MARIST COLLEGE

To: Professor Pablo Rivas

Class: CMPT 475N Capping Project I & II

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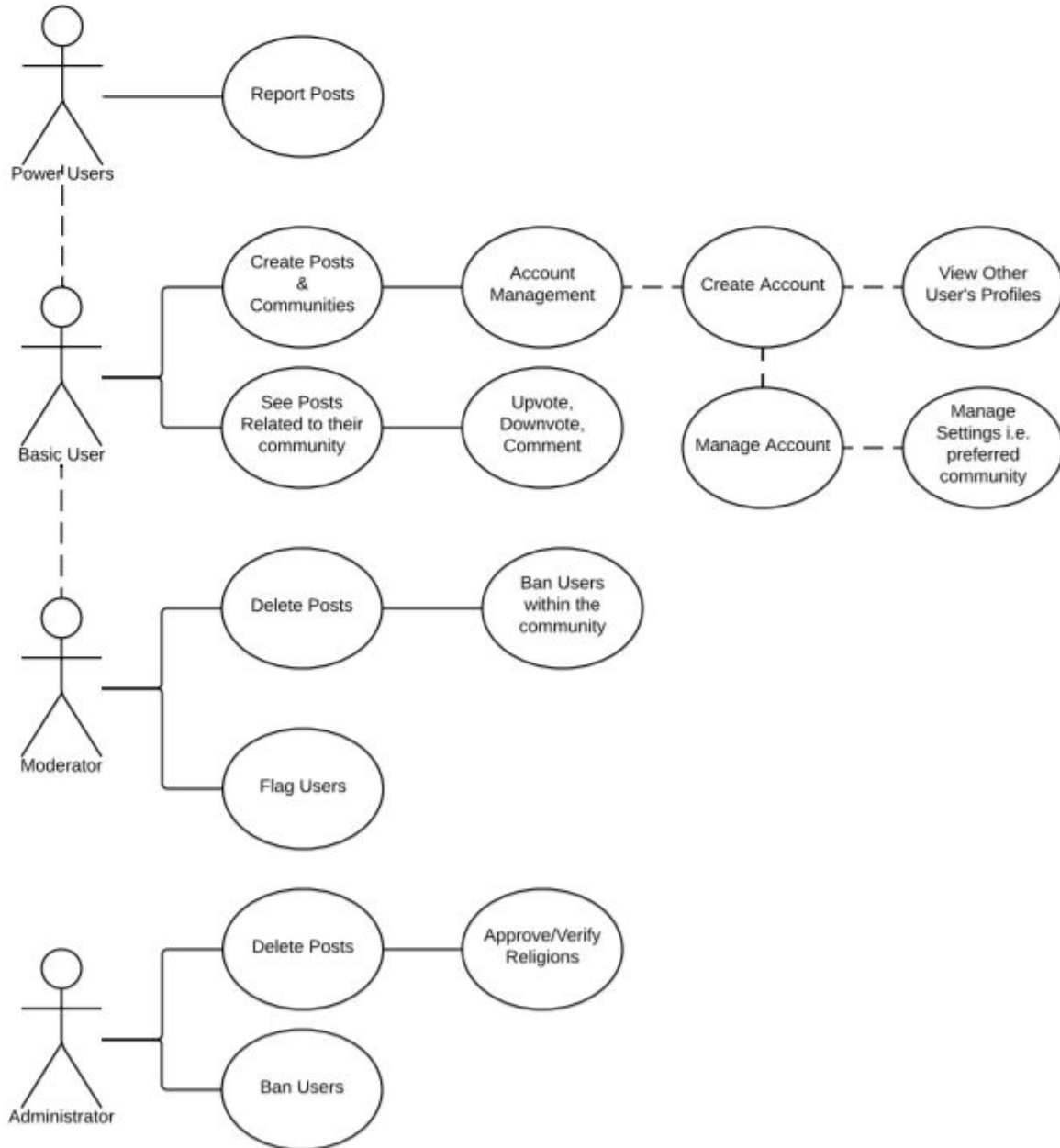
Date: September 13th, 2017

