AIM -   
Aim – Our aim for this project idea is to research, and develop the idea of a software program that could possibly make financial decisions in the realm of investments based on user details and data that could possibly affect how financial markets operate.   
  
Goal – Given that we will not personally have the skills or knowledge to make such a software program at this stage of our learning, our goal for this project period is to compile our work in such a manner that it is strong enough that should we present it to an industry professional they would be able to view it and clearly understand our aim and direction. They should be able to engage in detailed discussion about the complexity of the idea with us and understand what would be needed to make such an idea possible to accomplish.

PLANS AND PROGRESS –

1. We viewed and discussed each other’s idea as a group and decided what one of our plans would be most interesting to continue with.
2. We also discussed what possible impacts each project would have on society and how valuable they would be should they be accomplished.
3. We settled on Felipe’s idea as it was the most interesting one to continue on with and due to the financial nature of the idea it would be a very beneficial project to the general population if it could be developed.
4. We looked at the project idea subjectively as a group to see what could be deliverable. Being such a complex and specific project we identified that we would not be able to deliver an actual software program at the end of the subject but did discuss the idea that we should have a collection of work that is specific enough to pass on to industry professionals who could make the idea, as we present it, a reality.
5. We each viewed Felipe’s project, as he presented it in A1, and contributed thoughts and ideas as to how we could better expand on the idea. We discussed positives, shared thoughts on ways it would work, who it would be best suited for, possible problems that such an application would face, and some technologies behind how it would operate.
6. Using Felipe’s A1 feedback, we communicated on what we would need to look into to make the project one we could proceed with moving forward with assignment 3 and 5. We took the feedback and explored different operational features that could be utilised (types of data and personal information collected to make informed decisions) and laid out these thoughts and expansions in A2.
7. We began exploring the different tools and technologies that would be required for a project like this one to operate.
8. After completing A2 we started to discuss the deliverables that would be able to be delivered, we once again agreed that the complexity of the project was far too advanced for us to deliver any operational aspects however we reaffirmed that we would be able to compile a report of the project with detailed thoughts and aspects as to how it would work but also introduced the idea that a design of the possible User Interface and how it would look and work. We also began discussing the ideas of features that the software would contain, adding to the development of a comprehensive user interface design.
9. We each took some time individually to go away and come up with some of these features and ideas for the software so we could come together with a fresh sense of the project and openly discuss what we would be creating and how we would be looking at delivering it.
10. We compared the software features that we each came up with and considered how they would each work, and how they could be presented clearly in a user interface.

(This will need to be expanded as we work i.e. tools and technologies we research, progress with designs and features, discussions etc. I will make notes on our discussions and meetings etc so I can build on this continually as we go.  
I we look at our A2 ‘Implement Knowledge’ section we can take pieces of that and expand on a few parts in this section. This section will also include any deliverables from how I read the assignment sheet, so in essence this is where we put all the information about our project etc..)

ROLES -

While we were able to identify, and openly discuss each other’s strengths and weaknesses we did not assign specific roles for this task. As we moved through A2 into A3 we found that it was efficient enough to discuss and delegate tasks based on our skillsets instead of giving complete responsibility over an entire section of the project to a single person. This way we all stayed involved throughout the process, maximising our ability to learn and develop our skills, not just from the research but from each other also.  
(Go into a bit more depth about strengths etc..)

SCOPES AND LIMITS –

As we have made clear, our ability to deliver the technology for our project idea is not possible at our level of skill and knowledge.  
The core outcome we are looking to deliver can be summarised as an understanding of what features would be required to make this project a useful and comprehensive investment tool for an average person.  
Although we will not be able to deliver any real technology we will be aiming to deliver features of the software and how they would be an asset to the software in the form of a detailed yet easy to comprehend user interface design.  
While the desire to continue and make a functioning user interface is existent, both the time and skills required to create an extensive example are not present to us at this moment.

TOOLS AND TECHNOLOGIES –   
Python

Java

Django

Flask

Blockchain

SQL

TESTING –

As we will not be delivering any usable technologies we will not have to do any testing during this project however, as we will be trying to deliver possible features and a user interface outside opinion is very important in developing a such a software program. Each of us will continually be seeking thoughts and input on our project idea as we look to develop features that would be beneficial to our project. Getting an everyday perspective on what could be deemed useful for such a software program is essential as we are looking to create the software program in a manner that will make it as accessible and usable by the everyday individual.  
  
(Create a paragraph or two about being able to test the core project idea ourselves by creating phantom profiles etc and running tests with different settings etc)

TIMEFRAME –   
(Table displaying timeframe of week 7 through week 12 of what we worked on etc with and additional ten weeks from week 13 through week 22 of what we could continue on with in regard to the project. I think weeks 13 through 22 we could put stuff like research specific tools and tech, begin to develop and interactive UI etc, leaving weeks 7 through 12 developing feature ideas and UI designs around those features.)

RISKS –

Teams failing causing a break in communication  
GitHub or Trello crashing making sharing of files and ideas difficult  
Design software may be difficult to learn to be able to best represent our ideas visually  
Hardware failure in filming pieces for presentation

GROUP PROCESSES & COMMUNICATIONS –

After a serious communication break down from several previous members of the group caused many issues in completing A2 we made an agreement among the remaining members of the group to be more accountable for their part in communicating. From the outset we established that MS Teams would be the primary source of communication, expressing ideas and contributing feedback on content.   
Frequency – We established from the outset of A3 that daily checks of MS Teams would be required to make sure that no problems have arisen with any of our tasks. This would be just a brief check on messages where a reply may or may not be required but information was to be passed on.  
We also agreed that at least two video chats a week would be beneficial if possible as it gave us a more free form way of communicating our thoughts and ideas, expanding on our dialogue within the messages.  
  
  
Communication issues - If a group member was to not respond within a reasonable time, or not give warning that they may not be able to respond for a period of time, we would try contacting them via different means i.e. Canvas announcements to make sure it is not just an issue with Teams. If no contact could be made withing 24 hours of the alternate means the members communicating would first flag this with the course supervisor, making them aware that something may be happening in the way of communication problems. After doing this the members would begin discussing contingencies as to how to divide the required tasks among themselves should the issue not be resolved. We learned the lesson in A2 that it is better to plan this as a situation evolves, rather than when you have a definitive knowledge of a member not communicating, as it is much easier to react to such a situation if you are already prepared for it.