Pics Or It Didn't Happen

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Outline

We plan to create an app for a new social media platform. Inside of the application, users will be able to:

1. Start new challenges with varying lengths (week, month, etc)
2. Post progress on their challenges
3. View friends' progress on challenges
4. Start a custom challenge with friends

The benefits will be a new social media platform that will not be stagnant like current social media. Instead, users will be given challenges that will promote healthy and balanced lifestyles. Users will be encouraged to do activities or tackle challenges they wouldn't normally participate in. We can quantify our app's progress by looking at the growth in number of users within a given timespan. We can also check the quality of the app by asking users how engaging and fun the challenges were when the users complete them.

Executive Summary

Context: Pics Or It Didn't happen is an application that is meant to help people with overcoming social barriers/anxieties by giving them challenges/daily activities that get them more involved with things they most likely wouldn't do on their own.

Problem: There are many social media applications out there that allow for sharing ideas and pictures. However, many of these apps intend to keep you browsing other people's uploaded content and doesn't motivate you to go and achieve goals for yourself.

Solution: Create an application that encourages you to interact online, as well in real life. You'll be able to view other user's progress and goals while sharing yours. Everytime you complete a challenge/goal, you upload a picture to show that you did it.

Impact: We hope to motivate users to try new things that they normally wouldn't. Other users can motivate those who are struggling to continue pushing on and leave their comfort zone one challenge at a time.

Vision

Purpose

Our reason for creating this application is to give users a new social media platform that is not offered on the current market.

Business Opportunity

Create a new market of social media apps that are not only online, but offline as well.

Market Demographic

Currently, there are a recorded 5.1 billion social media users around the world. The Pics Or it Didn't Happen (POiDNT) will aim to target as many users a possible and attract new users.

User Summary

Our users will be anyone with a smartphone and email account that they can use to access the app.

Product Features

Our application will allow users to login with a new account, or using existing accounts like Google or Facebook. They will also have the ability to add friends like most other social media accounts. The main features will be 30 day challenges that the user participates in day-by-day with a difficulty level of their choosing. The challenges will be verified through pictures that the user posts. Friends of the user are able to view, like, or even contest the challenge. Users will also have the ability to challenge their friends to see who can complete a challenge between them.

Constraints

Our only constraints for the project is that the engineers have to learn new programming languages to make this application. A time constraint is present as well because our engineers have other obligations and can not put full priority into this application.

Sprint 1 Process

Project Meeting/Management Hours

For the first sprint, we plan to set up the home screen, login screen, and allow the user to register an account within the application. To achieve the goals we have set, we will estimate 10 hours of work to complete all of the tasks.

Product Backlog Hours

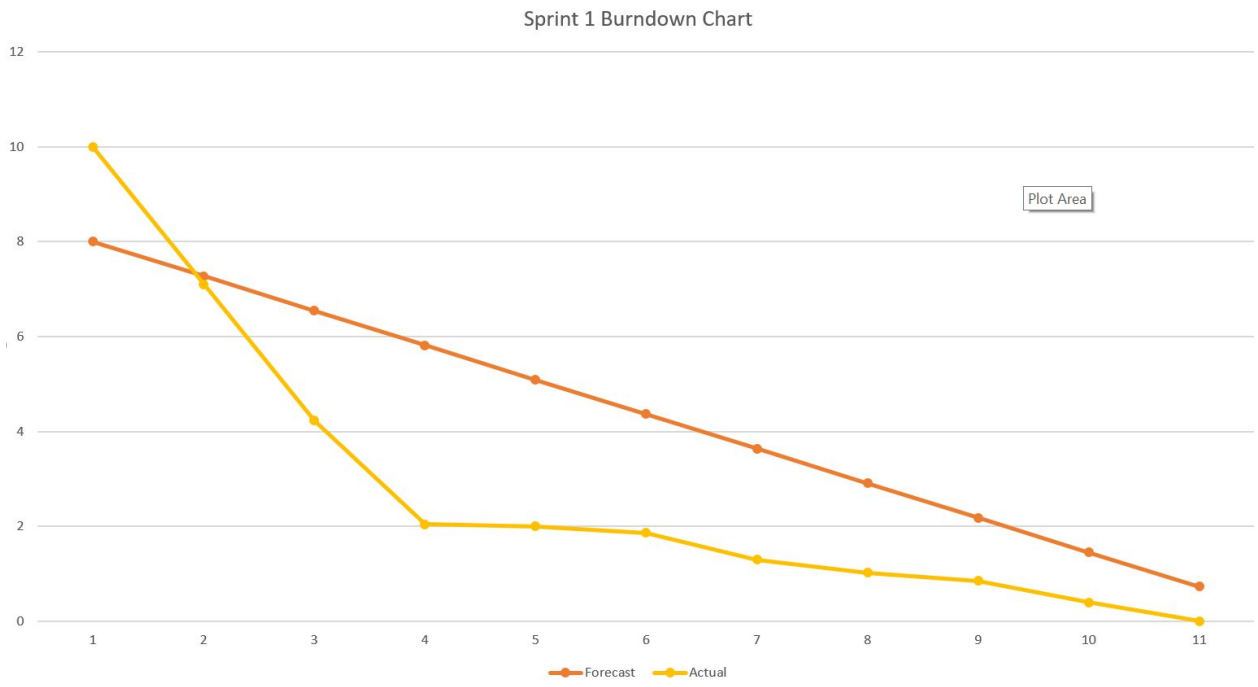
Backlog Story	Estimate Priority	Sprint	Status
Signing up	High	1	DONE
Logging onto the application	Medium	1	DONE
Start a 30 day challenge	Low	2	WORK IN PROGRESS
Choose level of difficulty	Low	2	WORK IN PROGRESS
Add friends/followers	Low	2	WORK IN PROGRESS
Challenge a friend	Low	2	WORK IN PROGRESS

