Developer 1 – Ester Faris
Developer 2 – Valentin Iliev
QA – Ivaylo Nichev
Project Manager – Yordan Mitrev
Project Owner – Georgi Atanasov

The New Budget

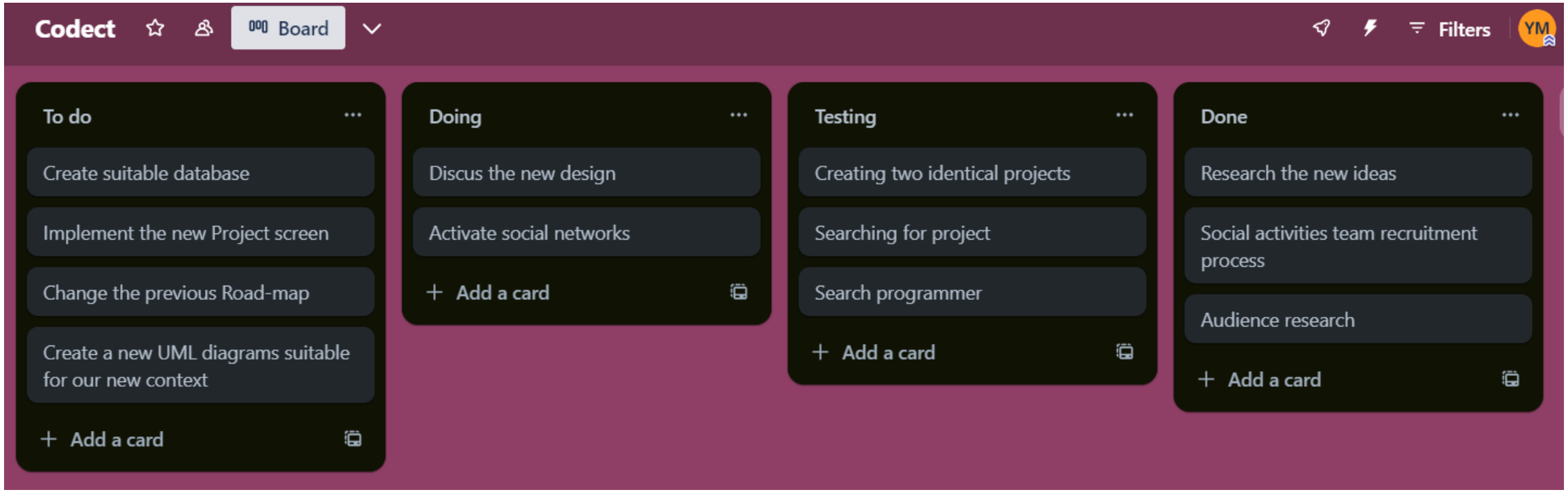
Supplementary Budget

EDITABLE STROKE

Additional roles

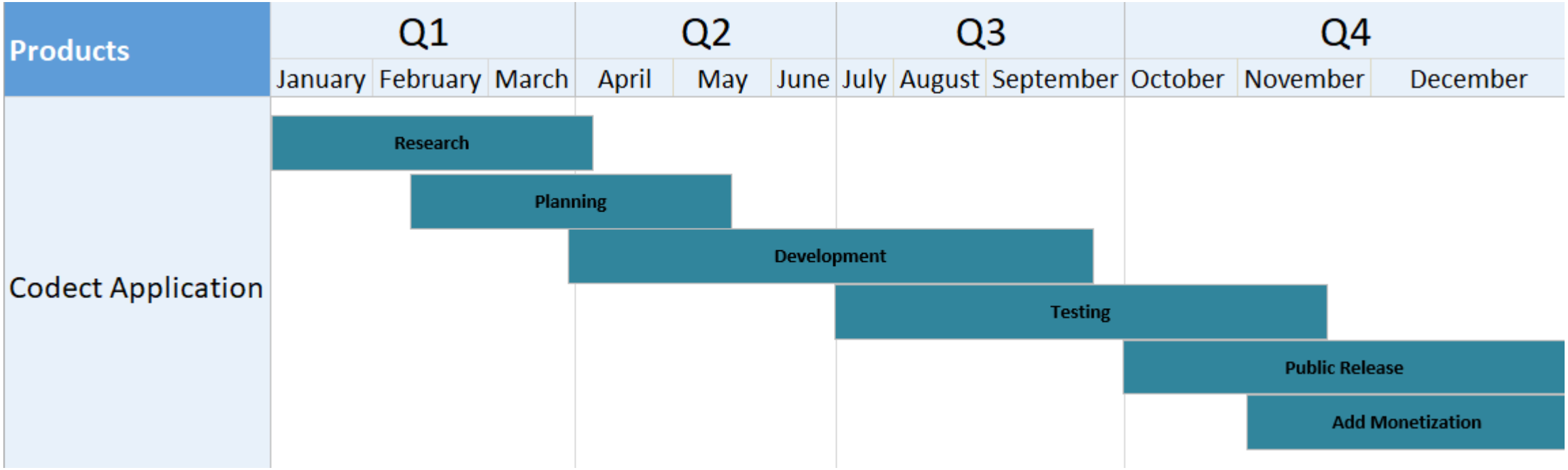
- Social Team Recruitment
  - Their role:
    - Social Media Strategy Development
    - Content Creation
    - Campaign Planning and Execution
    - Analytics and Reporting
    - Stay Updated on Trends

Trello


Codect
Board
Filters
YM
To do
Create suitable database
Implement the new Project screen
Change the previous Road-map
Create a new UML diagrams suitable for our new context
Add a card
Doing
Discus the new design
Activate social networks
Add a card
Testing
Creating two identical projects
Searching for project
Search programmer
Add a card
Done
Research the new ideas
Social activities team recruitment process
Audience research
Add a card

Role	Name
Developer 1	Ester Faris
Developer 2	Valentin Iliev
QA	Ivaylo Nichev
Project manager	Yordan Mitrev
Product Owner	**Georgi Atanasov**

Codect Roadmap



Research

Conduct market research to understand user needs and preferences.
Analyze competitors and identify unique selling points.

Planning

Define the product scope, features, and functionalities.
Allocate resources and establish the development team.
Identify potential risks and develop risk mitigation strategies.

Codect Roadmap

- Development
  - Build the frontend and backend components based on the project plan.
  - Implement key features and ensure seamless integration
- Testing
  - Develop and execute comprehensive test cases for functionality.
  - Conduct performance testing to assess system scalability.
  - Identify and resolve any bugs or issues that arise during testing.
- Release
  - Launch the product to the public, making it available for use.
  - Gather initial user feedback and address any immediate concerns.
  - Monitor user engagement and gather insights for future updates.
- Add Monetization
  - Implement chosen monetization methods into the product.
  - Monitor user reactions and adjust monetization strategies based on feedback.

Monetization Plan

Diversified Monetization

- **Freemium Model:**
- Description: Provide basic features for free and offer premium plans for advanced functionality.
- Strategy: Attract a large user base with free access and encourage conversions to premium subscriptions.

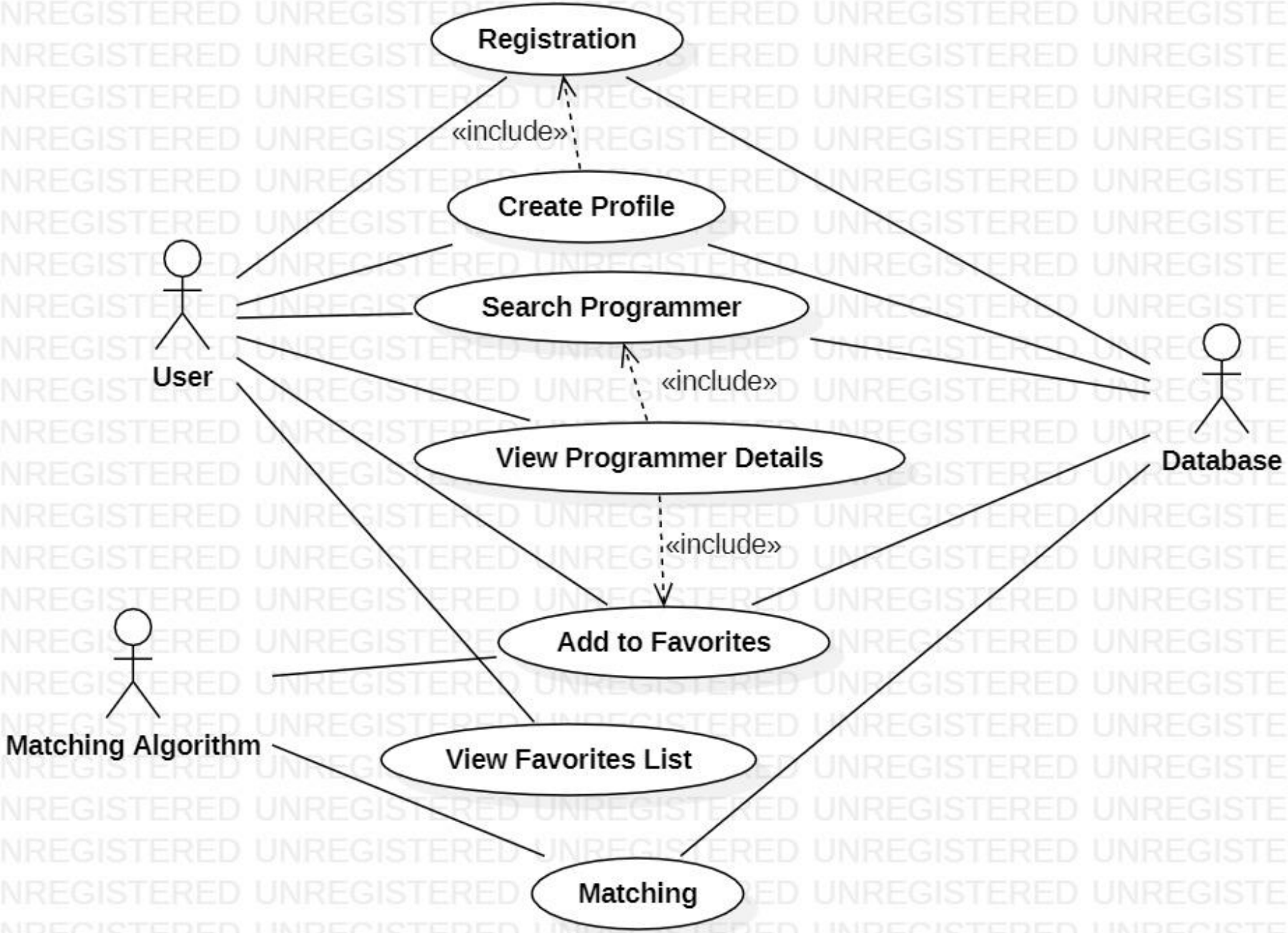
- **In-App Advertising:**
- Description: Display targeted ads within the platform.
- Strategy: Partner with relevant advertisers, ensuring non-intrusive ad placements to generate additional income.

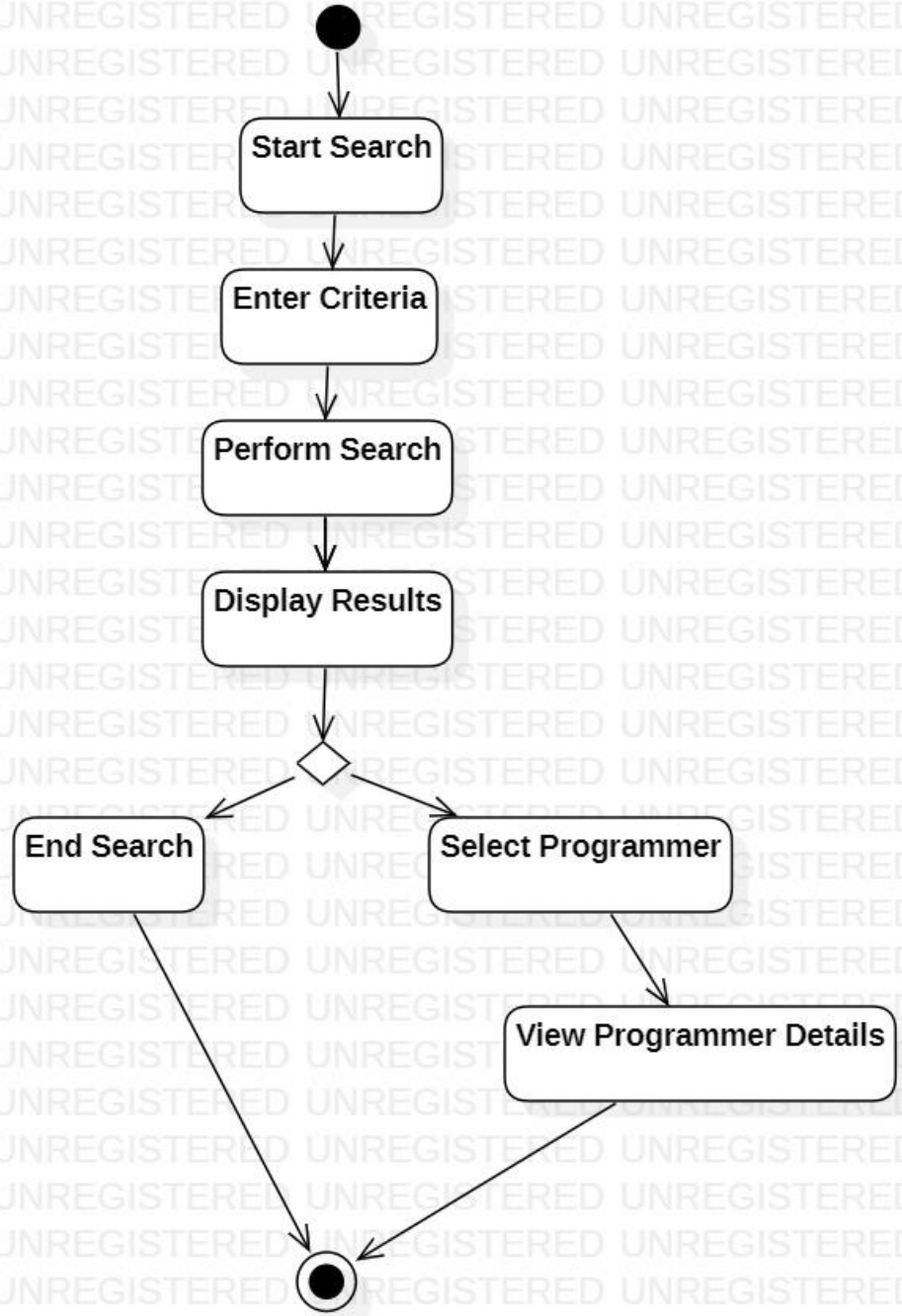
Advanced Monetization

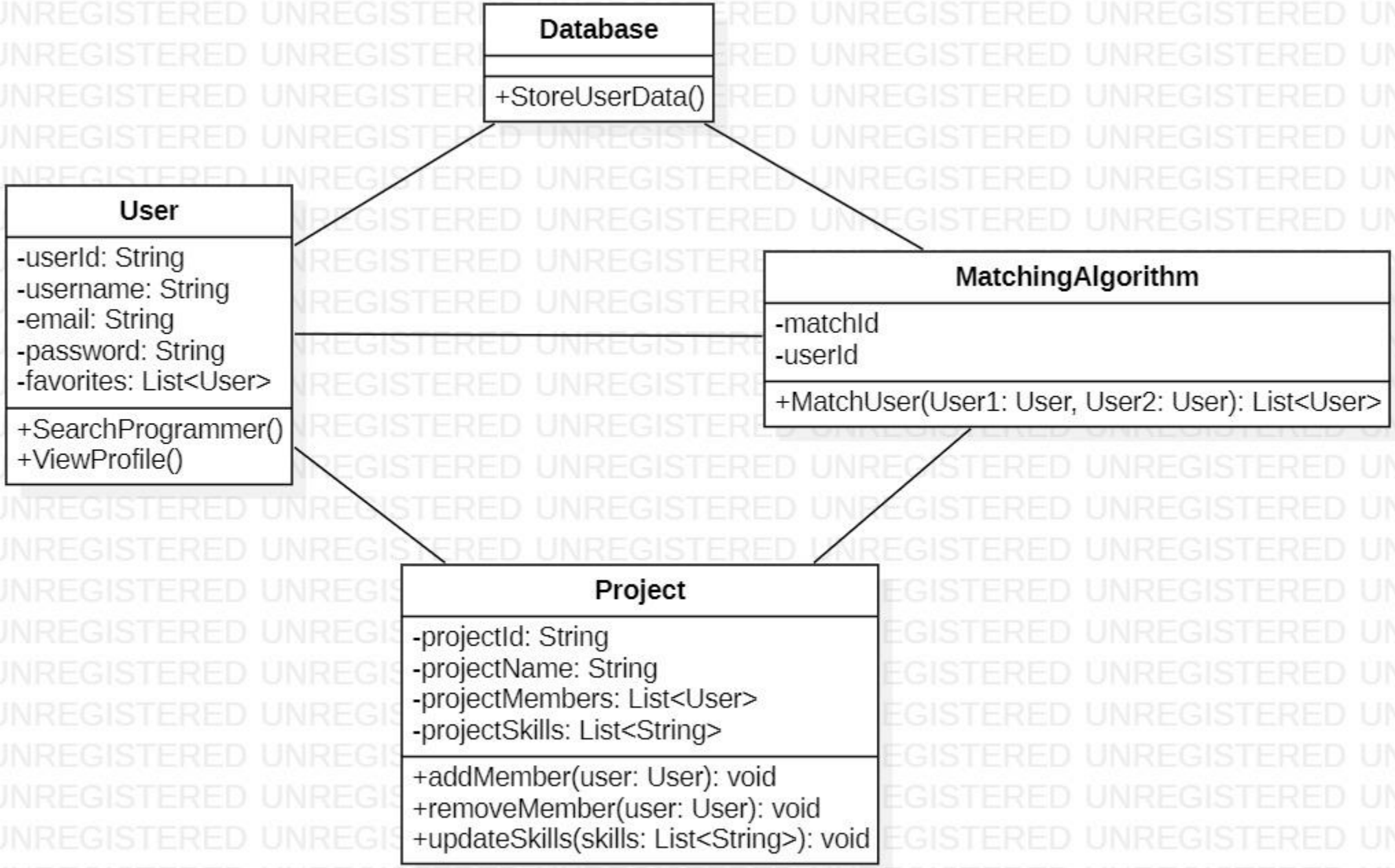
- **Sponsored Projects:**
- Description: Allow businesses to sponsor and promote their projects.
- Strategy: Charge companies for featuring their projects prominently, providing increased visibility.

