Assignment 1

COSC2625 Building IT Systems 2018

TBD

**1. Group Members**

1. **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.

2. **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 interests in IT include web design, social media and digital marketing. My strengths that will be useful in this project include organisational skills, good communication, design and UX. 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.

3. **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

4. **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.

5. **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.

6. **[Full Name]** [Student Number]

[Background and Passion in IT]

[What are you good at/interested in?]

[What are your weaker points in the context of the project needs]

[What role do you expect to be performing in the project]

**2. 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.

**3. 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.

**4. Demonstrable Outcomes**

**Minimum Viable Features**

1. [Description of Feature]

2. [Description of validation test ]

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2. [Description of validation test ]

1. [Description of Feature]

2. [Description of validation test ]

1. [Description of Feature]

2. [Description of validation test ]

1. [Description of Feature]

2. [Description of validation test ]

1. [Description of Feature]

2. [Description of validation test ]

**Extended Features**

1. [Description of Feature]

2. [Description of validation test ]

1. [Description of Feature]

2. [Description of validation test ]

1. [Description of Feature]

2. [Description of validation test ]

1. [Description of Feature]

2. [Description of validation test ]

**5. 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 -

5th week -

6th week -

7th week -

8th week -

**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.

**6. 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 colored 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 informations 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.

**7. How**

## 7.1. Resources & Tools

The main content of our service will be recipes and ingredients, websites such as Taste (<https://www.taste.com.au/>), Delicious (<https://www.delicious.com.au/recipes/collections>), Allrecipes (<http://allrecipes.com.au/>) will be used to find recipes that we can categorise by ingredient, dietary requirement and cuisine. 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. 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.

## 7.2. Collaborative Workspaces

A Trello board will be used to keep track of each group member’s tasks they need to comeple, 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 members 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.

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

## 7.3. Communication Expectations

Tools used for communication -

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

## 7.4. 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.

**8. When**

Project Timetable

|  |  |  |  |
| --- | --- | --- | --- |
| **Title** | **Planned Start** | **Planned Due** | **Lead by** |
| Week 3 | | | |
| Creating proposal of the project | [30/8] | [12/9] | All members |
| Week 4 | | | |
| Research of project usability & creating low-fidelity mockup prototype |  |  |  |
| Learning the necessary programming languages required for the project |  |  |  |
| Week X | | | |
| Review & revision of the low-fidelity mockup |  |  |  |
| Creating high-fidelity mockup prototype |  |  |  |
| Revision of high-fidelity mockup prototype |  |  |  |
| Creating alpha version of product with basic functionality |  |  |  |
| Creating beta version of product |  |  |  |
| Revision of beta product |  |  |  |
| Launching the revision 1.0 of product |  |  |  |