Upload photo	Low	2	WORK IN PROGRESS
Contest the validity of completion	Low	2	WORK IN PROGRESS
Show user profile	Low	2	WORK IN PROGRESS
Show challenges	Low	2	WORK IN PROGRESS

Sprint Backlog Hours

Backlog Task	Hours
Create login page	3.5
Create home screen	2
Create new account page	2.5
Sprint 1 Documents	2

Sprint Burndown Chart



Sprint Review

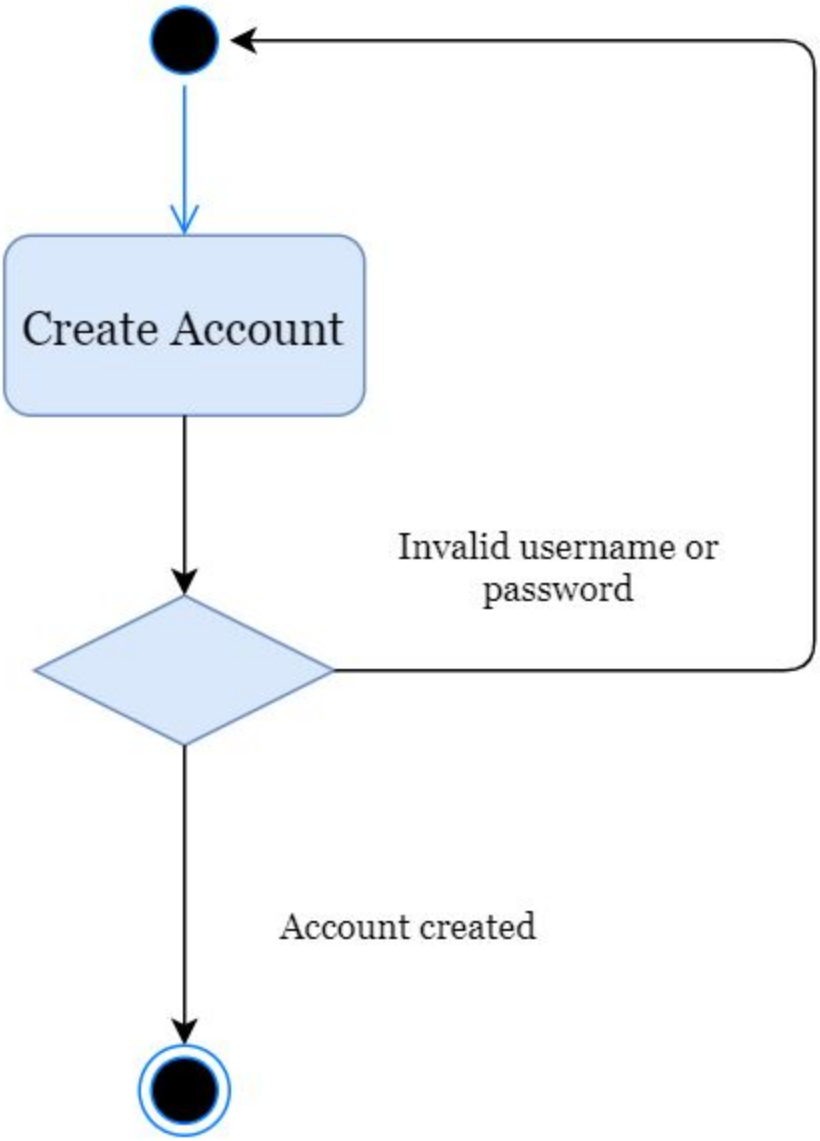
After Sprint 1, the Scrum Master hosted a meeting during our lab hours of CECS 445. We are able to notice our accomplishments. Our accomplishments is that we are able to spread our work evenly amongst each other and fulfill our goals being hit by everyone participant in the team. As well as finishing up our backlog stories that had medium to high priority. Through trial and error, we were able to create our first demo of Sprint 1 that includes the login and signup process of the application.