- **Data Analytics Insights:**
- Description: Provide detailed analytics and insights to users.
- Strategy: Charge a fee for access to advanced analytics tools and personalized reports.

Role:	Name:
Developer 1	**Ester Faris**
Developer 2	Valentin Iliev
QA	Ivaylo Nichev
Project manager	Yordan Mitrev
Product owner	Georgi Atanasov


Registration
«include»
Create Profile
User
Search Programmer
«include»
View Programmer Details
Database
«include»
Add to Favorites
Matching Algorithm
View Favorites List
Matching

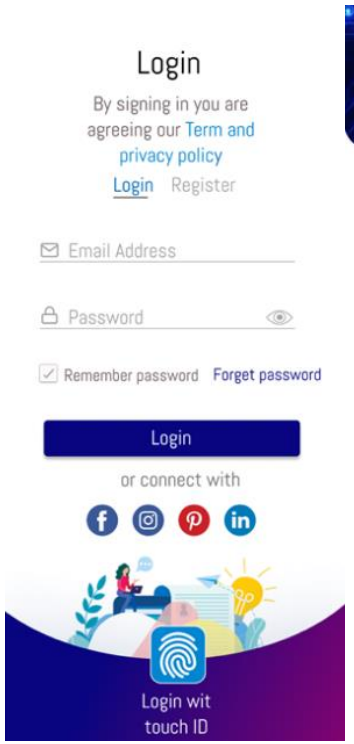

Start Search
Enter Criteria
Perform Search
Display Results
End Search
Select Programmer
View Programmer Details

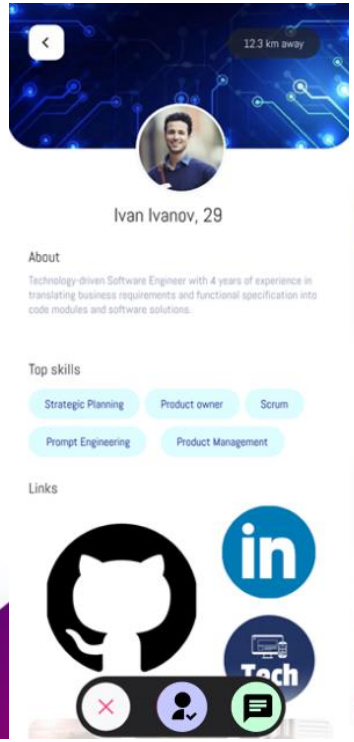

Database
+StoreUserData()
User
-userId: String
-username: String
-email: String
-password: String
-favorites: List<User>
+SearchProgrammer()
+ViewProfile()
MatchingAlgorithm
-matchId
-userId
+MatchUser(User1: User, User2: User): List<User>
Project
-projectId: String
-projectName: String
-projectMembers: List<User>
-projectSkills: List<String>
+addMember(user: User): void
+removeMember(user: User): void
+updateSkills(skills: List<String>): void

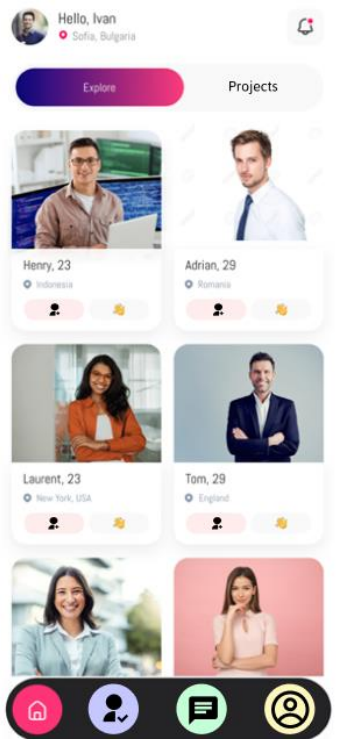
Role:	Name:
Developer 1	Ester Faris
Developer 2	**Valentin Iliev**
QA	Ivaylo Nichev
Project manager	Yordan Mitrev
Product owner	Georgi Atanasov

