# PRJ566 – Winter 2019

# PRJ566 – Group No: 05

# Name of Project: “mindSpark”

# Project Leader: YoungMin Ko

**Last updated: Jan 28, 2018**

**Group Members:**

1. **Youngmin Ko**
2. **Gia Tuong Tran**
3. **Pratik Panchani**
4. **Arnav Bansal**

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**1.01 Document Authors**

1. Youngmin Ko
2. Gia Tuong Tran
3. Pratik Panchani
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**1.02** **Revision History**

|  |  |
| --- | --- |
| Week 03 | Started and completed Project Initiation sections:  1.01 – Document Authors  1.02 – Revision History (ongoing)  1.03 – Document Conventions  1.04 – Document Purpose  1.05 – Intended Audience  1.07 – Group Agreement  2.01 – Project Proposal  2.02 – Project detailed Scope & functionality |
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| Week 05 |  |
| Week 06 |  |
| Week 07 |  |
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| Week 09 |  |
| Week 10 |  |
| Week 11 |  |
| Week 12 |  |
| Week 13 |  |
| Final |  |

* 1. **Document Conventions**

Any text highlighted in red indicates an exception or error

Anything highlighted in blue is in-progress

Any text highlighted in yellow is an important point.

Any text *italicized* represents definitions.

* 1. **Document Purpose**

This document provides the informational documentation of specifications, features and functionalities related to “mindSpark” Motivational Web Application. It acts as a detail manual of tools and services involved in building this application. This document also reflects detail descriptions of various stockholders, references and resources involved.

* 1. **Intended Audience**

The intended audience for this application would be those who wants to be motivated, read, rate and share quotes based on their mind state or mood. This application is also targeted to those people who wants to upload their own quotes and ideas. Moreover, public admirers can customize email notifications based upon their preferences.

* 1. **Acronyms & References**
  2. **Group Agreement**

# TEAM AGREEMENT

**Group:**

prj566\_191a05(group #5)

**Project Title:**

“mindSpark”

**Project Time Frame:**

27/01/2019 – 17/08/2019

**Group Members:**

Gia Tuong Tran

Pratik Panchani

Youngmin Ko

Arnav Bansal

**Group Leadership:**

Youngmin Ko

**Team Functions:**

* *We will share the information through Discord, Email and Google Drive*
* **Youngmin Ko**: Group Leader, take charge of presentation, providing fundamental ideas of app. Manage team work environment.
* **Pratik Panchani**: In charge for content collection, research and database for the application.
* **Gia Tuong Tran**: In charge of creating website and programming
* **Arnav Bansal**: Developer for the main application system and AI.

**Group Meetings:**

* Every Thursday at 5pm in Library

**Group Problems:**

* We have various emergency contact network and installed discord app on each team member’s phone. We verified that we can communicate in real time. We encourage each team members to not fall behind. We will assign team members on each one’s best field.

**Team Commitment**

**The undersigned members agree to work together on the project until the end of the PRJ666 next Semester. They recognize that as a team and individually they are responsible for the quality of all deliverables.**

**Name Date**

**Gia Tuong Tran 27/01/2019**

**Youngmin Ko 27/01/2019**

**Pratik Panchani 27/01/2019**

**Arnav Bansal 27/01/2019**

* 1. **Project Proposal**

Team #: 05

Team Members:

* Gia Tuong Tran
* Pratik Panchani
* Young Min Ko
* Arnav Bansal

**Brief description of system you are proposing. Please include your research reference (contacts, etc.):**

*“mindSpark” is an app that encourages people through quotes and messages. It helps people who are having tough time with emotional problem. It also lets you upload your own quotes which can be shared to help other people.*

**Please explain why you feel there is a need or market for this system.**

Mental illness is very common in modern society. It’s far more common than we know. In times past, the technology evolved without research with humanities. However, now many people acknowledge that technology should be evolved with humanities. Now people know how important humanity is and how to use technology to improve humanity. We, as developers will use technology(program) to care humanity (people’s mind). The app will provide virtual space that people take care of each other.

**Please describe the system in more detail. Choose the functions that you feel are most important and describe how they will work. Give each function a title and briefly explain its responsibility in a few sentences.**

Every user will have their own account. They can set their state through setting like “happiness”, “depression”, “satisfactory” and “normal” and from that “mindSpark” will daily send them the quote. Also, they can upload their own quote and share it with everybody else.