Sprint Retrospective

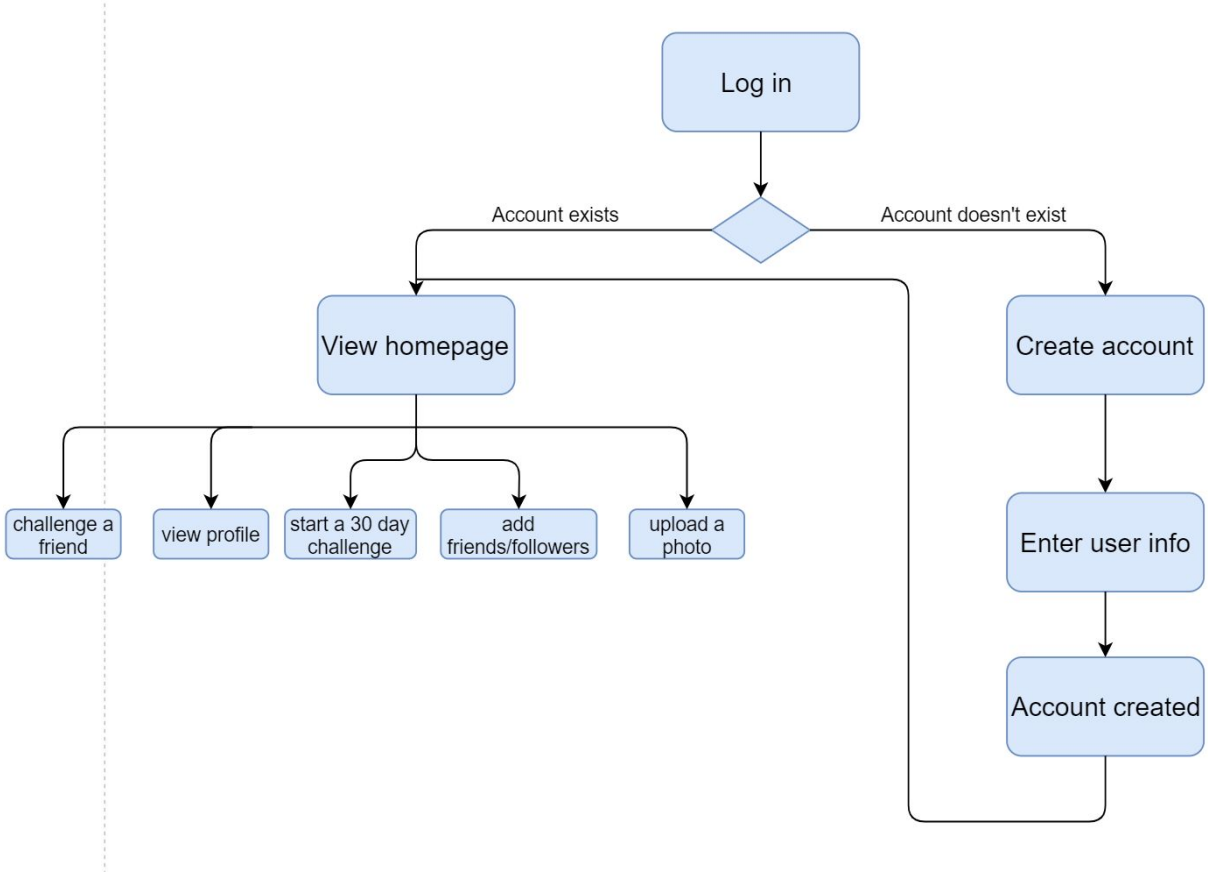
During Sprint 1, the Scrum Master hosted a meeting outside of classroom hours for a quick 15-30 minute meeting. While being on Sprint 1, the Scrum Master initiated what our engineers should put priority towards certain task. The engineers wanted to make sure to get started on the design phase on how to structure the features of Sprint 1. Then, they can continue to go on to the implementation phase. The Scrum Master makes sure to designate the task and if the engineers are getting sidetracked, the Scrum Master will tell engineer to stop doing that task and focus on the priority. Thankfully, the Scrum Master had no problems during this Sprint and the engineers made sure to focus on the priorities on what needed to be finished for the end of Sprint 1.