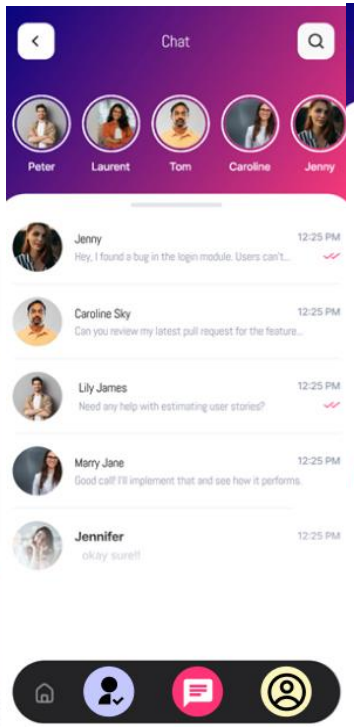
Prototype

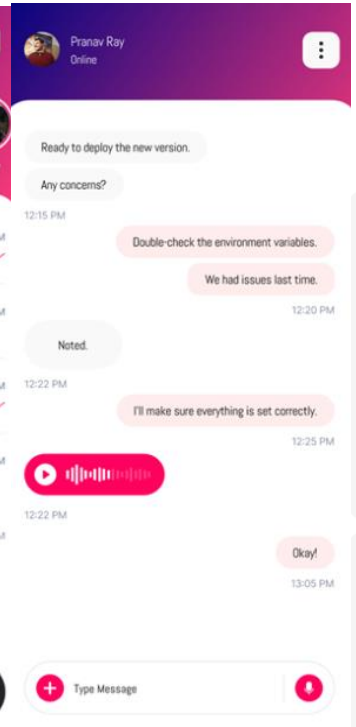
General Flow -> Login ➔ Profile Setup ➔ Explore and Follow ➔ View Projects ➔ Engage in Chats.

