Proposal for Development of a Journal System

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Software Engineering 300

Team Signatures:

➢ PROJECT DESCRIPTION

Traditionally, paper submissions to journals have been conducted through mail or email. This is time-consuming and inefficient process, because it makes communication between the review committee and the authors unnecessarily complicated. Furthermore, if a submission to a journal is done by mail, it becomes challenging and expensive for the scientific community across the world to contribute. Communicating timelines with stakeholders can be also difficult and time-consuming. In our project, we are developing an electronic system to allow writers to submit their papers to a peer-reviewed software engineering journal. Many publishers and journals now use electronic submission systems to manage their publications. An online submission system saves time, money, and improves communication between authors, reviewers and the journal editors. It makes the process of reviewing and tracking papers more efficient, while making the system readily accessible to stakeholders from all over the world.

Our software has many functionalities tailored to ensure the process of submitting a paper and peer-reviewing is as efficient, cheap and user-friendly as possible. Functionalities include the ability of anyone to register as a writer. Once a writer is registered, they will be able to submit as many papers as they wish. Deadlines for submissions will occur on a quarterly basis. Next, editor will assign papers to qualified reviews after deadline of each quarter. These reviewers will be asked to review the submission and provide feedback with minor or major revision suggestions to the writers in a given deadline set by the editor. The writer will be able to track status of their paper as it is going through the review process and make necessary corrections. A deadline for these corrections will also be provided by the editor. Writers can withdraw their submitted paper at any point in time. They can also submit the same paper, even if it has been rejected previously. Another feature of our system is the ability for a writer to suggest which reviewers they would (or would not) like to assess their paper. Reviewers can too indicate papers they'd like to review from a list of submissions. The final assignment of reviewers is made by the editor, based on these preferences. Editor can view all papers in the journal database, which includes those that have been rejected or accepted.

Our solution is a web-based application that is to implement HTML/CSS, JavaScript, PHP and MySQL. The webpage will have a registration and login pages. Based on the type of user associated with the username (writer, reviewer or editor), a successful login will redirect a user to one of the three interfaces. In the writer interface, the user can create, withdraw and track their submissions. During a new submission, writers can specify their preference for reviewers. Writers can also view comments from reviewers and edit to an existing submission. In the editor interface, an editor will be able to view outstanding submissions as of the last quarterly deadline, assign reviewers, and provide deadlines for reviewers. The editor can make the final decision about a submission after reviewers' feedback. If modification to a paper are needed, the editor can set a deadline for the writer to make corrections. Once a paper has been accepted, a notification will be sent to the writer. In the reviewer interface, a reviewer will be able to see all submissions in the current quarter and select any they would like to review. Once they have been assigned papers by the editor, reviewers will be able to provide feedback and recommendations within a specified deadline set by editor.

Benefits of the software includes creating an automated platform to allow streamlining the journal submission process. Ease of access, usability and accessibility of the software makes it convenient for all types of users. Features deadline enforcement, and direct critiques to writers from reviewers are also enhances communication. Our electronic process will allow faster and will significantly improve handling and management of large number of papers. The software is tailored to meet three categories of users -- writers, reviewers, and editors. Writers will be any users that are interested in submitting their paper to the journal system. These users can submit, withdraw papers, make requested revisions, and keep track of the papers' status. Reviewers can view submitted papers from the current quarter and select papers they wish to review. Reviewers can also provide comments about whether a paper should be accepted or rejected. The editor can view all types of submissions, assign reviewers and deadlines, and make the final decision on submissions.

➢ PROJECT TEAM

TEAM GOAL

Our team's primary goal is to design an online electronic journal submission system that has a visually pleasing and easy-to-use user-interface that exceeds our customer's expectations, and provides a meaningful and relevant user/customer experience. In order to achieve our primary goal, our team will follow a user-centered design process that heavily emphasizes usability, accessibility, and functionality. By meeting our primary goal, our team hopes to gain experience in full stack development, experience in UI/UX design, an introduction to the key principles of software engineering, and a strong grade in the project portion of the course.

TEAM ROLES

Our team consists of the following team members along with their respective roles:

Team Member Name	**Team Role(s)/Titles**
Nathan Moton	Team Lead, Front-End Lead, Code Reviewer, Full Stack Developer
Pankti Shah	Documentation Lead, Back-End Lead, Code Reviewer, Full Stack Developer
Janet Leahy	Technical Writer, SCRUM Master, Full Stack Developer
Fred Reinik	Testing Lead, Code Reviewer, Full Stack Developer

Team members are not confined to their roles and duties derived from said roles. Team members may work on tasks that are out of the scope of their given role. The given roles are simply visual and non-binding.

TOOLS

To allow for a smooth and efficient software development lifecycle, our team will utilize the following tools:

Project Coordination	**Tool**	**Reason**
Communication	Slack	Integrates emails, text messaging, and instant messaging all in one application available on all platforms.
Version Control	GitHub	An open-source repository hosting service that keeps track of all the changes made in every iteration. Every team member has relevant experience using this tool.
Documentation	Google Drive	Free cloud storage and easy online collaborative tools for writing and preparing documents.
Organization/Project Backlogs	Trello	Free and easy to use organization tool available on all platforms.

List of Members who Attended Requirement Gathering Meeting

Nathan Moton, Pankti Shah, Janet Leahy, Fred Reinik

SIGNING/DECLARATION

By electronically signing this document via Google Drive below, I hereby acknowledge that I have fully read and understood all content within this document.

Nathan Moton	*20 May, 2019*
Team Member Signature	Date
Pantki Shah	*20 May, 2019*
Team Member Signature	Date
Janet Leahy	**20 May, 2019**
Team Member Signature	Date
Fred Reinik	***20 May, 2019***
Team Member Signature	Date