

ASSIGNMENT 1
COSC2625 BUILDING IT SYSTEMS 2018
TBD

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Project Name

CookIT

Group Members

Ricky Winata - s3699475

My major is IT and I have a wide interest about IT in general. I am interested about the interaction of users with technology in their daily lives. Some of my strong points that I could bring into this project are organization skill and team management. In contrast, some of my weaker points are my programming skill which is not enough to create an app and anything that requires drawing or creating art in general. The roles that I expect to be doing in the project include project management making sure everything goes smoothly and perhaps making some prototype.

Monique Leong - s3722811

My interest in IT has been influenced by my parents who both work in IT, I have always been interested in new technologies and devices and have enjoyed troubleshooting. My main passions include web design, social media and digital marketing. My strengths that will be useful in this project are organisational skills, good communication, design and some UX knowledge. However, my weaknesses include time management as I usually leave things until the last minute to complete, as well as my lack of programming skills. For this project I expect to work on design and UX as well help with coding.

Jake Pandos- s3719022

The interest i have for IT starts from a young age with ever developing technology and being fascinated from what has been accomplished. This led me to pursue and hopefully be astonished of what i can create or change one day. The main area of IT i am most interested and excited about is the security aspect and also design areas.

Protecting and encryption of devices has always been my strong point and i love to work on those things. With designing, i have always enjoyed the planning process and creating many prototypes and testing things before getting to the finished product. Creating websites and UX designing is my strong point.

My weaker points in terms of the project needs will honestly be time management, in my past experiences i've always worked under pressure and i know this team will benefit better from me if i manage my time and don't leave things to last minute.

I expect to be of help with organising the aesthetic of things and that each task is completed, also helping with some coding. I would be most of help when using HTML making websites etc

Kasun Gehan Dalugama - s3653679

Information technology is a progressive and constantly changing industry, promising a wide range of opportunities. When I was young I always loved to working with computers so I did Information technology as a subject for my Advance Level and I did a certificate course about Information technology in my home country. My skill is web developing and I think I am good at developing and also designing websites with HTML and CSS. I am not a expert in PHP and Javascript. But I like to learn them furthermore. I think my weak points are communicating and time management. I know both of these are very important when you are working with a group. So I am doing my best for this project to be successful without making any mistakes. According to this project I think I can help to develop the website version with HTML and also I am willing to finish my parts in the documentation.

Yousef Fares - s3724131

My interest in IT started at a very young age, as I grew up in the age of booming technology all around me. It started out with gaming on a computer as a kid, and then to

where I am now, doing my bachelors hoping I can make living of my passion in the next few years. My weakest point is programming in general, as I tend to lean towards the design aspect of a product. Which is what I expect doing during this semester in this course. However, expanding my knowledge in programming and learning new languages is not an issue as I look forward to further my knowledge in programming.

Saad Jaber - s3690439

My interest in IT stemmed from one of my Pre-U subjects that i took in ICT. The tutor of that subject noticed my love for problem solving and unique way of looking at how things should work. I am good at programming and understanding how a program should function to perform the tasks required. I would love to experience designing and visual/graphics design too to enrich my experience with programs and developing. My weak point would be the fact that i am not used to working in groups and if i do i tend to shut in and perform what was asked of me and nothing more. I will take on more roles in this project to combat that aspect of myself. I expect to handle the designing/programming aspects with my limited knowledge and help the team with whatever is required.

Project Description

The aim of this project is to provide a service to our users to provide food recipes depending on the food ingredients that the users have or willing to buy. Users will be able to access the service through desktop website, with mobile website and mobile application being possible additional platform

Users will be able to add their own recipe, which will be reviewed by the staff and then added into the recipe list. Users will be also given the ability to rate the recipes to provide feedback and allow other users to find the more popular recipes more easily.

The service will also include dietary restriction filter in mind to ensure that every user will be able to use the service to its utmost potential.

Motivation

We're all university students whom are young and are on budget, some of us even live alone or with roommates. So, we definitely do not have the money nor the ingredients to cook whatever we desire. Having to eat that same favourite ramen everyday sure gets boring after a while.

However, what if you could have in insert all the ingredients you actually have and get to eat a different dish everyday. Sure does sound like a dream come true for us people on budget.