Sprint 1 Software Architecture

Activity Diagram



Storyline Flowchart



Sprint 1 Software Development

For this Sprint, the engineers needed to determine which features line up with each other in order to develop it in unison. While constructing the features, the engineers needed on the best course of action in regards to what coding language should be used to create these features. The engineers decided on Node.js React as the main language to construct the features. Creating the login and signup design and implementation is not too difficult for the engineers. Through trial and error, they were able to construct a working feature for the application.

Sprint 1 Software Quality

During Sprint 1, the Software Engineers took up the position as a Quality Assurance Engineer. The engineers would hold meetings to make sure that their feature is working properly for this Sprint. They have concluded that the design phase directly coordinated with their implementation phase and showcased what a login and signup page should look like for their application. The software quality is up to their standards for now and they will continue to make it better in the future.

Sprint 1 Prototype

At the end of Sprint 1, our engineers wanted to create a software prototype to build something to show what our project is capable of becoming in the future. We want to show the login and signup process. Due to time constraints, we noticed that our stories are not being able to be fulfilled because of a learning curve. The stories that we focused on for Sprint 1 allowed us to showcase the usability of the beginning process of this application. Clearly, the design is not beautiful just yet, but at the final stage, we will be able to produce a final product.

Sprint 2 Process

Project Meeting/Management Hours

In this sprint, we want to allow users to start a 30 day challenge, choose their level of difficulty, show the user's profile, and show their daily challenge. We project our group to successfully complete 12 hours of work for this sprint.

Product Backlog Hours

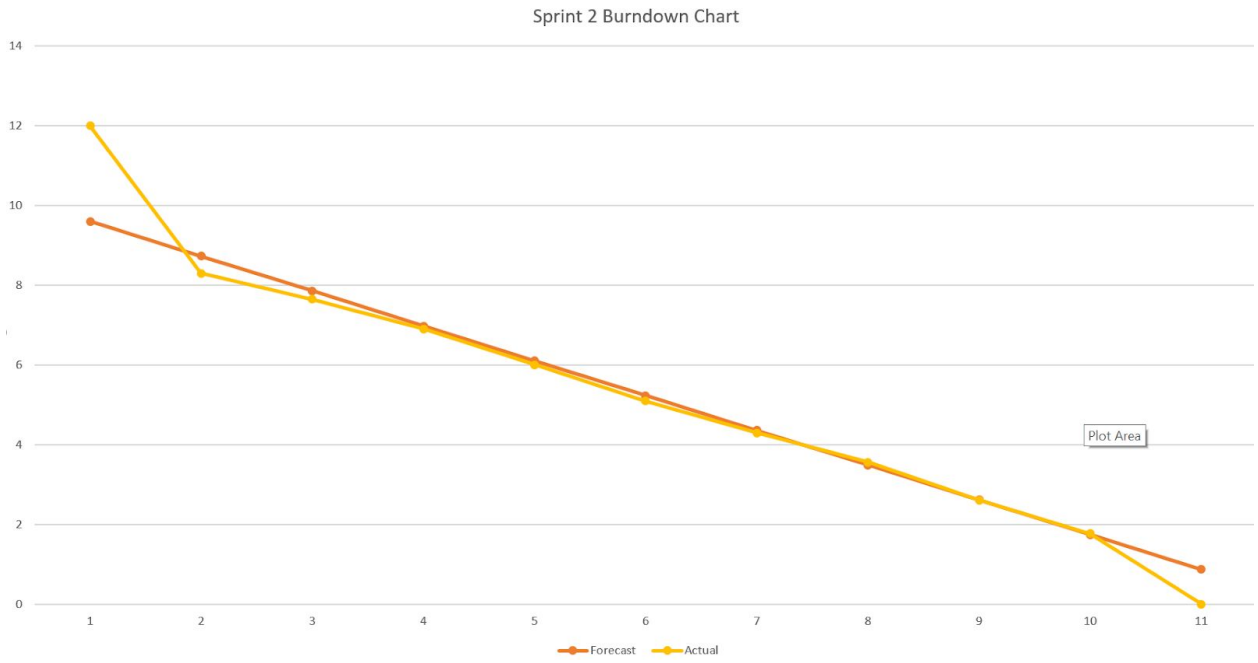
Backlog Story	Estimate Priority	Sprint	Status
Signing up	High	1	DONE
Logging onto the application	Medium	1	DONE
Start a 30 day challenge	High	2	DONE
Choose level of difficulty	High	2	DONE
Show user profile	High	2	DONE

