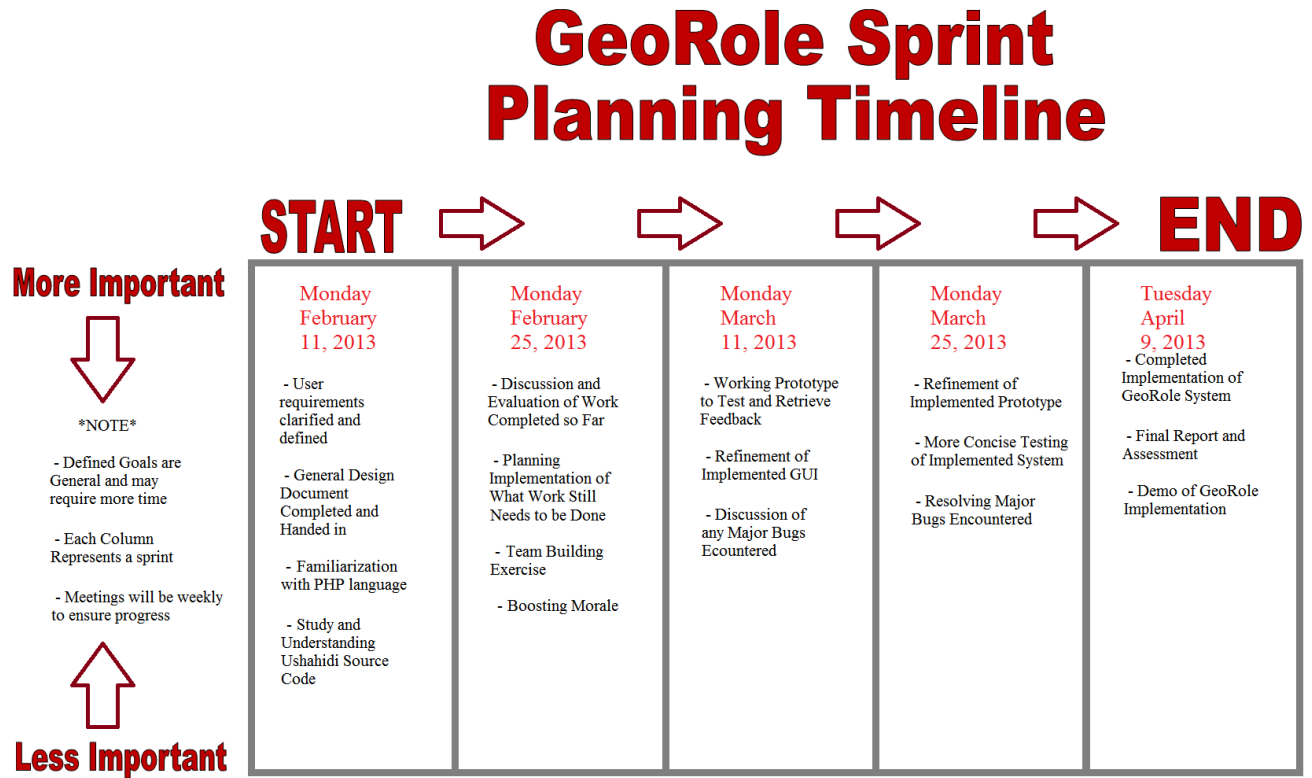| Monday February 11, 2013	Monday February 25, 2013	Monday March 11, 2013	Monday March 25, 2013	Tuesday April 9, 2013
- User requirements clarified and defined - General Design Document Completed and Handed in - Familiarization with PHP language - Study and Understanding Ushahidi Source Code	- Discussion and Evaluation of Work Completed so Far - Planning Implementation of What Work Still Needs to be Done - Team Building Exercise - Boosting Morale	- Working Prototype to Test and Retrieve Feedback - Refinement of Implemented GUI - Discussion of any Major Bugs Ecountered	- Refinement of Implemented Prototype - More Concise Testing of Implemented System - Resolving Major Bugs Encountered	- Completed Implementation of GeoRole System - Final Report and Assessment - Demo of GeoRole Implementation

Figure 5: Projected sprint outline.

4 Approach

As Ushahidi's web framework runs on Kohana, this will naturally be an extension of the Model-View-Controller. At a more specific level, we will be using a modified scrum development scheme. As we are a small team we will not have a traditional Product Owner or Scrum Master. We as a team will decide the weighting and importance of user stories and incorporate them into the sprints themselves.

- Our team will produce weekly builds on the master branch. These will be considered stable working builds should the project need to be reverted back to a prior state. Our development branch will be considered out integration environment, with our final production build coming from our final master push.

- Each weekly build will replae the current master branch. The current master branch will be moved and renamed into a version delimited branch. Each sprint will mark a major version number, with each build within the sprint forming the minor version number.

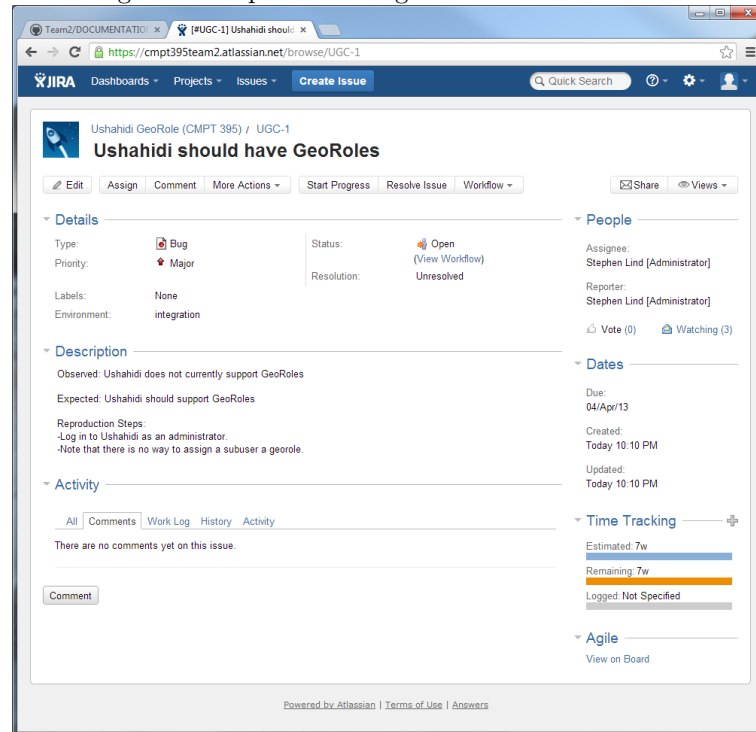- Our team will use the industry standar bug tracking software, JIRA. This should allow good cross platform usage.

Figure 6: JIRA Bug overview.

5 Obstacles

5.1 Unknowns

Ushahidi's code base for GUI geographic region selection is obscure and difficult to locate. The actual object behind this functionality is currently our biggest unknown. Until there is further communication with Ushahidi developers we are at a loss for GUI development. This could turn a risk, or the option as shown in the alternative mock up is to us a text based selection.

5.2 Risks

-Time frame. We have 5 sprints comprising 9 weeks. Our team is involved with other tasks so we expect our focus factor to be low. -Business risk. As we lack a project owner, the task outline is vague and our deliverable may be not as expected. -Technological risk, our team is new to PHP and Kohana. The upside to this is as our team is brought up to speed, our focus factor should increase. -Feature creep. As there is no project owner, our team's ambition could add to the project backlog unnecesarily.

Project Razor created with laTEX .