Functionalities:

Receiving periodic quote and sending feedback to update user’s emotional state

After setting up user’s current mood, they can receive periodic quote message. When user receives quote, the app asks user feedback: how helpful is this quote, is state of mind changed or report as an inappropriate quote. The user feedback will be applied to the ‘quote sending logic’ which means, the user feedback will the change of the result of what user will receive in future.

Upload quote

Users can upload their own quote to “mindSpark”. The quote will be filtered by the program (if the quote contains some expletive) and confirmation by the administrator to be able to upload.

Quote Rating

When the user uploads a quote. Everyone can rate that quote from the scale from 1 to 5 star. If the quote has good rate, it will be recommended to people more often. If the user has many good rated quotes, he/she will receive an award. If it receives bad reviews or reported, it might be deleted.

**Please walk through a typical usage of your system (a scenario). For example, selecting and selling an item; creating an appointment, setting up a sports team.**

Create an account:

When the users use the application, “mindSpark” will require users to create an account with name, age, email and current emotion. The application will show some default choices for the emotion like “normal”, “weariness” and “happiness”. Users can choose from that or they can type in what mood are they in now. After that, users can set up reminder schedule. The default option is 8 am everyday but it can be customized (including turn off).

Receiving quote:

After the basic setup, now user can receive quote reminder. When user receives quote, the app asks user feedback: how helpful is this quote, is state of mind changed or report as an inappropriate quote. The user feedback will be applied to the ‘quote sending logic’ which means, the user feedback will the change of the result of what user will receive in future.

Updating user emotion:

The app asks user emotion and state of mind daily. However, app will never ask user a subjective question. The user will not ‘type’ to answer but do some simple gesture such as click or slide.

Upload quote:

You not only receive quote daily, but you can also write your own quote and share it with everyone. You can view other people’s quote and rate it too. The uploaded quote is filtered by program and confirm by administrator. Once it’s confirmed, the quote will be upload publicly and people can rate it. If it receive bad reviews or reports, the quote might be removed

* 1. **Project detailed Scope & functionality**

We will develop a web app called “mindSpark” that encourage people who are having tough time with emotional problem. It also lets users upload their own quotes which can be shared to help other people. The main purpose is support people’s healthy state of mind so help people to get over emotional issue.

In our application, we will have the functions and features listed below:

**Main Page**

* Showing famous quotes and high rated user generated quotes
* Link for Sign up and sign in

**Sign up page**

* User sets up own account (it’s mandatory). Put name, age, email, and current emotion and state of mind.
* Before setting up the emotion and state of mind, the app shows the user what kinds of option do they have such as ‘normal’, ‘weariness’, ‘depression’, ‘tedious’, ‘panic disorder’, ‘wimpishness’, ‘happiness’, ‘satisfactory’ and etc.
* User will pick one or more state of mind. After that, user will set up the reminder schedule. The default option is once a day 8 a.m. morning but it can be customized (including turn off option).

Form elements:

* Username (textbox) – the user can input alphanumeric characters. (Maximum 25 characters)
* Password (textbox) – the user can input alphanumeric characters. (Maximum 25 characters)
* Email (textbox) – the user can input alphanumeric characters and check if it is a valid email format
* Date of birth (select list) – the user can select their date of birth
* State of mind (select list) – the user can select from a list of states of mind. (Maximum 7 item)
* Preferred alert time (select list) – the user can select preferred quote alert time. (Minimum 0 and Maximum 5)
* Sign-up button – User clicks this to submit sign up form. The system will check all the required fields are filled out, query the database to see if the username already exists and will display an error message to try other username. Otherwise, it will submit the request and display a welcome message.

**Main page**

* Display users’ favorite quotes. It can be existing quote and high rated user generated quote as well.
* Users can rate or report each quote.
  + Rate affect exposure rate of the quote.
  + Report is for inappropriate quote.

**Email**

* User will receive quote based on their state of mind. User will receive quote that is already exist only or additional user generated quote.
* User can rate, give feedback or report each quote.
  + Rate affect exposure rate of the quote.
  + Feedback is information that will change user’s current state of mind.
  + Report is for inappropriate quote.

Form elements:

* Feedback (select list) – the user can select their feedback. Positive, neutral and negative.

**Author page (for user generated quote)**

* User will write own ‘user-generated-quote’ and let it be published.

Form elements:

* User generated quote (textbox) – the user can input alphanumeric characters. (Maximum 350 characters)
* Submission button – User clicks this to submit user generated quote. The system will check if there is inappropriate word. If there is, submission button won’t be activated. Otherwise, it will submit the user generated quote and display thank you message and informed that the user generated quote will be screened by admin.