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Final Report

Project Design and Management 300

# Abstract

Max 500 words / 1 page. Brief summary of contents and report structure. How work was performed and main outcomes.

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**INSERT CUSTOM TABLE OF FIGURES HERE WHEN FINISHED.**

# Introduction and Objectives

Max 2 pages. What report is about. Project objectives, constraints, scope and delimitations. Approach used to complete work. Structure of report. Set the scene for rest of report (context).

# Background

Max 5 pages. Describe initial project management approach and plan. Discuss solution approaches considered. Describe other similar systems and possible solutions you have looked at. Describe tools considered for development and for SCRUM. Provide reason for choice of tools (Salami made us). Pictues of project mockup.

The requirements volatility was quite low throughout the project, with minimal changes to the requirements by the product owner after the initial specification.

Talk about pivotal tracker.

# Product Backlog

Describe analysis and grouping of user stories provided. Modifications made to user stoires before sprints started. Use pictures as appropriate.

List entire product backlog and groupings. Product backlog after every sprint ( minus stories completed).

Burndown chart! How product backlog changed over time.

# Overall Design

Max 10 pages

## 4.1 Design Details

*Relevant design details. Uml, er diagram etc. provide reasons for choices. Report changes to user stores due to the design process. So many ER diagrams + relations*

*UI design, CSS and template design*

* Design Introduction
* Backend design
  + Submissions
    - Creation
    - Deletion
    - Modification
  + Comments/improvements
  + Voting
  + Reward system
* UI design
  + Goals
  + Design change over time
  + Final design

After initially reading through and understanding the requirements for the project, each user story was created and placed in a sub-group: admin, user accounts, submissions, voting, commenting or rewards.

It was decided quite early on in the project to implement the website using the Python web-framework, Django. This would allow for easy to use and powerful admin features, along with well-defined ways to implement all the functionality deemed necessary for the project to work (ADD MORE REASONS WHY USED DJANGO). Django’s model system seemed very applicable for creating objects such as users, submissions and comments which were central to the overall design.

Figure x shows the UML diagram for the design of the project.

## Back-end

One of the major design issues that was central to the project as a whole was the submission. The submission model needed to store information about a user-generated idea including the title, author, category, the idea itself and links to external webpages. The majority of the project features in some way interact with the submission, be that viewing, commenting on, suggesting improvements or voting. As well, submissions had to be both editable and removable by the correctly privileged users/admin.

We wanted a user to be able to create an account storing basic personal and contact information that could be used to identify the user and for them to participate in submitting, commenting and voting on submissions. A user would have to be currently logged onto the system to be able to submit, comment and vote on submissions. However, submissions could be viewed by anyone of the general public without requiring an account.

## User Interface

The interface design went through numerous iterations before eventually settling on the current design.

The main aims of the interface design were to create a sleek, modern interface which was easy to navigate and to use.

## 4.2 Implementation Details

Document the implementation including tasks, effort, features and task distribution (planned and actually completed). Screenshots of functionality. Changes to initial design. What testing was done? \*lol none.

# Sprint Documentation

## 5.1 Sprint 1

## 5.2 Sprint 2

## 5.3 Sprint 3

## 5.4 Sprint 4

# Project Review

Max 5 pages. Post-mortem discussion on product development and SCRUM process. What went right, what went wrong, what was learned (so wanky). Suggestions for improving project experience (for future students).

# Conclusions and Summary

Max 2 pages. Summary of what report has covered. Describe what was achieved in product development. Describe what was gained in project experience. Suggestions to product owner to consider in future releases. Expansions!

# References

# 9.0 Appendices

So many screenshots. Pivotal analytics and csv of everything. Complete product backlog, when stories where started and completed etc.

## 9.1 Appendix A:

## 9.2 Appendix B: