

Scheduling Application

Senior Design Team Contract

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Intent

The following contract was written and agreed upon by Bradley Zust, Joseph Engle, Maximiliano De Santiago Galan, James L Alexander, and Guy-David Ngondo. The contract provides expectations, objectives, and results for developing the Scheduling Application.

The contract is effective for all team members participating in IT 5001/5002 through the 2022-2023 academic year.

**Senior Design Team Contract
2022-2023**

Project Name: Scheduling Application

Project Summary:

A web application designed for students to automatically generate a weekly schedule for scheduling study time and homework.

Problem Statement:

Many students today find it difficult to find time to study and meet with groups at a time that is reasonable for everyone each week.

Solution:

Our solution to the problem statement is to design and create a web application that will automate the process and make it easy to find time to study personally, meet up and work with a group, and many more things that are not limited to education. This app will schedule out optimal times for a user to work on any of these things based off what they input for their personal day-to-day schedule.

Contact Information:

Team Member	Degree + Track Track N/A for BSCyber	Email	Phone Number
James L Alexander	BSIT – Business Admin/Networking	Alexa2je@mail.uc.edu	937-673-7829
Bradley Zust	BSIT – Cyber Security	Zustbf@mail.uc.edu	513-503-2970
Maximiliano De Santiago Galan	BSIT – Software Development	Desantmo@mail.uc.edu	513-550-2416
Guy-David Ngondo	BSIT- Networking System	Ngondogm@mail.uc.edu	517-5941253
Joseph Engle	BSIT- Networking System	englejc@mail.uc.edu	513-419-9141

Project Source:

We came up with our project idea after a week of brainstorming and were inspired by our personal experiences with having to deal with scheduling time each week to study and meet with groups for multiple classes.

Project Objectives/Goals:

We hope to create a web application that makes scheduling (mainly targeted at college students) a lot easier. The scheduling application will have many features with some being core objectives for our solution. These goals include the ability to enter your classes and credit hours to automatically schedule the best study times. The app will also allow users to share and compare schedules to automatically create the best times for group work. The last major feature for our application is the option to compare multiple generated schedules to decide which solution works best.

Team Members and Responsibilities:

This section details each member's role, their technical title for the project, and the scope of their responsibilities.

Lead Developer: Maximiliano De Santiago Galan

- Responsible for requirements applications of Operating Systems
- Responsible for setup and creation of application programming interfaces

Backend Developer: Joseph Engle

- Responsible for setup and maintenance of server environment
- Responsible for designing the application technology
- Will assist with web development where it is needed

Designer: Guy-David Ngondo

- Responsible for the style and aesthetics of the application
- Responsible for the look of the app... color/design/buttons etc.

Marketing Manager/Cybersecurity Head: Bradley Zust

- Launch the application
- Creating useful strategies, making the application useful
- Responsible for knowledge of applications development
- Selling the idea!
- Ensure the application is secure
- Addition web development assistance if needed

Project Manager: James L Alexander

- Responsible for holding the team together
- Identifying teammates' capabilities
- Responsible for optimizing time
- Creating a product which best serves the client and company

Project Scope:

Our team will develop a functional application that allows the user to solve the problem of trying to find time to study and meet with other students. by utilizing the following features and functionality:

MVP	Nice to have	Wishlist
Web Application base	Generate multiple schedules	Develop a mobile app version
Users can input their classes, class times, and credit hours	Canvas integration	End-user support
Automatically generate schedules based on user input	Can input a file with all the times in a CSV or similar format	Users chat system
Ability to encrypt sensitive information held in our servers for security compliance	Ability to export the schedule into another format (PDF, CSV, as examples)	
Ability for the user to block off specific times for work sleep, or any other reason	Ability for the user to create recurring events (that are automatically repeated)	
Availability: users should be able to access it 24/7	2-factor-authentication for accounts	
Ability to share the generated schedule with others through the app		
User Accounts		

Quick Project Timeline:

Our project will have multiple stages, or tasks, during the time for each task, every group member will participate given their role.

Task #	Task Name	Duration	Start Date	End Date
1	Web Development	30 – 60 days	Sep '22	Nov '22
2	Backend/Server Development	60 days	Nov '22	Jan '23
3	Web Design	30 – 45 days	Sep '22	Nov '22
4	Marketing and Communication	120 days	Sep '22	Feb '23

5	Project Management	6 months	Sep '22	Apr '23
6	Testing	30 days (spread out, at end of each stage)	Nov '22	Apr '23
7	Cybersecurity (planning, design, auditing)	6 months	Sep '22	Apr '23

Technologies Used:

Canvas LMS API

Languages: Javascript and HTML/CSS

Amazon Web Services: AWS will be used to host and maintain a database and store data for the application.

Ethical Considerations:

Many users will not want their schedules freely available to everyone else using the application. So, no schedule should ever be available or shown to other users without the schedule's creator giving express permission. In addition, the application will not ask for any personal information other than what is required to create a schedule automatically.

Team Rules:

Use this section to highlight the collective values of the team members.

Examples:

1. Plagiarism will not be tolerated. Any team member that plagiarizes will be subject to university policies and a team meeting will be called.
2. Each team member will stay current on their tasks to ensure the project milestones are being met. If an event conflicts that will affect the completion of a deliverable, the team member will notify the other team members at least 24 hours in advance of the scheduled due date.
3. If a group member is absent on class days or for an extended period of time, they will notify the other team members and the instructors.
4. All team members are required to attend all scheduled meetings and provide updates to the acting project manager during the meeting. If a team member cannot make a scheduled meeting, they must notify all team members at least 4 hours in advance and provide an update via messenger or email.
5. All team members will review the oral presentation and final report.
6. All team members will respect the opinions and ideas of each team member, other students, and faculty.

7. Communication: Each member will actively listen to the other members and then give useful non-judgmental comments. Members accept responsibility for communicating their ideas, opinions, concerns, and so forth.
8. Participation: Members of the team must contribute to the best of their abilities. Members must take the initiative to participate in group duties, particularly in areas where they may excel. Those with more skill may be required to guide, coach, or critique those who are struggling. Those who are having difficulty should express their needs for clarification or support.
9. Members must be willing to compromise and know that it is sometimes preferable to give in than to be "correct." Members must be able to distinguish between their personal demands and those of the group, placing the needs of the team ahead of their own.
10. Members organize the team. This, in turn, adds to a member knowing his or her obligations, ensuring that things get done, and that there is no repetition in accomplishing tasks.
11. Members must be accountable for their responsibilities and complete the job that has been agreed upon. Everyone needs to know that they can rely on their team members in completing assigned tasks/preparation work so that the team may proceed toward its goal.
12. All members, both in-person and online, are responsible for joining the weekly meeting, either in-person or online through teams.

Team Signatures:

Signature: **Maximiliano De Santiago Galan**
Date: 9/5/2022
Lead Developer


Signature: **Joseph Engle**
Date: 9/5/2022
Backend Developer

Signature: **Guy-David Ngondo**
Date: 9/5/2022
Designer

Signature: **Bradley Zust**
Date: 9/5/2022
Marketing Manager

Signature: **James L Alexander**
Date: 9/5/2022
Project Manager

Project Advisor Signature:

Signature: 

Date: 09/19/2022

First Last
Title

References