Table 1: Revision History

Date	**Developer(s)**	**Change**
Sept. 22, 2016	Christopher, Varun	Initial problem statement
Dec. 06, 2016	Varun	Feedback fixes

SE 3XA3: Problem Statement
Spann

Team 5
Christopher Stokes — stokescd
Varun Hooda — hoodav

What problem are you trying to solve?

The Spann project is attempting to reduce the delays in development caused by compiler, interpreter, IDE, file system and dependency setup/ maintenance. These issues are especially noticeable on smaller projects where the delay in development is a much higher percentage of the overall time. The project, therefore, focuses on providing a quick and easy development environment for the user. This means lowering the time impact of the multitude of issues that slow down development or impede actual development tasks.

Why is this an important problem?

Development is often a challenging process that has many points of failure. This is why developers often make use of tools and software applications that make the entire process easier to manage and maintain, as well as reduce the overall effort and time that has to be put in by developers. Web-based coding/development solutions, such as the one we are basing our project on, often lack many features and functionality that make modern software development more efficient. Thus the benefits of such online platforms are often outweighed by their lack of features and functionality. Solving this issue will provide developers with the benefits of an online, web-based, development platform while retaining the benefits of traditional desktop IDEs. Thus increasing the efficiency of the entire software development processes.

What is the context of the problem you are solving?

The primary stakeholders of Spann are developers who need to prototype or test sections of code, and developers working on projects that makes use of not only the language's standard library, but also additional third party modules. By having the platform run independently of a users system, Spann is accessible to more people by removing the complexity, effort and time of setting up a development environment. This makes it ideal for developers working on different

platforms and devices that may not support the language or have complications with setting up the environment. It also is ideal for developers working on subsections of a larger project, giving them the ability to quickly implement algorithms with fewer faults away from the complications of the larger project.