Demonstrable Outcomes

Minimum Viable Features

1. Inputting ingredients to find meals you can prepare with the ingredients is one the key features of our program.
 2. The validation test would be done by trying to input ingredients in the search form ,and executing, and the results should show relevant meals that can be made with ingredients on the list
-
1. Adding your own recipe (reviewed by staff) to grow the community of our users and getting them to create new ways they can enjoy their favourite dishes.
 2. A "submit recipe" button will be made available that would allow users to submit their own recipes for review by the team before made public on the App.
-
1. Filter according to Dietary requirement
 2. A "Filter by" section will be available on the results page that will allow users to filter the results based on their dietary requirements. To test we can toggle one of the options and see if it removes all the results not relevant to the option

-
1. Filter for appliances availability
 2. The previously mentioned “filter by” section will be subdivided to include a section for appliances available. It will be tested by toggling off the option for the appliance that you don’t possess. Removing all result meals that require said appliance to be removed from the list of results.
-
1. Ability to Favourite recipes
 2. Favoriting recipes should save the recipes picked by the user for easier access. Tested through Accessing the App and finding the “favourites” tab that should contain all favourited meals sorted newest to oldest.
-
1. Filtering specific types of food to allow users the flexibility to choose the cuisine they would like to explore and develop their taste buds for.
 2. The “Filter by” menu would contain all the different types of cuisines from around. Selecting one will list all the meals that fall under that cuisine.

Extended Features

1. Allowing users to rate recipes is one the extended features we aim to offer our users.
 2. Rating should affect the viewability of a recipe to be tested by creating a test meal with a bad rating and see if it pops up first on the results.
-
1. app suggests ingredients to buy for an upgraded meal
 2. Some of the results would be colour coded to indicate that they require a minimum addition to the ingredients list to be a viable option.

-
1. Timer feature in app for cooking purposes
 2. For the meals that require cooking, baking, roasting..etc. We give the users the chance to engage with an in-App timer that should help them prepare the meal.

Project Justification

Justified workload

1st week - We took the first week for grouping and researching to find out a good project idea. Approximately took 5 hours for each member.

2nd week - This week we decided our project and pre planned the project requirements. Approximately took 5 hours for each member.

3rd week - This week we divided the documentation between the group members and we did a mental prototyping session for find out core features and extended features of the suggested app. Approximately took 5 hours for each member.

4th week - This week we finalised our individual work and filled information in the project proposal. Took more than 5 hours for each member.

5th week - We will have to make low fidelity mockups and application structure on this week. Every member will have to take more than 5 hours individually for this.

6th week - We have to start making high fidelity prototype and coding for the app and the website. At least two members must have to spend more than 5 hours individually.

7th week - we need to analyse the low fidelity mockups and have to release the alpha version of the application with basic functionality. At least two members must have to spend more than 5 hours individually.

8th week - Need to and release the beta version.

Every member must have to spend more than 5 hours individually.

9th week to 12th week - Need to finalise the application coding and release the version 1.0 every member need to spend more than 5 hours individually.

Beyond current capabilities

This IT project helps us to develop our current capabilities and skills. All of our group members are at least coming from a basic IT background. Some members are quite comfortable with programming languages such as HTML PHP and Javascript. Other members had basic knowledge of UI designing and web developing. After we finish this project, I think we all can extend our communication skills because of the group communication we are having with online communication tools and group meet ups.

Problem solving is another skill we are going to develop because of this project. Making a new mobile applications is actually a huge task for students like us. Because we all have limited knowledge and experience about programming languages. But i think this project is a good opportunity for us to extend our programming skill.

Time management is a valuable skill everybody need for projects. According to our project we need to do our work with in pre created time frame. So I think that skill will be sharpened.

Risks

Risk - Internal Server breakdowns and server errors

Example - HTTP status code 500. The 500 error code is a generic message that appears when something unexpected happened on the web server and the server can't offer more specific information.

Mitigation - Utilize Cloud Managed Services. Cloud hosting is the best option for high traffic sites or those susceptible to major traffic spikes, as resources are easily scalable. Cloud backup services can also help in disaster recovery in the event of server downtime.

Risk - User interface, User experience problems

Example - Non-Standard GUI Controls. We often see text and headlines that look like links (by being coloured or underlined, for example) but aren't clickable. When users click these look-alikes and nothing happens, they think the site is broken.

Mitigation - Usability testing is the best method to get rid from users complains about UI and UX. We can get information from the test about how the users using the system or the product and then we can re develop the product according to their experiences.

Risk - Time management problems to finish the project.

Example - All the group members are not experts in programming and coding. So the developing part will need more time to finish. But we need to following the time frame to finish the project on time.

Mitigation - I think the solution for this matter is we all need to focus on this project quite well and we have to increase our individual working time on this.

Risk - Privacy of data breaches and Hackers

Example - Malicious software can interrupt and exploit many types of computer systems, these also include websites. Hackers/fishers etc might attempt to manipulate users identities and or see their information. This can include names, addresses emails and even their password on the website.

