Team 4

Arizona state university | ser 401 – senior project

Skoovy

Project Charter document

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| 1.0 | Tyler Cole  Anthony Kowal  Lilith Matthews  Rudi Wever | 10-9-2016 |  |  | Initial Project Charter Draft |
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# **Introduction**

### Skoovy is a social network whereby users can post a short video/photo to a geolocation on a map and designate with hash-tags and a category, or users can request information in the form of a video/photo based on a specific location and time of day.

### 1.1 Purpose

This project charter document defines the scope, objectives, overall approach for the work to be completed and resource commitment. It is a critical element for initiating, planning, executing, controlling and assessing the project. It should be the single point of reference on the project for project goals, constraints, conditions and limitations, and success criteria. In addition, once approved by the project sponsor(s), this project charter serves as a contract between Hot Salsa Interactive and the student members of this group, stating what will be delivered according to budget, time constraints, risks, resources and standards agreed upon.

### 1.2 Scope

The objectives of the Skoovy project are as follows:

* Allow users to create video (30sec. maximum) or photo
* Allow users to add FX from market
  + Free FX
  + Buy FX
  + Sell FX
* Allow users to make posts Private or Public
* Add Geolocation information to posts
* Allow users to add Hashtags to posts
* Allow users the ability to search by:
  + Location
  + Hashtag
  + Popular
  + Notifications
* Allow users the ability to turn search on/off
* Allow users the ability to get notified on geolocation and hashtags
* Profiles will be able to follow users, request location, by hashtag
* Users will earn points for responding to requests.
* Users will lose points for making a request.
* Posting are categorized by type:
  + Food
  + Events
  + Place

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### 1.3 Definitions and Abbreviations

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| Abbreviations used in project | Definition of Abbreviation |
| **ASU** | Arizona State University |
| **FX** | **FX**= “effects”. Filters or ‘stickers’ that can be superimposed on a video or photo. |
| **iOS** | **iOS** (formerly iPhone OS) is a mobile operating system created and developed by Apple Inc. exclusively for its hardware. |
| **LAMP** | **LAMP** is an archetypal model of web service [solution stacks](https://en.wikipedia.org/wiki/Solution_stack), named as an [acronym](https://en.wikipedia.org/wiki/Acronym) of the names of its original four [open-source](https://en.wikipedia.org/wiki/Open-source) components: the [Linux](https://en.wikipedia.org/wiki/Linux) [operating system](https://en.wikipedia.org/wiki/Operating_system), the [Apache HTTP Server](https://en.wikipedia.org/wiki/Apache_HTTP_Server), the [MySQL](https://en.wikipedia.org/wiki/MySQL) [relational database management system](https://en.wikipedia.org/wiki/Relational_database_management_system) (RDBMS), and the [PHP](https://en.wikipedia.org/wiki/PHP) [programming language](https://en.wikipedia.org/wiki/Programming_language). The LAMP components are largely interchangeable and not limited to the original selection. As a solution stack, LAMP is suitable for building [dynamic web sites](https://en.wikipedia.org/wiki/Dynamic_web_site) and [web applications](https://en.wikipedia.org/wiki/Web_application). |

### 1.4 References

[What goes into writing a project charter.pdf](https://myasucourses.asu.edu/bbcswebdav/pid-13792011-dt-content-rid-85247496_1/courses/2016Fall-X-SER401-89620/What%20goes%20into%20writing%20a%20Project%20Charter.pdf)

[Guide to Preparing the PROJECT CHARTER DOCUMENT](http://athena.ecs.csus.edu/~buckley/CSc190/Poject_Charter_Document.pdf)

## 

# **Project Overview**

The Skoovy project will provide Hot Salsa Interactive with a mobile app to allow users to tag videos/photos, and request content based on geolocation, user profiles, and tags. The project team will build the mobile app and back-end system using the following technologies:

Back end: LAMP over cloud servers

### Front end: Android version in JAVA, iOS version in Swift

### 2.1 Project Sponsor

The sponsor/mentor is Rick Brown, owner of Hot Salsa Interactive. The mentor is very open to assist and has a very positive attitude towards our goal to develop this app. His background includes bringing web/mobile apps to market.

