

# Erasmus+ Exchange Programme at PUT

# Scope statement

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# Version history

Name	Date	Description
1 <sup>st</sup> version	11/01/2022	drafting of the contents,
		introduction ,origin of the
		projects, who are we? And the
		software environment
2 <sup>nd</sup> version	12/01/2022	Completing the description of
		the project, modify the "who
		are we" part and the software
		environment.



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## 1. Introduction

As part of our engineering studies, we are required to conduct a project. This one allows a team of five students to discover the development of a project from the beginning to the end by using our academic and professional experiences. We decided to manage this project by using the methods and tools of the Scrum agile method.

All Erasmus students had to choose their courses for their Learning Agreement before to come in Poznań. However, students often find themselves lost in front of the university's website. Because on the, several texts are not automatically translated in English and students don't know where to click, and on the other hand they don't have a good overview of the courses. And they can find themselves with a schedule which have several courses in the same slots. Thus, our project's objective is to improve the experiences of Erasmus+ student at PUT in developing a SaaS (Service as a software).



## 2. Project's description

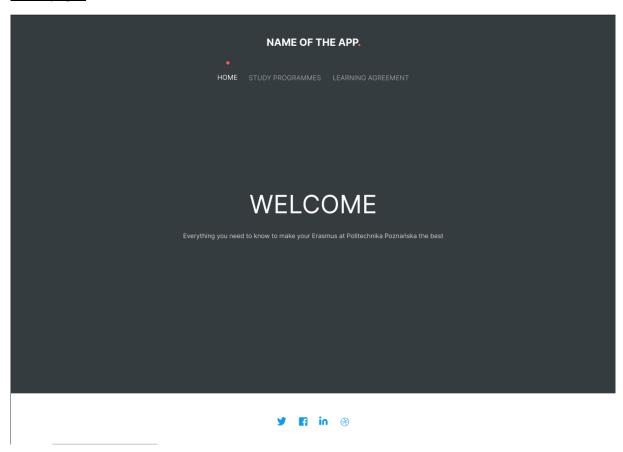
## a. Origin of the project

As part of our studies, we have to work on the development of a software project. Two professors, Ms. Sylwia Kopczyńska and Mr. Mirosław Ochodek, from the University of Technology in Poznan proposed this topic to us. This one aim to facilitate studies of Erasmus+ student in giving them access to a special website.

### b. Description of the product

Our website will be divided into 3 principles pages. The Home page, the Study Programmes page, and the Learning Agreement page.

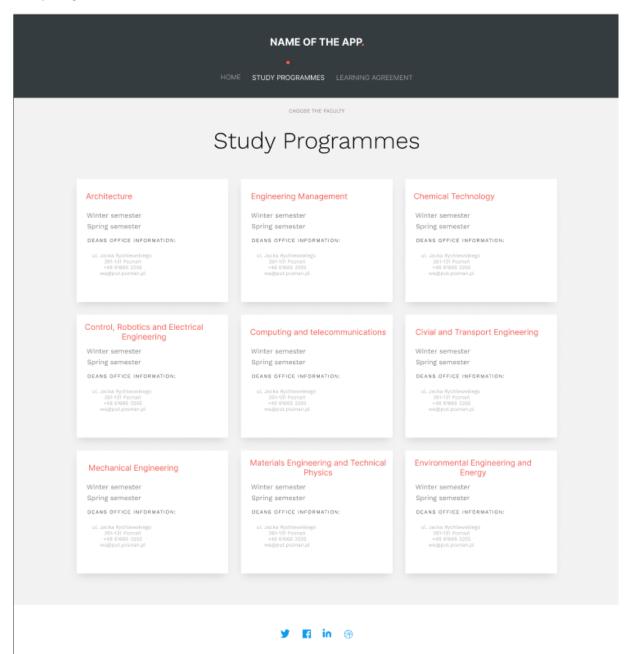
#### Home page:



This page will be the first page the user sees when visiting our site. The purpose of this page is to show the user the atmosphere of the site, and what it has to offer. This is why at the top of the page there will be the name of the site, and the navbar with the 3 pages which the user can reach. In the middle, a welcome message with a catchphrase. Then at the bottom, a link to our future social networks.



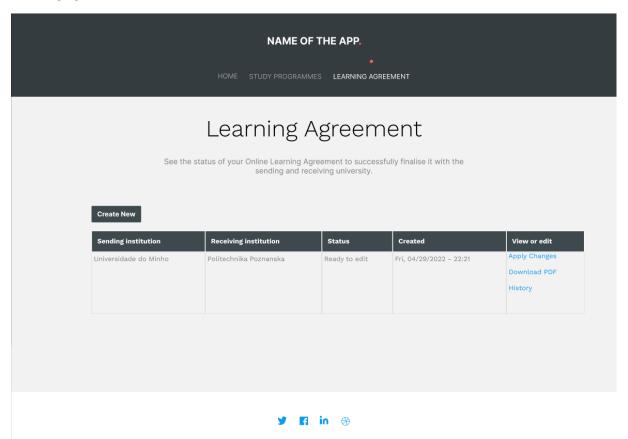
#### **Study Programmes:**



On this page the user will be able to view the courses offered by PUT according to the faculty. Each faculty will be placed in a box and in each box will be specified the period (winter/spring) and the coordinates. There are 9 faculties: Mechanical Engineering, Environmental Engineering and Energy, Materials Engineering and Technical Physics, Civil and Transport Engineering, Computing and Telecommunications, Control, Robotics and Electrical Engineering, Chemical Technology, Engineering Management, Architecture. These boxes will take the form of a 3x3 table for a symmetrical design. By clicking on one of the boxes associated with a faculty, the site will open an official page of put according to the faculty. There he can see all the courses available.



