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| **Project Name** | Social Stuff | | |
| **Submitted By & Date** | Dave Hoevenaars, Maurits van der Zee 28-09-2020 | | |
| **Strategic Objective** | Providing privacy in a centralized social media market. | | |
| **Project ID** |  | **Confidentiality** | N/A |

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| PROBLEM STATEMENT |
| Centralized Social Media platforms has been dominating the market for the last decade, this is a problem because nearly everybody who is communicating throughout the internet is relaying on these businesses and they’re business model revolves around selling your private data. This can be especially damaging for high-profile individuals which reputation or credibility could be damages by providing such data. Additionally the large corporations that host such services are based in countries which can force said businesses to provide access to their systems.(USA, China & Russia) |

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| 1. OBJECTIVES - SMART | 1. CRITICAL SUCCESS FACTORS |
| The goal of the Social Stuff project sequence is to develop a working prototype of the decentralized chat application(front end & backend) and supporting documentation. This will be done by 20th January 2021 | In order to prove Social Stuff’s claim of privacy and security, a penetration test should be carried out and the results should be divided in 5 sub-sections: Reconnaissance, Scanning, Gaining Access, Maintaining Access and Covering tracks  In these categories a risk analysis will be carried out and if the exposure is not greater than 2, the penetration test will considered a pass |
| 1. RISKS | 1. SCOPE FOCUS |
| In the Social Stuff project we identified a few risks which may occur such as:   * Stretching the project’s time scope due to unfamiliarity with programming languages and/or technologies * Not achieving customer satisfaction due to not meeting the client’s requirements * Employee capacity decrease because of illness | In scope of the Social Stuff project sequence is: Creation of prototype of decentralized structure of Social Stuff   1. A report explaining analysis, design and implementation choices 2. Creation of front-end of Social Stuff 3. Analysis, Design and in-code documentation artefacts   Optional: Customer Website  However in this project sequence we will not have a fully released version of Social Stuff and the chat application will not be deployed either, the main goal is to have a working prototype, in order to showcase the potential of the project sequence.  - |
| 1. KEY ACTIVITIES & DATES | |
| **Project Kick-off:** 02-9-2020, **Business case:** 01-10-2020, **Project Management Plan:** 01-10-2020,  **Project Charter:**15-10-2020, **Project Scope Baseline** 25-10-2020, **WBS** 30-10-2020, **Project Poster:** 06-01-2021, **Handover Document:** 07-01-2021, **Group Dossier:** 14-01-2021, **Pitch Video:** 14-01-2021  **Project Handover:** 20-01-2021 | |
| 1. DELIVERABLES | 1. BUSINESS CASE |
| Creation of prototype of decentralized structure of Social Stuff  A report explaining analysis, design and implementation choices  Creation of front-end of Social Stuff  Analysis, Design and in-code documentation artefacts  Optional: Customer Website | The business case in non-financial; providing customer satisfaction by delivering a social media platform which is excellent in its privacy standards. |
| 1. PROPOSED START & END DATES | 1. STAKEHOLDERS & RESOURCES |
| The Social Stuff project sequence will start at 2-9-2020 and will end 20-1-2020 | The resources we will utilize for the completion of the Social Stuff project sequence include:   1. The Source Code 2. Coding Standards 3. A shared repository on GitHub to do work simultaneously 4. MS Teams platform for communication   Furthermore to support the completion of the project sequence we have stakeholders:  Gerhard Bongardt: Business Owner  Pieter van den Hombergh: Project Governance  Jörn Neumeyer: Product Owner |

**Approvals**

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| Business Owner | Gerhard Bongardt | *Date* |
| Project Governance/Lecturer | Pieter van den Hombergh | *Date* |
| Supplier | Dave Hoevenaars, Maurits van der Zee | 09-10-2020 |