Subject: Homework #1

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Date	Milestone	Tasks	Responsible
8/30/2017	Project Start	Form team, figure out roles and responsibilities. Schedule 1st meeting and establish plan for communication. Develop overall project plan.	All
9/5/2017	Pre-Client Interview Meeting	Meet and develop a list of questions to gather requirements from the client.	All
9/6/2017	Client Interview	Interview client in class to gather user requirements for PSN.	All
9/7/2017 -9/11/2017	Work on UML use case diagram	Create UML use cases on LucidChart.	Cristian
9/7/2017 -9/11/2017	Work on user requirement document and questionnaire	Compile and document user requirements and related questions asked to the client.	Juan, Daren
9/7/2017 -9/11/2017	Work on project plan	Work collaboratively to develop the overall project plan for the semester.	Liam, Max
9/12/2017	Homework #1 Final Check-in	Meet to check in on Homework 1 status and finalize plan.	All
9/13/2017	Homework #1 Due	Submit HW1, including project plan, user requirements, use cases, and interview questions.	All
9/14/2017 -9/18/2017	Work on Homework #2	Complete ER diagrams for the PSN database. Document as needed.	Cristian
9/14/2017 -9/18/2017	Research front-end and back-end technology stack	Research different options to use for our web technology stack and decide what to use.	Liam, Max
9/19/2017	Homework #2 Final Check-in	Meet to check in on Homework 2 status and finalize ER diagrams.	All
9/20/2017	Homework #2 Due	Submit HW2, including ER diagrams and all supporting documentation	All
9/21/2017 -9/25/2017	Work on Homework #3	Create initial mock-ups / wireframes for the UI.	Max, Juan
9/25/2017-	Determine Priority of Development	Order elements based on priority in order to determine the most important components for first prototype, second, etc.	Max, Juan, Liam
9/21/2017 -9/25/2017	Begin initial front-end development	Begin developing the user interface based on mock-ups.	Max, Juan

9/21/2017 -9/25/2017	Begin initial back-end development and database design	Begin designing the PSN database and developing preliminary back-end APIs.	Liam, Juan
9/26/2017	Homework #3 Final Check-in	Meet to check in on Homework 3 status and finalize mock-ups.	All
9/27/2017	Homework #3 Due	Submit mock-ups for the PSN user interface.	All
9/28/2017 -10/2/2017	Work on final draft of UML diagrams and project plan	Work collaboratively on the final version of UML diagrams and project plan	Cristian, Daren
9/28/2017 -10/2/2017	Continue developing front-end	Continue developing the front-end user interface for PSN.	Max, Juan
9/28/2017 -10/2/2017	Continue developing back-end	Continue developing back-end implementation for PSN.	Liam, Juan
10/3/2017	UML Diagrams and Project Plan Final Check-in	Meet to check in on and finalize UML diagrams and project plan.	All
10/4/2017	Final UML diagrams due, final project plan due	Submit final UML diagrams and project plan with input from instructor.	All
10/5/2017 -10/9/2017	Work on database design final version	Work collaboratively to finalize the database design for PSN.	All
10/10/2017	Database Design Final Check-in	Meet to check in on database design status and finalize draft version.	All
10/11/2017	Database Design Draft Due	Submit draft version of the database design for PSN	All
10/12/2017 -10/17/2017	Complete mid-semester peer reviews	Write first pass peer reviews for the group.	All
10/18/2017	Mid-semester peer reviews due	Submit initial peer reviews (first pass feedback).	All
10/19/2017 -10/23/2017	Work on IT requirements and network design	Write IT requirements documentation and design the network implementation for PSN.	Daren
10/24/2017	IT and Network Design Draft Final Check-in	Meet to check in on IT requirements and network design and finalize drafts.	All
10/25/2017	Draft IT requirements, including network design Due	Submit draft version of IT requirements and design of the network for PSN.	All