Show challenges	Medium	2	DONE
Add friends/followers	Low	2	WORK IN PROGRESS
Challenge a friend	Low	2	WORK IN PROGRESS
Upload photo	Low	2	WORK IN PROGRESS
Contest the validity of completion	Low	2	WORK IN PROGRESS

Sprint Backlog Hours

Backlog Task	Hours
Create User Profile Tab	2
Create Challenges Tab	4
Create a Start Challenge Button	1
Create a Level of Difficulty Button	3
Sprint 2 Documentation	2

Sprint Burndown Chart



Sprint Review

After Sprint 2, the Scrum Master hosted a meeting during our lab hours of CECS 445. We are able to notice our continued accomplishments throughout this Sprint. Our accomplishments is that we continued to split the work amongst each engineer and finishing up our backlog stories. Any backlog stories that were medium to high priority would be hit. Through trial and error, we were able to create our first demo of Sprint 2 that includes the design of our application which showcases the usability.

Sprint Retrospective

During Sprint 2, the Scrum Master hosted a meeting outside of classroom hours for a quick 15-30 minute meeting. While being on Sprint 2, the Scrum Master is able to figure out the priorities during this Sprint. Once figured out, the Scrum Master split designated tasks to each engineer of this application. Each engineer had to come together to figure out the design phase of how the application is structured in this Sprint that involves the usability of the application. Specifically talking about how the tabs work for the application. Then, the engineers will continue working on creating the implementation of how they can structure the code to showcase what they want the application to actually look like for this overall Sprint. During this Sprint, the engineers had no problems focusing on what the Scrum Master wanted for this Sprint and they were not sidetracked and was always on task on completing the features in time to showcase the demo.

Sprint 2 Software Architecture

Use Cases

Use Case name	Create Account
Used by	Users
Preconditions	None
Success end	Account created

Failure end	Account not created
Actors	Any user
Trigger	Create account button
Description	1. User clicks create account 2. Fills out contact info 3. Enters a password 4. Selects account type 5. Account is made
Exceptions	5. Account already exists with same info - User prompted to login

Use Case name	Login
Used by	Users
Preconditions	None
Success end	Account is logged in
Failure end	Account is not logged in
Actors	Any user
Trigger	Login account button
Description	1. User inputs email 2. User inputs password 3. System checks if valid information 4. User is logged in
Exception	1/2) User enters invalid information User prompted to re-enter information and try again

Use Case name	View profile
Used by	Users
Preconditions	Have an account
Success end	Profile displays
Failure end	Profile doesn't display
Actors	Any user
Trigger	Profile tab is clicked
Description	1. User clicks profile tab 2. Profile is displayed
Exception	1) Timeout error/loss of internet connection

Use Case name	View challenges
Used by	Users
Preconditions	Have an account
Success end	Challenges are displayed
Failure end	Challenges are not displayed
Actors	Any user
Trigger	Challenges tab is selected
Description	1. Challenges tab is selected 2. Challenges are displayed 3. User can select a challenge

