**Milestone 1: Capstone Project Proposal**

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Grand Canyon University

Course Number: CST-451-O500

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## **Capstone Project Proposal**

Retain this document throughout the development of the project. This form should be submitted as needed for instructor feedback.

**General Information**

Project name: Christian Crush

Author: Noah Funderburgh

Project organization: N/A

Project manager: Noah Funderburgh

Date project proposal form is submitted: 6/23/2024

**Project Overview and Project Objectives**

**State the Problem**

The Christian Crush project is being undertaken to address the unique needs of the Christian community in the online dating landscape. In today's digital age, many people turn to online platforms to find meaningful relationships. However, most popular dating apps do not cater specifically to the values and beliefs held by Christians. This project aims to fill that gap by providing a platform where Christian singles can connect with others who share their faith and values.

**Background**

Christian Crush is being undertaken to provide a dedicated platform for Christian singles seeking meaningful relationships grounded in shared faith and values. Unlike mainstream dating apps, Christian Crush emphasizes spiritual compatibility, creating a respectful and secure online community where users can confidently seek partners who share their commitment to Christian teachings and lifestyle. By embedding a Christian worldview into the app, Christian Crush aims to foster connections that honor faith, promote moral values, and support the building of Christ-centered relationships.

**Project Objectives**

1. Feature Completion: Successfully implement all planned features, including user registration, profile creation, matchmaking, and messaging.
2. Functionality and Usability: Ensure the app functions smoothly without bugs and provides a user-friendly interface that meets the initial design goals.
3. Security Measures: Implement robust security features to protect user data and ensure privacy, even for personal use.

**Challenges**

1. **Time Management**: Adhere to the project timeline, ensuring all milestones are met within the planned schedule.
2. Integration of Third-Party Services: Successfully integrate any third-party service like requiring the user to login with a Gmail account.
3. User Interface Design: Create a user-friendly interface that is easy to understand and provides a positive user experience.

**Benefits and Opportunities**

The Christian Crush program presents several compelling benefits and opportunities for Christian singles. By providing a platform centered on faith-based compatibility, it offers individuals the opportunity to connect with like-minded partners who share similar beliefs and values. This focus on faith not only facilitates more meaningful relationships but also fosters a supportive community where members can engage in discussions and activities that strengthen their spiritual journey together. Moreover, the program promotes a safe and respectful environment, encouraging users to prioritize shared faith as a foundation for building long-lasting relationships. Ultimately, Christian Crush aims to empower singles to find companionship within a community that values and celebrates their Christian faith.

**Project Scope**

1. Give a clear, concise statement that states the scope of the project.

The scope of the Christian Crush project is to develop a fully functional, user-friendly dating application for Christian singles, designed as a personal project to demonstrate and enhance proficiency in app development. The application will include features such as user registration, profile creation, matchmaking, and messaging. The project will emphasize the integration of a Christian worldview, ensuring that the platform supports faith-based connections and interactions. The development process will also focus on achieving high standards of usability, performance, and scalability, despite not being intended for public release.

1. Use the template to list all known stakeholders and contacts, if applicable, including self (for some projects self may be the only name listed)

|  |  |  |
| --- | --- | --- |
| Stakeholder Name | Role(s) | Responsibilities |
| Noah Funderburgh | Project Owner and Lead Developer | Managing the project, software development, UI/UX design, database admin, security implementation and documentation. |