The specifics of the mentor’s role include:

Actively champion the project and monitor project progress.

Approves the project scope represented in this document.

Maintains thorough understanding of the project.

Provide senior-level support and guidance with insight on the project approach, plan, and technology.

Set product requirements and quality expectations.

Meet with and communicate with team on a regular basis.

Approve changes to project scope, timing, resources, and charter, as appropriate.

Empower the project team to make decisions.

Make strategic-level decisions and resolve issues in a timely manner.

Review project deliverables and provide feedback to student members at regular intervals and in a timely manner.

Provide feedback to the instructor on the team’s progress.

### 2.2 Business

### Specializing in mobile app development, gamification, and mobile marketing, Hot Salsa Interactive is a mobile app development company that creates branded mobile apps for businesses. Since its founding in 1997, the Scottsdale based company has provided varied Internet related products and services. The company’s recent focus has been on creating unique and engaging mobile marketing solutions for businesses that turn customers into social marketers. Hot Salsa Interactive provides an arcade of branded games inside their client's mobile app. Their customers play their games for hours and earn loyalty points by posting high scores, and other actions to social media.

### 2.3 Project Description

The project entails the design and development of a crowdsourcing app. As the idea of crowdsourcing is getting more popular day by day and is growing dramatically so the opportunities for such software have increased as well.

The main stakeholders of this system are Hot Salsa Interactive in Arizona represented by project mentor, Rick Brown, and the professor of the senior software engineering capstone project at Arizona State University, Ashish Amresh. The users of the app are also major stakeholders of this project.

The proposed software product is a mobile Android/iOS app with accompanying back-end system to be named Skoovy, which has the potential for multiple applications. The app will allow users to share content and request content based on GPS locations as well as user’s profiles and tags. User’s videos are public or private depending on the content to be shared.

### The system’s users will have unique username and password so that nobody can misuse it.

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### 2.3.1 Problem Statement

The project needs to build the Android/iOS front-end systems and a back-end server system to provide a social network where users can share their experience(s) of food, places, and events to accumulate points.

### 2.3.2 Vision

Want to know what is really going on around you? Have the itch to share with everyone that tasty new frappe at the local coffee shop? This is done every day with other social media’s such at Snapchat, Facebook and Twitter, but they lack the ease of seeing this all with a map. This is Skoovy, a smart app that lets you know what is happening everywhere at any time, with short time-stamped videos/photos linked to that geolocation!

### 2.3.3 Goals

The purpose is to practice a real world scenario of developing and delivering a product to a client. This client is the project mentor and the product is the mobile app, Skoovy. This app will have video/photo capturing, a marketplace for FX, a game aspect for posting, a map aspect for finding the desired type of activity and user messaging. Through the scrum approach our project team will refine the product to have a fully functional mobile app by the end of the spring semester.

### 2.3.4 Constraints

The client has expressed several constraints for the Skoovy project:

The Android version of the Skoovy app is to be written in JAVA.

The iOS version of the Skoovy app is to be written in Swift.

The back-end system of the Skoovy app is to be developed with LAMP technology over cloud servers.

The ASU professor has designated a 4 member student team to complete the Skoovy project.

### 2.3.5 Conditions and Limitations

UI design work will be provided by employees of Hot Salsa Interactive.

Hot Salsa Interactive will incur any necessary server and hosting expenses.

As dictated by the course instructor, on-campus teams and on-line teams are to work independent from each other. Communication amongst the project members is crucial for team success. To facilitate project development, the team must meet weekly to discuss project goals. The 2 main constraints are:

Limited Time

* Limited Personnel

### 2.3.6 Success Criteria

The objectives which mutually support the milestones and deliverables for the Skoovy project have been identified. In order to achieve project success, the following objectives must be met:

Demonstrate successful Video/Photo capture with back-end storage

Demonstrate successful creation of a user

Demonstrate successful login of a user

Demonstrate successful display of a pin on a map

Demonstrate creation of a group

Demonstrate successful user search for other users, geolocation, and/or hashtags

On-time delivery of project (project must be completed by May 1, 2017)

Success of the project will be determined by the project sponsor, Rick Brown.