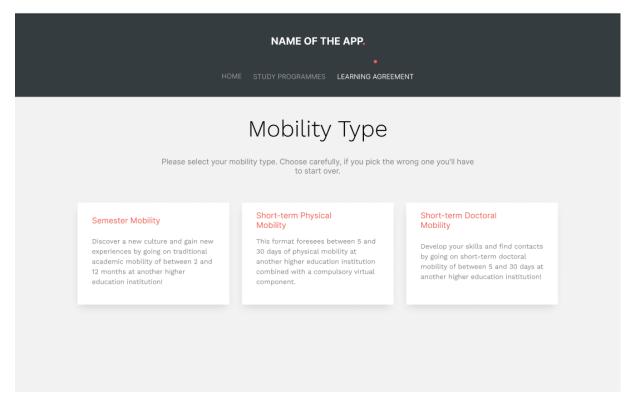
#### Learning agreement:



The learning agreement page will allow the user to create, modify, view, and download learning agreements. For each learning agreement created, the Sending Institution, the Receiving Institution, the status, and when it was created will be displayed in a table. The "Create New" button, above the table, will allow the user to create a new learning agreement.



#### Create a new learning agreement:

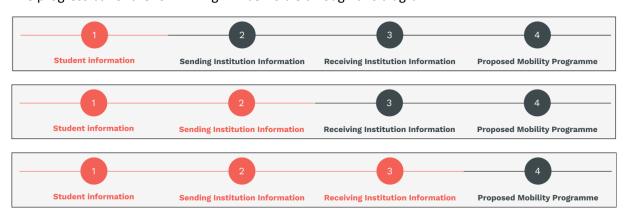


There are 3 types of Erasmus+ mobility: Semester Mobility, Short-term Physical Mobility, Short-term Doctoral Mobility. Thus, after clicking the "Create New" button, before filled in the learning agreement's form, the user will be redirected in a page where he will have to select the good mobility in clicking on the right box. These boxes will be placed in on a single line so that everything is visible without scrolling.

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The form will be situated in another page. It will be divided into 4 parts: Student information, Sending Institution information, Receiving Institution information and Proposed Mobility Programme.

The progress bar of the form filling will be visible through this diagram:







The four parts will not be visible together. When one part is visible, the three others are hidden. For display the next part or the previous (and hide the actual part), we have to click on the "Next" or "Prev" button.

NAME OF THE APP.							
		• IES LEARNING AGREEMENT					
Please make sure that all your personal and academic are correct and fill every empty field.							
Student information	Sending Institution Information	Receiving Institution Information	Proposed Mobility Programme				
	<b></b>						
Student information: All Fields Required			Step 1 - 4				
First Name							
Last Name							
Email							
Date of birth							
Nationality							
Field of education							
Study cycle							
			Next				
			Next.				

#### Design

Regarding the design, we decided to opt for a modern design with few elements so that the user can understand and find his way around easily. Only two colours stand out on our site: dark grey and red. Dark grey because it represents modernity and simplicity, and red because it is the best colour to highlight important information. All other colours will be a shade of the grey of our site, to keep this cohesion of colour.



#### c. Innovative nature

## 3. Environment

#### a. Who are we?

We are a team of 5 Erasmus+ student doing their 5<sup>th</sup> years of study at the university of technology of Poznań. The team consists of Carolina Araújo Castro and Ana Isabel Lopes Pinheiro who comes from Portugal, Adrian Hernandez Monterroso and Francisco Javier Oliver Cortes from Spain, Amine Ceyda Tandogan from Turkey, and Kassim HADDAD from France. We are four developers, one Product Owner and one Scrum master.

Ana Isabel Lopes Pinheiro, Carolina Araújo Castro, Amine Ceyda Tandogan and Kassim HADDAD are the developers. We archive the sprints, do the task, discuss with the product owner, and inform the scrum master.

Francisco Javier Oliver is the Product Owner. She proposes and control the backlog and know the product goal.

Adrian Hernandez Monterroso is the Scrum Master. He helps the product owner with the backlog, it's the one who knows the most about SCRUM, organize the reunions.

### b. Software environment

We have chosen Java language for the backend and frontend. Because among the programming languages available for the web development, java was the one we know in common. For the frontend we use JavaFX and for the backend Java with the frameworks Spring. Then for the database we are using PostgreSQL.

## 4. Conclusion