

Own Idea - Computer Science Forum - Project Plan

Group No. 2 - Screw you Gary, we'll call it what we want.

February 17, 2016

1 Project goals and objectives

1.1 Background

The project was our own idea to do, hence doesn't have the same context as other projects. We are aiming to create an online forum for computer science students of Trinity College Dublin to contribute to and benefit from, hence we are treating our course-mates as our clients, and will ensure that they are happy with the final product.

Catering for computer science students, we will have to keep their various activities in mind, and build a forum that suits their needs in regards to these activities. For example, we need to be able to segment the forum into different groupings based on year group, so that students can easily seek out their peers. We also need to keep subject lists in mind, and create sub-forums for each so that again students can seek out exactly what they need as soon as possible.

1.2 Objectives

Successful completion of the project should lead to increased communication amongst computer science students, and hopefully an increased understanding of their course, assignments and subject matter. The hope is that students will use the forum to aid each other and contribute to meaningful discussions about their real world studies.

1.3 Goals

1. A specialised online message board for computer science students of Trinity College Dublin to contribute questions, answers and discussions about their course.
2. Separated sub-forums per year grouping, which is further broken down into sub-forums for each topic and module.
3. Unique information for each user and post. For example, unique user names, unique post dates, etc.
4. Moderator tools to maintain the forum, help prevent spam and edit currently existing posts.
5. Best Response System, where the original poster of a topic can highlight a response that they thought was best/gained the most knowledge from so that other users in a similar position can easily get the same benefits.

2 Project scope

2.1 Project devliverables

1. Source code for front-end (PHP/HTML).
2. Source code for back-end (SQL).
3. Full documentation of database (entity relationship, relational schema, functional dependency diagrams etc).

2.2 Project Boundaries

2.2.1 In scope

1. Unique user names.
2. Trinity e-mail exclusive sign-up.
3. Password protection.
4. Topic creation.
5. Replies to topics

2.2.2 Out of scope

The blow items will be attempted, should time permit it.

1. Text editing tools (will attempt to integrate these if possible).
2. Github integration.

3 Project approach

3.1 Initial schedule

Stage	Description	Start	Finish	Duration (in days)
Team Formation	Met as a team, broadly outlined goals and tasks for the project ahead	19 th Jan	25 th Jan	7
Research and self education	Researched and self taught languages and techniques required.	25 th Jan	8 th Feb	14
Project Work	2 nd years developing front end, 3 rd years working on the back end	8 th Feb	4 th April	56
Reflection	Review project and note successes and failures for future use	4 th April	11 th April	7

3.2 Milestones

1. First front end implementation - 15th February.
2. Back end specification - 22nd February.
3. First back end implementation 29th February.
4. First working prototype - 14th March.
5. Security - 21st March.
6. Polished product - 4th April.

3.3 Gantt chart and work breakdown structure

4 Project organisation

4.1 Roles and responsibilities

Role	Group member	Responsibilities
Project leader/Back end	Andrius Buinovskij	Allocating tasks, back end programming.
Second in command/Back end	Conor McKenna	Taking minutes, writing documentation, back end programming.
Front end	Joseph Fitzpatrick	Programming front end
Front end	Laura Young	Programming front end
Front end	Liam Farrelly	Programming front end
Front end	Jerico Alcaras	Programming front end

4.2 Staffing char

5 Risk analysis

5.1 Risk analysis

Risk element	Impact (1 to 5)	Likelihood (1 to 5)	Risk factor (I*L)
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5.2 Risk mitigation

6 Project Controls

6.1 Scope

6.2 Quality

6.3 Schedule

7 Communications