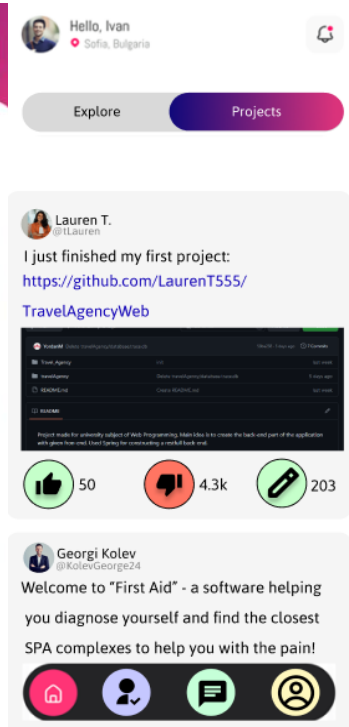








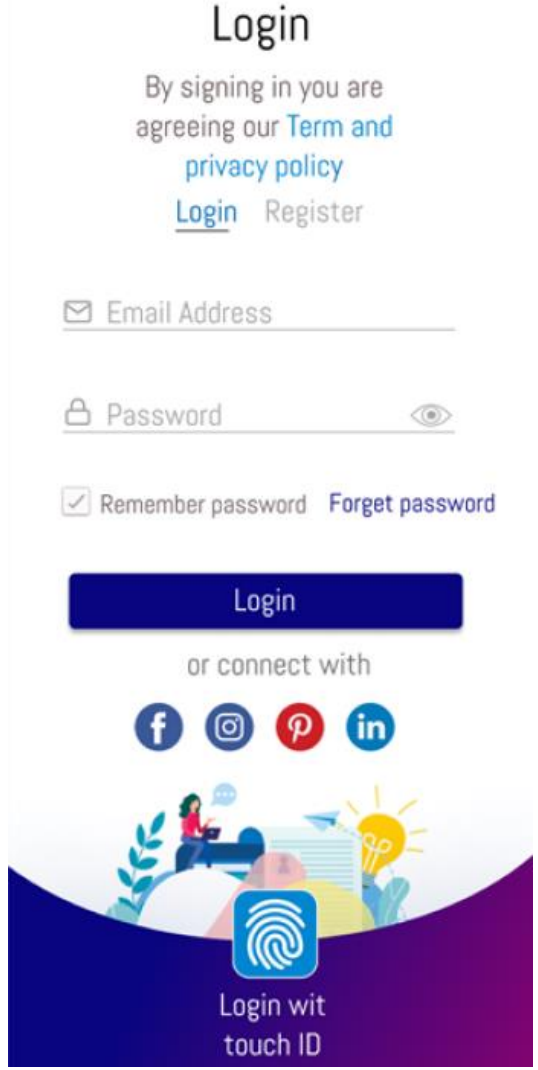




Login Screen

We decided to let our Login screen stay the same,

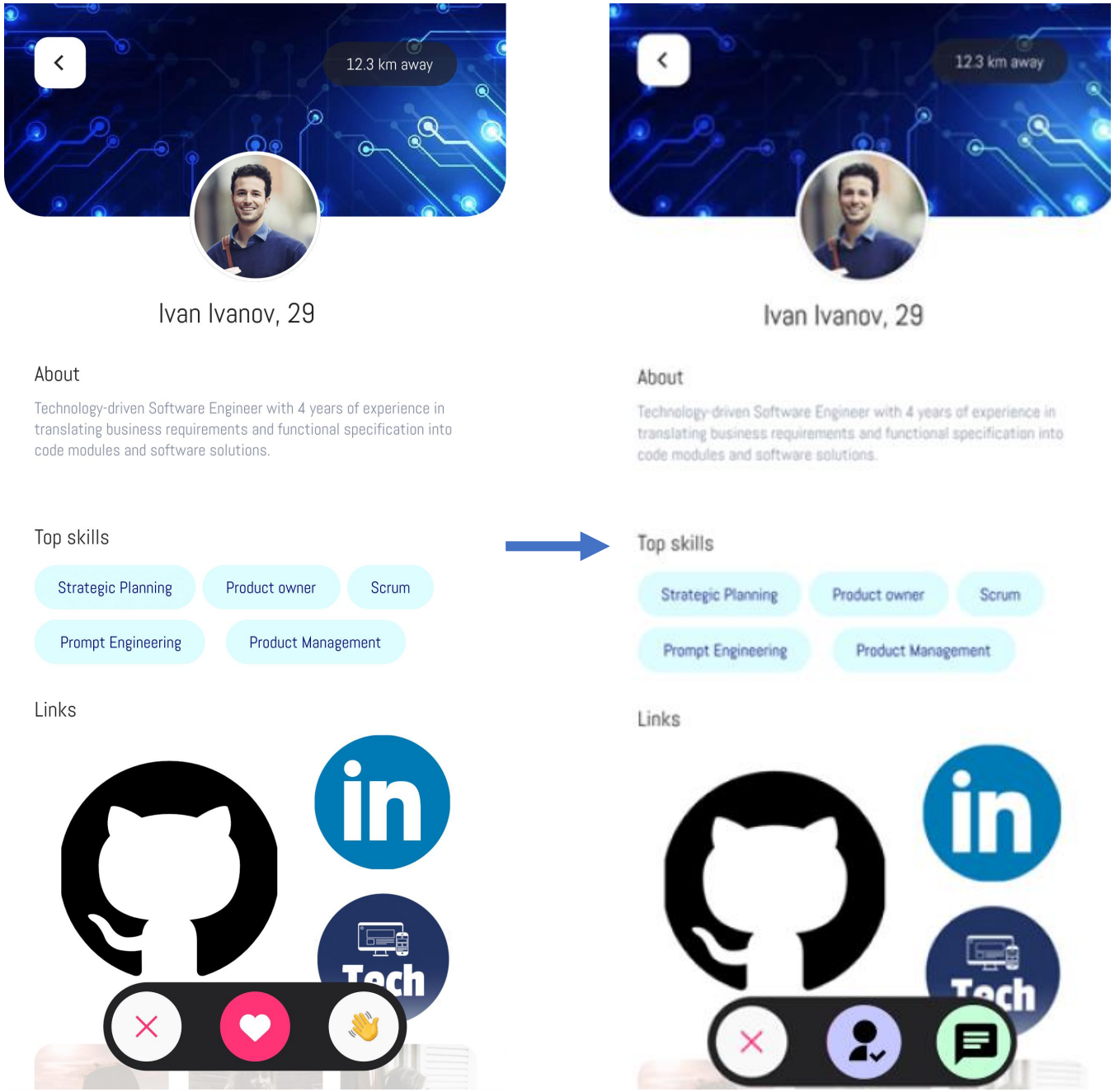
as we liked the simplicity and it didn’t need any changes as per the clients’ new requirements.



Profile Screen

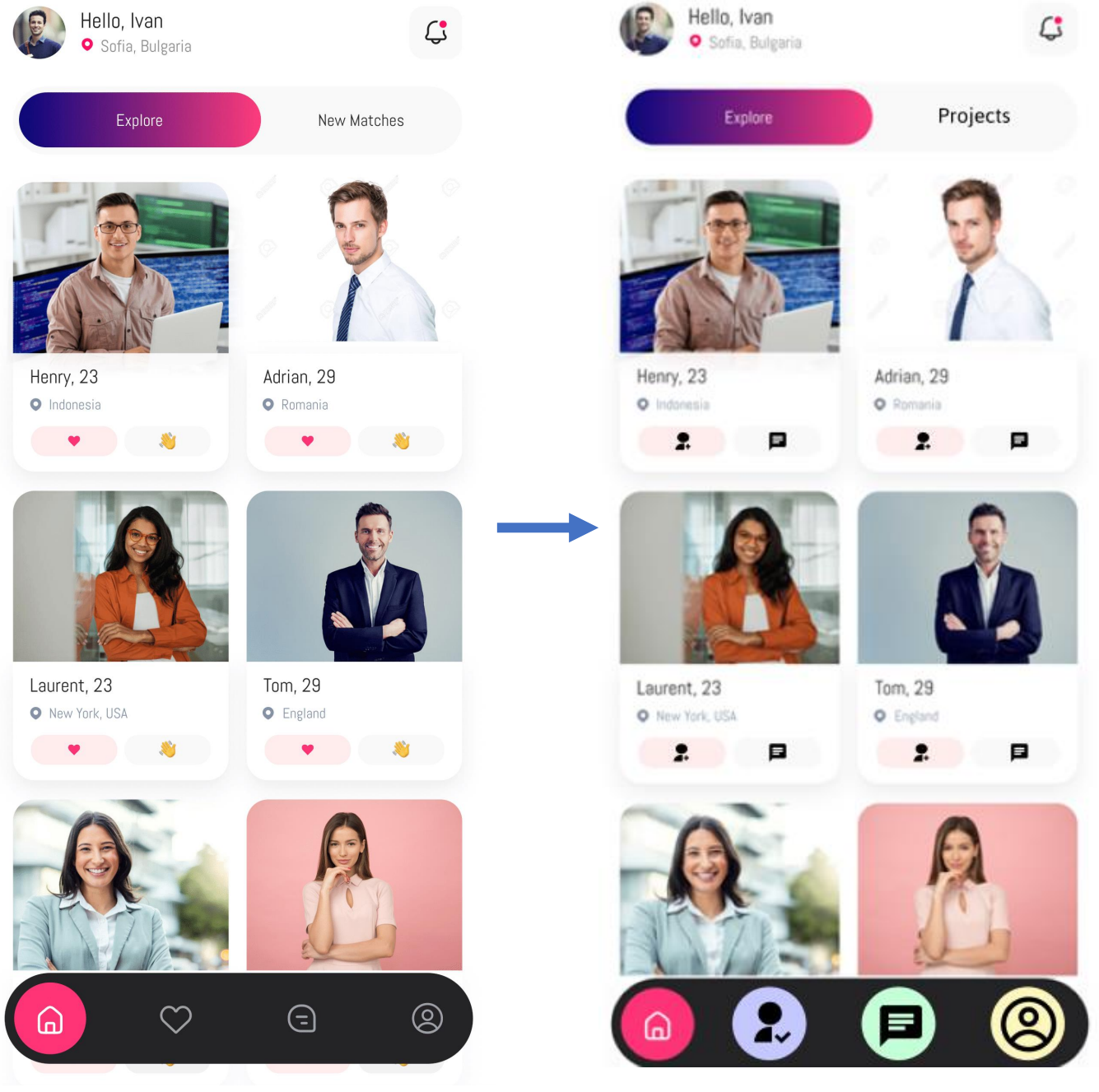
We understand that strong and independent programmers don’t need friends, so we replaced the “Add friend” button with “Follow” button.

