

# Software Engineering CSC648/848



## Team 01 / Section 01

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## “Milestone 3”

April 17, 2023

# **Review of functionality, UI, SW and planning for final product delivery**

## **Appendix I:**

### ***1. UI and functionality feedback (P1 functions only)***

- **Instructor's comments on UI/functionality for our demo**

- How is our application going to produce revenue for the photographers

- **Our Plan for the comments**

- Users have the ability to communicate with photographers directly in the comments section of a particular post, expressing their interest in obtaining similar photos with specific filters or requesting editing on an existing photo. Upon receiving the user's request, photographers can choose to sell their photos
- We can add a buy option to the posts as one more feature

## ***2. List of P1 features committed for delivery-***

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| Create an account (login, signup and logout)       | <p>1.1) Users are required to create an account (need to first signup, then login and logout)</p> <p>1.2) We will just use basic information of the users such as username/email, password and phonenumber</p> |
| Search based on keywords/tags/usernames/categories | <p>2.1) Users can search for images based on specific keywords, topics, hashtags or usernames.</p> <p>2.2) Users can search for images based on the photo organization that is categories</p>                  |

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| <p>Users can upload, share, repost by tagging original users</p> | <p>3.1) Users can upload images from their devices<br/>3.2) Users can share their images by copying the url.<br/>3.3) Other users can repost the original pictures by tagging the original user who uploaded them.<br/>3.4) Users can delete their own post.</p>  |
| <p>Commenting</p>  | <p>4.1) Users can add comments on the photos and the number of comments will be shown<br/>4.2) Users will have control over the comment section, and they can delete any comments they find offensive.<br/>4.3) Users can engage in conversations with the photographers of a specific post, inquiring about the features and filters utilized in the</p> |

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|                                | <p>photos, and potentially purchase similar images while requesting identical filters for their own posts.</p>   |
| liking                         | <p>5.1) Users can like the photos posted and the number likes will be shown</p> <p>5.2) Users can dislike the photos posted as well and number of dislikes will be shown</p>   |
| Photo organization and tagging | <p>6.1) Users can organize their photos into albums/categories to make it simpler to search for and share images related to any specific themes or occasions.</p> <p>6.2) Users can add meaningful hashtags to their images to make them easier to find.</p> |

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| <p>Image Editing</p>                        | <p>7.1) Users can edit their images like contrast, saturation.</p> <p>7.2) Users can crop, resize, and can also add filters to the images for particular effects.</p>  |
| <p>Ads and sponsored content filtration</p> | <p>8.1) Users can be provided with no ads and sponsored content so that they can focus on the content without distractions.</p> <p>Our application will automatically remove adds, we will not have any ads or sponsored content in our application</p> <p>8.2) Users have the ability to communicate with photographers directly in the comments section of a particular post, expressing their</p> |

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|                  | <p>interest in obtaining similar photos with specific filters or requesting editing on an existing photo. Upon receiving the user's request, photographers can choose to sell their photos</p>  |
| Privacy policies | <p>9.1) Data about the users such as browsing activity, location information, and device information are not collected and users are given transparency into how their personal information is collected, stored, and used by providing a log of user activities on the platform. This log will indicate when the user logged in, logged out, number of posts, maximum likes for a post and that post name.</p> |

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|  | 9.2) Users can access this log through their personal profile, allowing them to monitor their activities on the platform and ensure that their personal information is being used appropriately. Only their username, name, email address, phone number will be collected. |
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***3. Project status – write down the items before the demo and verbally explain it during the meeting if time is allowed***

We have demonstrated 7 key P1 functionalities. We have connected front-end and back-end and we have followed UX flow that we mentioned in M2. The current version of our SW prototype is running on deployment server



a) *Risks:*

| Type of Risk | Risk Description   | Mitigation Plan  |
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| Skills Risks | In case team member(s) are unable to catch up to the study plan owing to any factors such as personal life, assignments of other subjects etc, the team member(s) will not be skilled enough to work with others at the required pace. | Firstly, the team member is expected to inform the team lead and scrum master about the delay that they will be facing. Irrespective of that, the backend/frontend team will provide the necessary help according to the team member's expertise on the required technology/tool. The team will take and give regular updates on their skillset. |

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|                  | In case team member(s) are facing difficulties with a particular tool/technology with respect to learning it or using it. | The team member can ask for help in the team chat on slack channel, after which, any other team member with adequate resources and knowledge will help out.                             |
|                  | In case a team member is not able to move on to their next task due to too many bugs in their task.                       | In such cases, the team member is expected to bring this up in the next scrum wherein the team lead and other members with similar skills will decide a plan to overcome such problems. |
| Scheduling Risks | In case the deadlines for the study plan are seeming steep and team member(s) are not able to follow it.                  | The team will discuss a more appropriate structure of the study plan and alter it accordingly.  |

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|  | In case the deadlines for finishing given tasks within the given time frames is seeming hard. | The team member is expected to inform their concerns to the team lead after which the team lead will take measures to make sure there is no burnout or the team member has too less work. The deadlines will then be altered according to everyone's thoughts. |
|  | In case the task has been altered or requires alteration.                                     | The product owner will bring this up in the next scrum meeting, wherein everyone will be informed about the changes, as well as, the tasks and their respective details will be updated on the project tracker, which in our case is YouTrack (by JetBrains).  |

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| Teamwork risks | In case someone is not able to make it to the scrum meeting at all or is not able to join on time. | The team member is expected to inform their availability to the scrum master. After the meeting, the scrum master will share the meeting minutes to all team members to make sure everyone is on the same page with respect to the project. |
|                | In case a team member is not joining the scrum meeting at all.                                     | The scrum master will keep a track on every team member's attendance in the scrum, and after a point inform the team lead of the same, who will then discuss the same with the absent member and appropriate actions will be taken.         |

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|  | In case a team member is not able to keep up with the tasks regularly.  | The team lead will then discuss the same with them and figure out the best steps that can be taken to make sure there is no burnout happening, nor is there too less work for anyone to work on. The work will be divided equally based on the skillset, level of learning etc. |
|  | In case, miscommunication happens and a few tasks on hand are missed.   | In this case, the tasks will be taken up on priority by everyone and will be aimed to finish at the earliest possible time.   |
|  | In case, a middleware engineer, the database manager and UI developer are not able to work hand in hand with each other due to any reasons such as less to no communication, time issues etc. | For this, the team members are expected to inform the scrum master, who will then work on finding the correct timings at which a combined discussion can  |

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|             |   | happen between multiple subteams.   |
| Legal Risks | In case a user uploads someone else's work/image/personal information without prior permission of the original poster, or without giving them credits for the same. | In these scenarios, the team will work on deleting said post and will take strict actions against the user, and the user will be banned from using our application. |