1. List the work breakdown required to satisfy the project objectives. Identify teams and other resources that may be required to successfully complete the project.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Work Breakdown Structure | | | | | | | | | | |
| ID | Task | Dependencies | Status | Effort Hours | Cost | Start Date | Planned Completion | Estimate to Completion | Actual Completion | Resource |
| 1.1 | Create project overview and objectives | None | Planned | 0.5 | $0 | 6/22/24 | 6/23/24 | 0 | 6/22/24 | Project Owner and Manager |
| 1.2 | Create scope | 1.1 | Planned | 1 | $0 | 6/22/24 | 6/23/24 | 0 | 6/22/24 | Project Owner and Manager |
| 1.3 | Project completion | 1.2 | Planned | 0.5 | $0 | 6/22/24 | 6/23/24 | 0 | 6/22/24 | Project Owner and Manager |
| 1.4 | Project controls | 1.3 | Planned | 0.5 | $0 | 6/23/24 | 6/23/24 | 0 | 6/23/24 | Project Owner and Manager |
| 1.5 | Cost Estimate | 1.4 | Planned | 0.5 | $0 | 6/23/24 | 6/23/24 | 0 | 6/23/24 | Project Manager |
| 1.6 | Issue Log | 1.5 | Planned | 0.5 | $0 | 6/23/24 | 6/23/24 | 0 | 6/23/24 | Project Manager |
| 2.1 | Use cases/stories | 1.6 | Planned | 0.5 | $0 | N/A | 6/30/24 | 0.5 | N/A | Project Manager |
| 2.2 | System design | 2.1 | Planned | 1 | $0 | N/A | 6/30/24 | 1 | N/A | Lead Developer |
| 2.3 | Technical Requirements | 2.1 | Planned | 0.5 | $0 | N/A | 6/30/24 | 0.5 | N/A | Lead Developer |
| 2.4 | Logical Model | 2.1 | Planned | 0.5 | $0 | N/A | 6/30/24 | 0.5 | N/A | Lead Developer |
| 2.5 | Wireframes | 2.2 | Planned | 1 | $0 | N/A | 6/30/24 | 1 | N/A | UI/UX Designer |
| 2.6 | Security | 2.3 | Planned | 0.5 | $0 | N/A | 6/30/24 | 0.5 | N/A | Lead Developer |

**Project Completion**

1. Describe what measures will be used to calculate project success.

Measuring the success of a project depends on the goals you have for your project. For some it might be customer satisfaction and for others it might be stakeholder feedback. Since this is a personal project that may or may not be realized to the public, I will measure the success of the project based on achieving my personal goals. For me, success means reaching milestones I've set for myself, whether they relate to career achievements, personal growth, or specific projects. It's about fulfilling my own expectations and striving towards the outcomes I've envisioned.

1. Use the template to list the project completion criteria.

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| Project Completion Criteria |
| 1 - Functional Requirements - All planned features are implemented and function correctly |
| 2 - User Interface - The UI is appealing and enhances the user experience |
| 3 - Performance – The application performs well with minimal load times and responsive user interactions. |
| 4 - Project Timeline – The project is completed within the given timeline. |
| 5 - Testing and Quality Assurance – Comprehensive testing is done to identify bugs and help resolve issues |

1. Use the template to list the project assumptions and constraints, if applicable. An assumption is an educated guess that a likely condition or circumstance is presumed to be true. A constraint is a limiting condition or circumstance that defines the project boundaries. Assumptions allow the project to succeed. Constraints restrict or limit the project execution.

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| --- | --- | --- | --- | --- | --- |
| Assumptions and Constraints | | | | | |
| ID | Description | Comments | Type | Status | Date Entered |
| 1 | Users will have access to reliable internet connection | Assumes users need stable internet to access and use the app effectively | Assumption | Active | 6/23/24 |
| 2 | The app will be compatible with modern web browsers | Ensures the app functions on commonly used platforms like Chrome, Firefox, and edge | Assumption | Active | 6/23/24 |
| 3 | Users will upload images in standard formats (JPEG, PNG) | Assumes standard image formats to ensure compatibility and ease of handling | Assumption | Active | 6/23/24 |
| 4 | Development must be completed by end of 8/11/2024 | Limits the duration of the project for timely delivery | Constraint | Active | 6/23/24 |
| 5 | Only one developer working on the project | Limits the manpower affecting task timelines | Constraint | Active | 6/23/24 |

**Project Controls**

1. Use the template to define the risk and list the steps to prevent the risk from occurring or the steps to minimize the chances of it happening. The contingency plan describes alternative solutions to reduce the impact of the risk. An example of a contingency plan is to provide the customer a temporary web server if there are delays in delivery/completion.