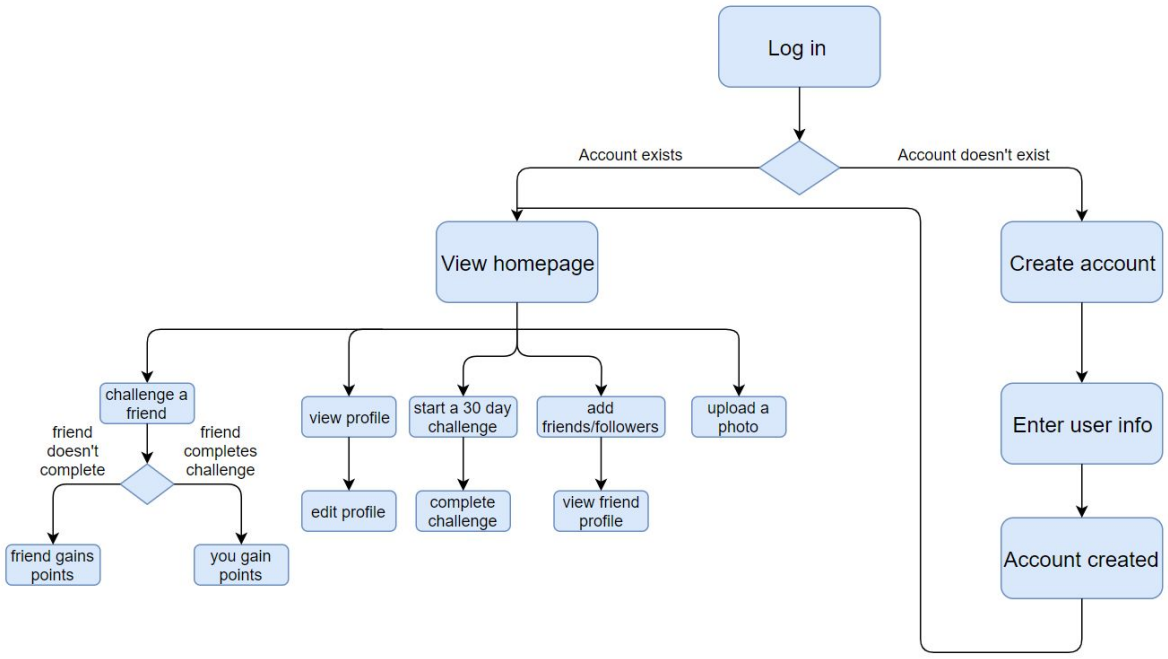
Exception	1)Timeout error/loss of internet connection

Use Case name	Start a challenge
Used by	Users
Preconditions	User must be on challenges tab
Success end	User starts a challenge
Failure end	User does not start a challenge
Actors	Any user
Trigger	User selects one of the challenges displayed
Description	1. User selects a challenge 2. Challenge is started 3. Challenge can be dismissed
Exception	1) Too many challenges in progress

Use Case name	Select level of difficulty
Used by	Users
Preconditions	Have an account
Success end	Level of difficulty selected
Failure end	Level of difficulty not selected
Actors	Any user

Trigger	Difficulty button
Description	1. User selects a proper difficulty 2. Challenges are filtered by difficulty 3. User selects challenges based on the difficulty chosen
Exception	1) App crashes and difficulty not selected

Storyline Flowchart



Sprint 2 Software Development

For this Sprint, the engineers needed to determine which features line up with each other in order to develop it in unison. The engineers continued using Node.js React from Sprint 1 to

construct the new features for Sprint 2. The overall goal of this Sprint is to create a picture of what this application is supposed to look and create working tabs. The only problems that the engineers had dealt with is that they had to understand creating frames that connect from one place to another. The implementation phase of this Sprint was difficult, but the engineers are able to figure it out through trial and error. Multiple engineers were teamed together to figure out the situation. By the end of this Sprint, the engineers are able to create their first demo of the overall application.

Sprint 2 Software Quality

During Sprint 2, our engineers took up the task of being our Quality Assurance Engineers as well. After the completion of a feature, the engineers would have a meeting to test the features for its functionality and usability. The engineers wanted to make sure that the design phase is coordinated with the implementation to showcase what they wanted from the feature. They were able to design the tabs properly and tested it if it works. The engineers believe that in the future, they may have to change it up but they believe that that the quality of their features is up to their standards as of right now.

Sprint 2 Prototype

At the end of Sprint 2, our engineers wanted to continue a software prototype to build something to show what our project is capable of becoming in the future. We want to show the actual application and the tabs after the login process has occurred for the application. The stories that we focused on for Sprint 2 allowed us to showcase the design of the application with the designated tabs.