Chat button was looking a tad too friendly as well, so we changed that too, into something a bit less personal.



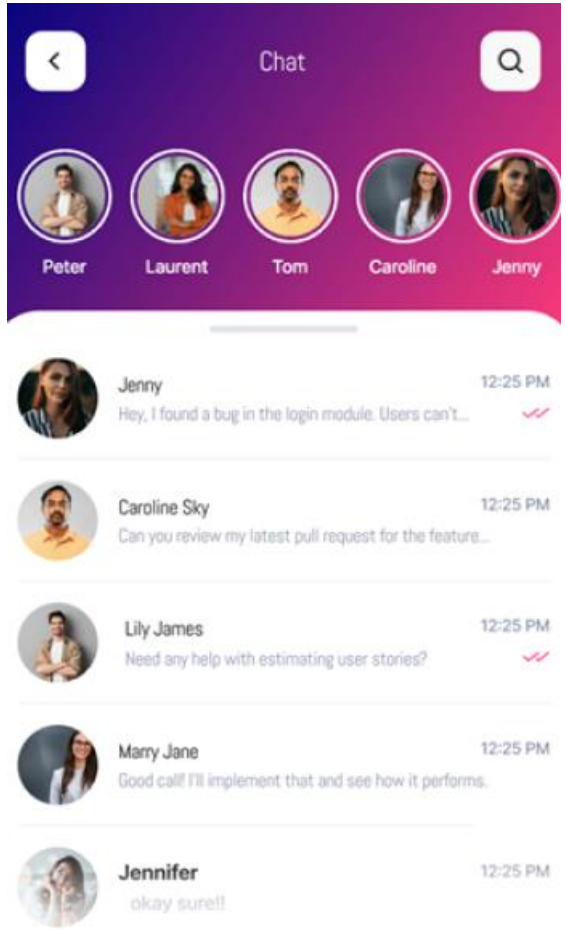
Home Screen

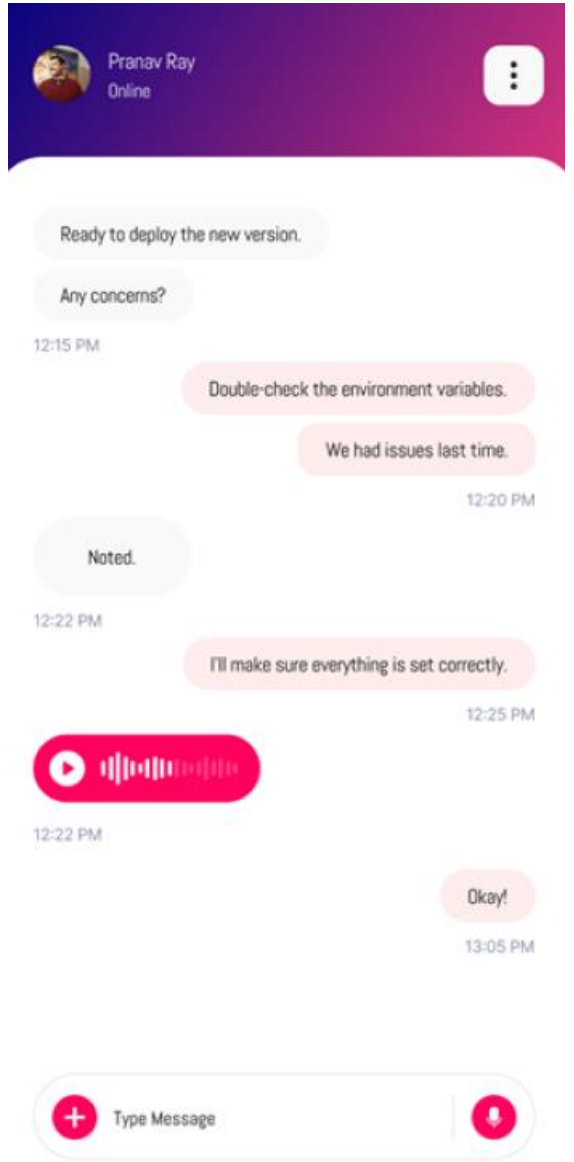
As we mentioned in our previous slide, we have replaced all “Add Friend” and “Chat” according to our new requirements



Chat Screens

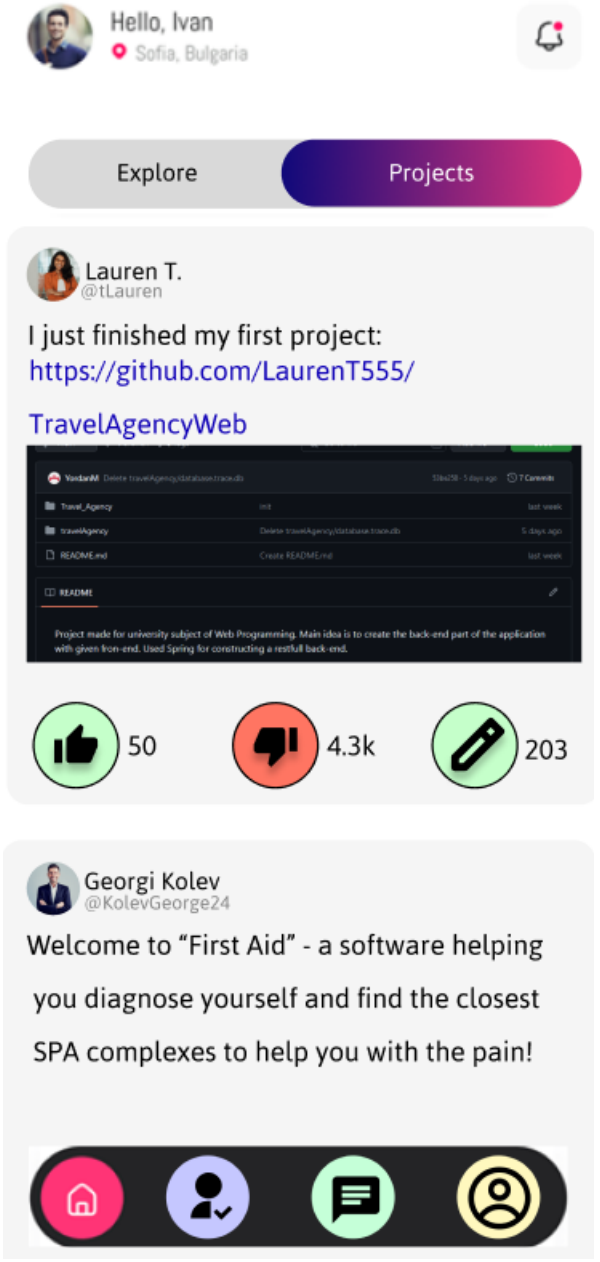
Almost no changes here besides three new icons





