JUNGLE

SW Engineering
CSC 648/848
Fall 2022
Milestone 2, Part I
Team 2

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FRONT-END LEAD	Farid Mehdipour
BACK-END LEAD	Richard Aguilar
SOFTWARE DEVELOPER (1)	Hugo Moreno
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DATE REVISED	TBD

Executive Summary

Jungle is a platform used to sell San Francisco State University graphic media, eTextbooks, and a few miscellaneous items. SFSU media includes videos, photos, and other visual content. The purpose of our application is to bring convenience to the customer's finger tips. Oftentimes SFSU students and faculty are struggling to find time between their class or work schedules to get certain media. Our application allows customers to easily purchase and get access to SFSU's media as they are needed.

Jungle offers plenty of different features to help SFSU SFSU students and faculty navigate our application with ease and get access to the media they want without any additional work. First of, we provide an online store where SFSU students and faculty and faculty can browse or specifically search for media they need. If the media they are requesting for is not sold on our application, then we would provide media of similar interest to help SFSU students and faculty find what they still might want. Next, we provide a simple filter system that helps sort out specific types of media based on SFSU students and faculty' interests. SFSU students and faculty do not need to spend much time learning how to navigate the application to find a specific product. Rather using the filter tool helps with categorizing the type and style of media they need.

Jungle's main goal for its users is to ease their interaction to purchase SFSU graphic media by using our application. Two of our main features that help the users are expanding the search tool to not just a specific media, but media that falls under the similar category and the filter tool. By utilizing the expanded search tool, users are able to add depth to their search. If the media they search for is not specifically there, the application will state that the media is not available followed by media that could be of similar interest to the user. In addition, the filtering tool helps SFSU students and faculty either narrow down what they are searching for or to find exactly what they are shopping for. This tool will help SFSU students and faculty' time from having to randomly browse the application for what they are looking for.

Jungle's unique feature is its ability to filter the product search by SFSU class and professor names. Oftentimes SFSU students and faculty have a tough time trying to find out which media belongs to which class and professor. Therefore, Jungle helps narrow down SFSU students and faculty' search to find what they need by adding another filter option.

Our team is a group of six members formed in the course CSC 648/848 at San Francisco State University. Our team's focus is to minimize students' time to get access to SFSU media by just a few clicks on our application. Our team is built to handle any crisis and set goals and strategies often to remind ourselves of our project mission.

Data Items and Entities

- Unregistered User
- Registered User:
    - Email (Key)
        - login/Username
        - Alphanumeric
        - unique
    - password
        - encrypted
        - Alphanumeric
- Admin:
    - Email (Key)
        - login/Username
        - Alphanumeric
        - unique
    - password
        - encrypted
        - Alphanumeric
- Posts:
    - Post_id (Key)
        - unique
    - Email (foreign Key)
        - Alphanumeric
        - unique
    - Category
        - Alphanumeric
    - Description
        - Alphanumeric
    - Asking Price
        - numeric ($0.00)
    - Image (not required)
        - can be null

- - - ■ jpeg, png
  - Message Inbox:
    - Post_id (Foreign Key)
      - unique
    - Message
      - Alphanumeric

Functional Requirements V2

Here I expand the M1's functional requirements into M2, with the priority of each requirement with 1, 2, 3(1-must have; 2 – desired; 3 – opportunistic as defined in the class).

-Priority 1

- Unreg user

    Shall be able to create temp registration account

    Shall be able to perform general browse

    Shall be able to browse by category

- Reg user

    Shall be able to create posts

    Shall be able to send and receive post messages

    Shall be able to see posts they have contacted without having to search

    Shall be able to message other registered users in regards to their posting

    Shall be able to edit their posts after submitting

    Shall be able to remove their own posts

- Admin

    Shall be required to approve/disapprove registered users postings

-Priority 2

- Unreg user

    Shall be able to search for posts
    Shall be able to browse posts

- Reg user

    Shall inherit properties of unregistered user

- Admin

    Shall inherit properties of Registered User

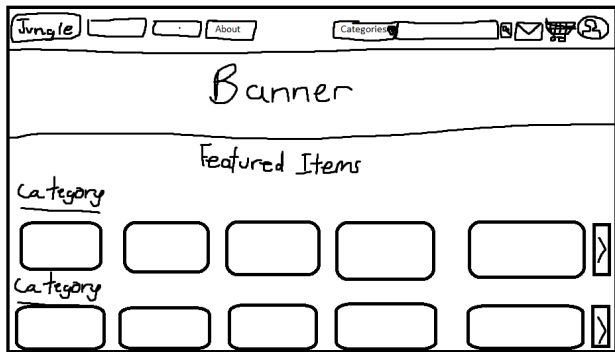-Priority 3

- Unreg user

  Shall be able to view post details

- Reg user
- Admin
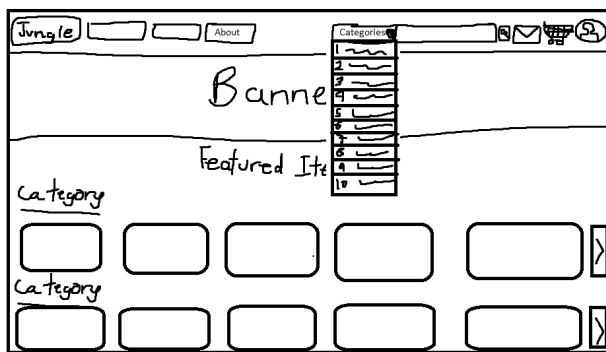- Shall be able to create Admin accounts for new Admins