10/26/2017 -10/30/2017	Work on Homework #4	Develop database prototype.	Liam, Juan
10/31/2017	Homework #4 Final Check-in	Meet to check in on Homework 4 status and finalize the database prototype.	All
11/1/2017	Homework #4 Due	Submit database prototype.	All
11/2/2017 -11/6/2017	Complete front-end development for first demo	Make sure the front-end is ready for the first demo.	Max
11/2/2017 -11/6/2017	Complete back-end development for first demo	Make sure the back-end is ready for the first demo	Liam, Juan
11/7/2017	First Demo Final Check-in	Meet to check in on status of first demo and finalize anything as necessary.	All
11/8/2017	First Demo of Prototype	Complete first demo of overall PSN prototype.	All
11/9/2017 -12/13/2017	Complete front-end development	Finish front-end user interface for PSN in time for the final presentation.	Max, Juan
11/9/2017 -12/13/2017	Complete back-end development	Finish back-end development and database implementation in time for the final presentation.	Liam, Juan
11/15/2017	User validation and test plan finalized	Complete test plan for all aspects of the prototype. Document user validation tests to be performed by client.	All
11/22/2017	Client Visit	Complete updates to user validation (as required). Document one key question to ask the client.	All
11/28/2017	Draft Documentation Final Check-in	Meet to check in on status of draft documentation and finalize it for submission.	All
11/29/2017	Draft Documentation	Submit all documentation required for project in draft form,	All
11/30/2017 -12/4/2017	Complete Final Peer Evaluations	Write final peer evaluations for group members.	All
12/5/2017	Final Paper Check-in	Meet to check in on final status of documentation	All
12/6/2017	Paper Due - Final Documentation, Final Peer Evaluations	Submit all documentation required for the project in FINAL form. Complete final peer evaluation forms and submit.	All
12/12/2017	FINAL MEETING	Make sure everything is in working order for the final presentation.	All

| 12/13/2017 | FINAL PRESENTATION | Present like Steve Jobs. | All |

PSN Use Case Diagram

REQUIREMENTS

Basic User

- Create an Account / Profile Page

  - Full Name, Birthday, Location, Picture, Religion

  - Not meant to be anonymous, users will use their real names

- Manage their Account / Profile Page

- Create Posts (Prayer Requests) of up to 140 characters

  - Add description of up to 5000 characters

  - Post updates of up to 140 characters

  - Upload pictures associated with prayer request

  - Use hashtags to associate with similar posts

  - Mark their own posts as complete (i.e. "Prayer Answered")

- Manage Settings / Religions / Preferences

- Switch between different views: Least Responses / Popular / Followed users Timelines

- Pray (similar to Facebook "like" or Reddit "upvote"), Comment, etc. on posts

- Downvote posts (posts are auto-reported with enough downvotes)

- Receive notifications for community activity / Activity on their posts

- View profiles of any other users

- Create an "unverified" religion/community

- Join verified religions / communities

- Users can earn points that contribute to their reputation rating on the site:

- ○ "Praying hand" points for praying for someone

  - ○ "Halo" points for liking completed posts (answered prayers)

  - ○ "Hammer" points for flagging reported posts

  - ○ "Knee" points for upvotes on their own posts
- Users with high enough reputation gain Power User status

Power User (includes Basic User Requirements)

- Report posts for moderators to examine

Moderator (Creators of communities/religions, includes Basic User Requirements)

- Delete Posts (in their communities)

- Ban Users (in their communities)

Administrator (Developers / Site Owners)

- Delete Posts

- Ban Users that have been flagged by THE SYSTEM

- Approve and verify religions / communities

Other Requirements

- Preferred technologies: Linux and PostgreSQL

- Should work in both Chrome and Safari browsers

- Mobile app is necessary and website should be mobile-ready

- Single encrypted password for authentication

- Can connect account to Facebook, Twitter, or email

CLIENT QUESTIONNAIRE

- Are you open to changing the name from Prayer Social Network to something else?
- What will this product accomplish that pre-existing social media outlets such as Facebook, Twitter, and Reddit don't already accomplish?
- How do you want to handle image storage?
- Are we only allowing people with a certain amount of reputation to report?
- What level of anonymity do you want users to have?
- Will there be a timeline that users can look through to see prayers from different communities, most popular, etc?
- Is the follow system a two-way connection like LinkedIn or a one-way connection like Twitter?
- In what situation would someone downvote a prayer request instead of reporting the user?
- Will non-registered users be able to view prayers?
- How should we handle user authentication?
- Can you create your own religion?
- Will there be moderators and/or administrators for the social network?
- Are there any preferred technologies for the implementation of the social network?
- What should be the aesthetic of the website? (i.e. What should it look like?)
- Should there be a super admin that has more power than the moderators?