# **Project Management**

### 3.1 Methodology Overview

We will be following a SCRUM-like development cycle. We will be utilizing a Scrum board and will be assigning tasks and stories to create the features of this app.

### 3.2 Schedule

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| Project Schedule | |
| Dates | Project milestones / Major Deliverables |
| October 11 – October 25 | Finalize all requirements, create wireframe, and deliver pseudocode for the points system |
| October 26 – November 8 | Deliver code for points system, pseudocode for GPS |
| November 9 – November 22 | Deliver GPS code, begin work on UI |
| ***Break for Holidays and Finals*** | |
| January 9 – January 23 | Deliver UI, begin work on store |
| January 24 – February 6 | Deliver the store, begin work on tagging system |
| February 7 – February 20 | Continue work on tagging system |
| February 21 – March 6 | Deliver tagging system, work on messaging system |
| March 7 – March 20 | Deliver messaging system, work on profiles |
| March 21 – April 3 | Deliver profiles, work on testing |
| April 4 – April 17 | Continue to Test |
| April 18 – April 30 | Finalize product |

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### 3.3 Roles

**Project Organization**: The key members of the project are:

* **Sponsor**: Rick Brown, CEO of Hot Salsa Interactive
* **Student Members:** Tyler Cole, Anthony Kowal, Lilith Matthews, Rudi Wever

### 3.4 Processes

Planning – Specification

Modeling – Specification, Design and Implementation

Construction – Design and implementation, validation

Delivery – validation

### 3.5 Quality Assurance

### In order to attempt to achieve a high quality product and provide quality assurance, our team has set forth the following objectives:

### Deliver products and services that meet customer needs and business objectives

### Prevent and resolve problems by implementing effective work processes.

### Promote continuous improvement in work processes to improve quality, timeliness, and resource allocation.

### The project mentor will test each deliverable before giving approval. The progress of the project will be monitored by the project mentor and faculty advisor.

### The project team leader will clearly define and document quality assurance procedures. This will include:

### Listing personnel responsible for key deliverables

### Maintain version control on deliverables

### Approval by the project mentor/sponsor

### Actions to be taken if the project or its tasks cannot be completed within the timeframe of the approved project plan.

### 3.6 Risk Management

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| # | Risk Area | Likelihood | Risk Owner | Project Impact – Mitigation Plan |
| 1 | Personnel-  The loss of project mentor | Low | Project Mentor – Rick Brown | Project Impact: High  Since client is our project sponsor, it would have a tremendous impact on this project. The mitigation would be to maintain the project documentation and make sure that Rick documents well all the steps and status of the project, to be able to pass information onto a possible replacement. |
| 2 | Personnel-  The loss of project team member(s) | Low | Project Members:  Tyler Cole, Anthony Kowal, Lilith Matthews, Rudi Wever | Project Impact: Medium  The loss of a project member(s) would have a medium/large negative impact on the project depending on their specialization. The mitigation would be either the remaining members collaborate to successfully complete deliverables, possible modifications are made to the project scope, and/or additional personnel are added to the team. |
| 3 | Strong version control tool needed to avoid loss of data | Low | Project Mentor – Rick Brown  Project Members:  Tyler Cole, Anthony Kowal, Lilith Matthews, Rudi Wever | Project Impact: Low  To mitigate this risk, we will implement version control with tools like GitHub. |

### 3.7 Technical Methods

In order to develop the set of software requirements, model the software design and document the entire project and its processes, our project team will be employing a software review workshop with our project mentor.

# **Project Deliverables**

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| Project Deliverable | Description |
| Project summary | Defines what the project is, explains the significance of the project, and outlines the intended goals and outcomes of the project. |
| Project Charter | Identifies the project needs, cost, duration, and creates acceptance to begin project |
| Software Requirements Specification | Identifies “what” the system needs to do. Defines the problem, the future vision and goal, and details of the solution. Creates a checklist for designers, developers, and tester to guide the creation of a successful project. |
| Software Design Specification | Provides an overall outline of the architecture of the project, alongside details of specific features and designs. |