Mitigation - Proper Encryption of servers must be implemented to ensure these types of risks are minimised. Adding to this, when users make accounts “smart passwords” will be a requirement that includes many types of characters in order to have a safe password protection. By having different types of characters allows for hackers and other malicious software to fail and/or slow down dramatically as the passwords are a lot more intensive and have many more combinations

“How”

Resources & Tools

The main content of our service will be recipes and ingredients lists, while recipes can be added by users we will use websites such as Taste (<https://www.taste.com.au/>), Delicious (<https://www.delicious.com.au/recipes/collections>), Allrecipes (<http://allrecipes.com.au/>) to find recipes for inspiration that we can categorise by ingredient, dietary requirement and cuisine to be accessed by the user. For the second phase of the project which will include prototyping and designing the website, we will use websites including inVision (<https://www.invisionapp.com/>) and Proto.io (<https://proto.io/>) which will allow us to test our designs and features as well as the UX of our website. For the final phase of our project, coding the actual website we will be using languages HTML, CSS, Javascript, SQL and PHP. In order to become more familiar with these languages resources that will be used include W3Schools

(<https://www.w3schools.com/>) which offers tutorials and references related to HTML, CSS, JavaScript, PHP and SQL.

Collaborative Workspaces

A Trello board will be used to keep track of each group member's tasks they need to complete, what they are currently doing and what they have completed. To collaborate our work for the project we will be using a Google Drive folder and Google Docs to bring each member's contribution to one location, allowing all members to have access to view and edit everyone's work. A GitHub repository will also be used as a collaborative workspace which will be useful when we begin coding and prototyping our website. We will use the GitHub repository to upload files that can then be downloaded and accessed by all team member, this will make it easier for us to collaborate especially when coding our website.

- Google Drive:
<https://drive.google.com/open?id=1EhYiDG-0aUI-CYHScmVCAQNxfNSakCPJ>
- Trello Board:
<https://trello.com/b/P0qr0zmf/tbdto-be-determined>
- GitHub:
<https://github.com/s3722811/TBD.git>

Communication Expectations

The tools we used included:

- Facebook Messenger
- Trello Group
- Google Doc

Normally we used Facebook messenger and Trello group for sharing our ideas between our group members. I think we communicated almost every day with group members to

organize the workload. We added a sketch to google doc and then we divided our parts between us. Trello Group is a best option for the organizing and sharing ideas among us. The add card feature lets us to add our ideas to the project. Also we all made our own personal card to maintain our individual workload. So it was easy to see everyone the progress of the project. We made a card in trello for the weekly workflow and it helped us to manage our time according to the tasks.

Always we had a action plan for the team members who does not respond to group calls and massages. When we were grouped we exchanged our personal phone numbers to make a strong communication between us. Also we arranged a meetup every week to meet everyone and discuss what to do next.

Decision-making Processes

Our project idea was decided on through brainstorming and combining contributed ideas to come up with our ingredient based recipe service. Majority of our decisions are made through group discussions however, we have also made decisions based on voting. Making use of our trello board, to decide on core and extended features all team members added their ideas for different features to the board to then vote which ones we incorporate in the final website. We did this by creating a card on our Trello board named “features”, our members then would write down any idea they had and since Trello has a voting system; it was easy to determine what features we did want in and what was more of gimmick. Members We also had our names labeled to whatever feature you had written, the result was a bit of competitiveness in who would come up with the better ideas. This process allowed for everyone’s ideas to be contributed and ensured all group members opinions were incorporated.

“When”

Project Timetable

Title	Planned Start	Planned Due	Lead by
Week 3			
Creating proposal of the project https://trello.com/c/VmS18Gqc/95-creating-proposal-of-the-project	01/08	12/08	All Members
Week 4			
Research of project usability & creating low-fidelity mockup prototype https://trello.com/c/JEdpz5Pk/96-research-of-project-usability-creating-low-fidelity-mockup-prototype	06/08	12/08	All Members
Week 5			
Learning the necessary programming languages required for the project https://trello.com/c/rZy4J8wE/97-learning-the-necessary-programming-languages-required-for-the-project	06/08	12/08	All Members

Week 6			
Review & revision of the low-fidelity mockup https://trello.com/c/SP7n6AVZ/98-review-revision-of-the-low-fidelity-mockup	13/08	19/08	All Members
Week 7			
Creating high-fidelity mockup prototype https://trello.com/c/yiPP1CCs/99-creating-high-fidelity-mockup-prototype	20/08	26/08	All Members
Week 8			
Revision of high-fidelity mockup prototype https://trello.com/c/8Gkli8uR/100-revision-of-high-fidelity-mockup-prototype	27/08	02/09	All Members
Week 9			
Creating alpha version of product with basic functionality https://trello.com/c/134o04AW/101-creating-alpha-version-of-product-with-basic-functionality	04/09	09/09	All Members

Week 10			
Creating beta version of product https://trello.com/c/agU20RRV/102-creating-beta-version-of-product	10/09	16/09	All Members
Week 11			
Revision of beta product https://trello.com/c/5LJ07ZY4/103-revision-of-beta-product	17/09	23/09	All Members
Week 12			
Launching the revision 1.0 of product https://trello.com/c/33EeUNi3/104-launching-the-revision-10-of-product	24/09	02/10	All Members