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| --- | --- | --- | --- | --- |
| Risk Management | | | | |
| **Event Risk** | **Risk Probability** | **Risk Impact** | **Risk Mitigation** | **Contingency Plan** |
| **(high, medium, low)** |
| What is the risk? | What is the probability? | What is the impact if the risk occurs? | What can be done to minimize the risk? | What can be done to minimize the impact of the risk? |
| Technical issues with third-party API integration | Medium | High | Conduct thorough testing of API integration before deployment | Have alternative APIs identified and ready for quick integration if needed |
| Health or personal issues affecting project continuity | Low | High | Maintain a balanced work-life schedule and take breaks | Allocate buffer time in the project schedule for unexpected life events |
| Technology or equipment failure | Medium | High | Regularly backup project and use reliable hardware | Have access to alternative devices or repair services if needed |

1. All projects have either anticipated and planned or unexpected changes. Describe any issues in management or change management due to the anticipated and planned or unexpected changes. Use the template to list anticipated and planned or unexpected changes.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Change Control Log | | | | | | | | | |
| **ID** | **Change Description** | **Priority** | **Originator** | **Date Entered** | **Date Assigned** | **Evaluator** | **Status** | **Date of Decision** | **Included in Rev. #** |
| 1 | No changes yet due to initial draft phase | N/A | N/A | 6/23/24 | N/A | N/A | N/A | N/A | N/A |
| 2 |  |  |  |  |  |  |  |  |  |

1. Use the template to describe how the end user is involved in the software development, if applicable. Include relevant information about meetings, reviews, presentations, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Roles and Responsibilities | | | |
| Name | Team | Project Role | Responsibility |
| Noah Funderburgh | End User | User Rep | Provides feedback on user experience and participate in usability testing |
| Noah Funderburgh | Development | Lead Developer | Develop the core application features and integrate external services. |
| Noah Funderburgh | Development | UI/UX Designer | Design user interface and gather information on the user experience. |
| Noah Funderburgh | Project Manager | Project Manager | Oversee the project progress, tasks and schedule project objectives. |
| Noah Funderburgh | Stakeholders | Advisor | Provide strategic advice to ensure the project align with the organization’s goals. |

**Project Schedule**

1. Create a project schedule after all project tasks have been defined and prioritized.
2. Set a programming schedule by implementing work breakdown and task time estimates. Create a timeline with dates for completion of key components of the project.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roles and Responsibilities | | | | |
| Task | Estimated Hours | Hours Left | Start Date | End Date |
| Database | 10 | 10 | 7/1/2024 | N/A |
| Login Page | 10 | 10 | 7/4/2024 | N/A |
| Home Page | 20 | 20 | 7/10/2024 | N/A |
| Side Panel | 5 | 5 | 7/14/2024 | N/A |
| Matches Page | 30 | 30 | 7/20/2024 | N/A |

**Cost Estimate (if applicable)**

1. Create a spreadsheet of costs related to the scope of the project, with all necessary material and elements required to accomplish it effectively, and the allocated resources. Note: If the project being designed will not require any cost calculations, please state that here.

Currently, there are no costs associated with the project design of Christian Crush. As the sole developer, I handle all tasks, eliminating personnel expenses. The project leverages open-source tools and frameworks, which are free to use. Development and testing are conducted on personal hardware, avoiding paid cloud services in the initial phases. Additionally, free-tier offerings from online services, like GitHub for version control, are utilized. At this stage, the project does not require any third-party services that incur additional costs. Future expenses may arise as the project progresses, but for now, it is cost-free.

**Issue Log**

1. Use the template to identify and monitor project issues.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Issues Log | | | | | | | | |
| **ID** | **Issue Description** | **Project Impact** | **Action Plan/Resolution** | **Owner** | **Importance** | **Date Entered** | **Date to Review** | **Date Resolved** |
| 1 | What is the issue? | How will this impact scope, schedule & cost? | How do you intend to deal with this issue? | Who manages this issue? |  |  |  |  |
| 2 | No Current Issues | No impact at this stage | Monitor and update if issues arise | Noah Funderburgh | Medium | 6/23/2024 | 6/26/2024 | N/A |

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| **Overall Instructor Feedback/Comments** |

**Integrated Instructor Feedback into Project Documentation**

Yes  No

**Project Approval**

Instructor <insert name and title>