Infinitybook

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Create stories with up to 10 writers

Take turns writing a storybook from scratch

Use story codes to view stories anytime

INTRODUCTION

The Infinitybook is a Collaborative Storybook writing experience. A Supervisor, such as a parent or teacher, will set up a session in which a group of writers (usually young children) take turns writing a book together. Stories written in this website will also have a unique story code that anyone can use to read the story later, so participants may share the stories they wrote with their family or friends.

As the story is written, the program will display different backgrounds and characters depending on the wording used e.g. 'space' can change the background to a starry galaxy. This is intended to give a dynamic and engaging experience to young writers, to give them an interest in reading and writing, as well as functioning as a team building exercise.

DEVELOPMENT

The Infinitybook was developed over 4 separate development cycles, each with a project deliverable as the objective. Before these development cycles, a project proposal was created and signed by the team and client, and the project team then continued into a planning phase before development could begin.

The planning phase of the project included the creation of several design documents, including a Wireframe, Storyboard, UML diagrams, Sequence diagrams, Use cases, Activity diagrams, and a Gantt chart. These diagrams would later be used as a guideline to the project development.

The project was developed using Agile methodology including a Kanban board. Each phase of the project would take place over 1 to 2 weeks with a clear goal in mind – usually a specific deliverable to present to the client.

The Kanban board consisted of 'to do', 'doing' and 'done' tasks within the project, each with due dates and an assigned team member. This board is constantly updated during the project lifecycle, with new tasks being added and older tasks being shifted as they are were addressed or completed.

The goals of each development cycle, in order, was a Prototype, Alpha, Minimum Viable Product, and Completed Version 1 version of the final product to be given to the client. The final handover is called the Version 1 as some features discussed with the client would not be incorporated in this version but may be added later onto the product to create future versions.

Each development cycle also included testing to determine what of the agreed features (from the project proposal) had been completed so far, and regression testing for previously completed features. The later phases were tested using Whitebox, Blackbox, Exploratory, Usability and automatic security tests to minimize risks and defects.

CONCLUSION

The final handover for the client includes the product (The Infinitybook website), a Test Report document, instructions to maintain and further develop the website, any recommendations and recorded ideas for future development, and finally a client evaluation sheet for the client to rate out product and service.

For this project, the team prioritized completing every agreed requirement from the project proposal. While these were all addressed to some degree, some features, details, and suggestions made during client discussions were not implemented due to time constraints. The final product should still be a satisfactory for the client, and we the team are happy with our outcome. Given more time, we believe we could have further exceeded the client's expectations.