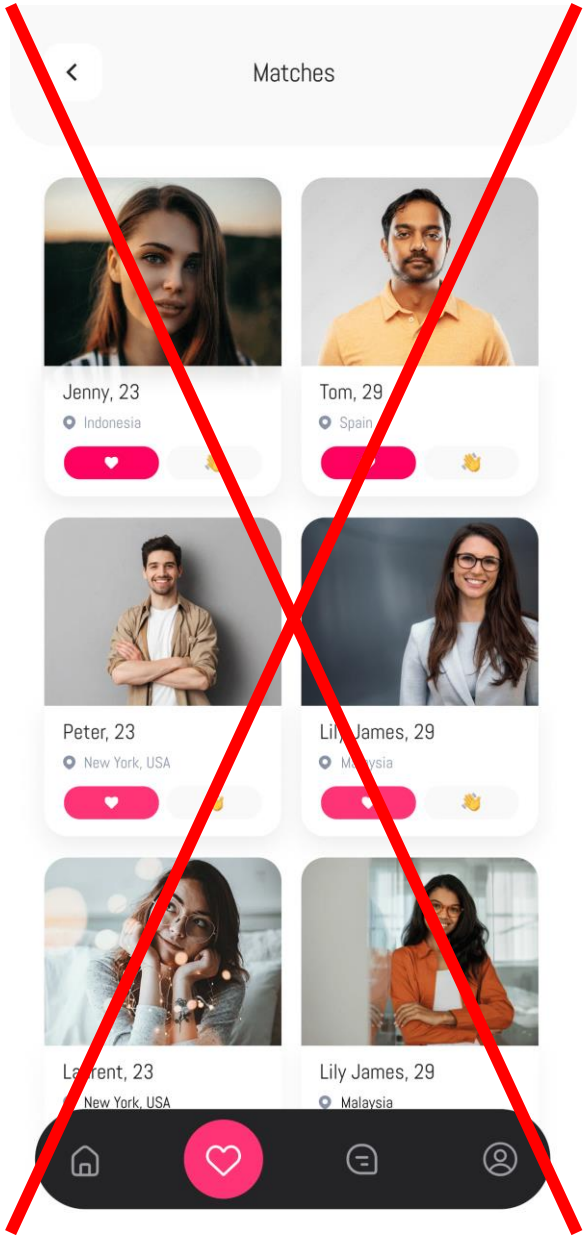
Projects Screen

We added a new screen where our strong and independent programmers can show off their newest projects and updates. Go ahead and congratulate them (or tell them their code sucks!)



Removed Screens

We have decided to remove the screens that show new followers or favourites, because our programmers are too occupied with their projects and don’t have the time to engage in social affairs.



Role	Name
Developer 1	Ester Faris
Developer 2	Valentin Iliev
QA	**Ivaylo Nichev**
Project manager	Yordan Mitrev
Product Owner	Georgi Atanasov

Въведение

Проектът цели да улесни търсенето на способни кадри в IT индустрията и да подпомогне на програмистите да покажат своите умения и изграждането на едно по-добро резюме чрез успешното им участие в нови проекти.

1.1 Цел 1 / N

Искаме да тестваме вече изградените функционалности в разработения прототип с идеята да се приближим към завършен продукт.

2.1 Оценка на риска

В таблицата опишете основните рискове които могат да настъпят при работа с приложението.

#	**Риск**	**Impact**	**Предизвиква се от**	**Как може да се справим с него**
1	Сигурност	Висок	Опит за злонамерено влизане в чужд профил	Тестване на нивото на сигурност с по сложни пароли и прочие
2	Сигурност	Висок	Bots	Автоматизирани тестова, които да засичат ботове.
3	Изправност	Висок	Голям брой потребители	Stress test
4	**Изправност**	Висок	Нуждата за работещо приложение	Комбинираме всички компоненти и тестваме цялата система.

Тестови сценарии

Описание на тест	Предусловия	Тестови стъпки	Резултат
Добавяме/променяне в полето About	1. Да си влезнал в акаунт. 2. Да си влезнал в екранът на твоят профил	1. Избираш бутона edit. 2. Въвеждаш желаната информация. 3. Избираш бутона save	Промененатa информация е изложена в полето About.
Добавяме/променяне в полето Top skills	1. Да си влезнал в акаунт. 2. Да си влезнал в екранът на твоят профил	1. Избираш бутона edit. 2. Въвеждаш желаната информация. 3. Избираш бутона save	Промененатa информация е изложена в полето Top skills.
Добавяме/променяне в полето Links	1. Да си влезнал в акаунт. 2. Да си влезнал в екранът на твоят профил	1. Избираш бутона edit. 2. Въвеждаш links към своите социални медии. 3. Избираш бутона save	Промененатa информация е изложена в полето Links.