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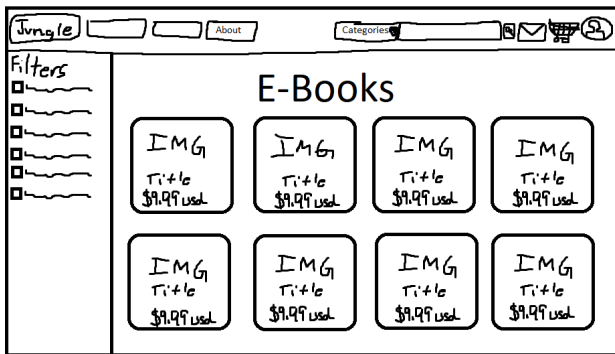# UI Storyboards for each main use case

Use Case 1:

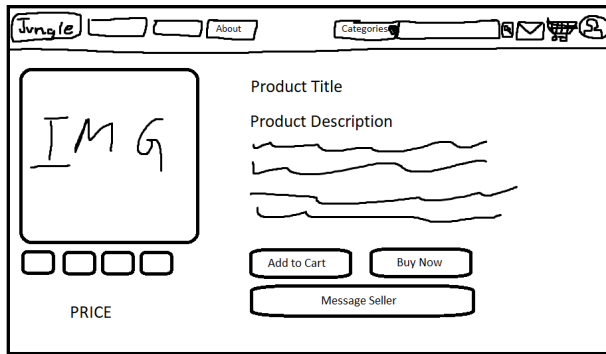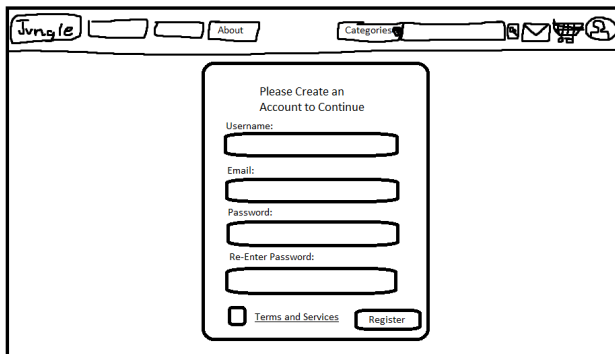Home->Categories->Browse->Item Page->Register->Message

(HOME)

(CATEGORY PULL DOWN MENU)

(BROWSE PAGE)

(ITEM PAGE)

(REGISTRATION)

(MESSAGE)

Use Case 2:

Home->Login->Message Portal->Message->Schedule Meetings->Edit Posts

(HOME)

(LOGIN)

(MESSAGE PORTAL)

(Message)

(Schedule Meetings)

(Edit Posts)

MS1

Use Case 3:

Home->Create Post->Register->Create Post->Guidelines->Message Portal

(HOME)

(CREATE POST)

(REGISTER)

(CREATE POST)

(USER GUIDELINES)

(MESSAGE PORTAL)

Use Case 4:

Home->Admin->Create admin->Login->Change Username & Password->Post Statuses->Guidelines

(HOME)

(Admin)

(Create admin)

(Login)

(Change Username & Password)

(Post Statuses)

(Guidelines)

MS1

High-level system architecture and technologies used

SERVER HOST	Google Compute Engine 1vCPU 2 GB RAM
OPERATING SYSTEM	Ubuntu 22.0.4
SERVER DATABASE	MySQL v8.0
WEB SERVER	Apache 2.4.54
SERVER-SIDE LANGUAGE	Javascript v16.17.0
ADDITIONAL TECHNOLOGIES	VScode

Key Risks

There are no high-level risks at the moment for our project, but there are some small risks we are facing either as a team or individually. For instance, some of the team members are new to MySQL, so understanding how the DB works and more of the back-end takes longer to comprehend. However, we set time for the back-end to educate the rest of the team on the back-end tasks, so the team is knowledgeable on it and gets the opportunity to ask questions, rather than having to learn it on our own. Next, working git is a new skill for some of our team members, so sometimes there might be a confusion on how some file/code should be committed. Once again, those members who are thorough with git, step up to work with the others who have questions. As for the schedule risks, we have not faced many because we communicate well to each other. If a team member is ill or can not show up for any reason, the tasks are immediately delegated to other members to lessen the weight for a temporary period. Since the team is good with informing each other of any hurdles, there has not been any road bumps for meeting deadlines. Lastly, regarding legal/content risks, since we are still a bit early on with our application, we have been using placeholder content for the media. We are starting to look into proper licensing and will explore.

Project Management

First, the team scanned through the entire Milestone 2 document, including Part II. The team lead went through the milestone 2 requirements and what each task requires as a group. As we ran through the set of tasks, the team lead delegated them respectively to each of the team members. We set a soft deadline for each of the development groups (front-end, back-end, devs) by our next virtual meeting. During our virtual meeting, we discussed our statuses on the milestone 2 tasks and worked through on any issues the groups had. The entire team stayed on call despite which group the issue is from, so that the entire team is knowledgeable about what is going on with each other. At the end of the meeting, we set another soft deadline by the next class meeting to ensure that the feedback and corrections made in the previous meeting are enhanced. During our class meeting, the team lead checked in with each team member on their status with their tasks and making sure front-end and back-end members are synchronized. Finally, at the end of our class meeting, we set a hard deadline to have the tasks completed and polished by our next virtual meeting, in which we will review as a team and submit the milestone. In addition to that, the team lead has delegated tasks for milestone 2, Part II and planned to discuss in detail at our next meeting.

MS1

Team and roles

TEAM LEAD & DOCUMENT MASTER	Nanda Pandian
GITHUB MANAGER	Troy Carloni
FRONT-END LEAD	Farid Mehdipour
BACK-END LEAD	Richard Aguilar
SOFTWARE DEVELOPER (1)	Hugo Moreno
SOFTWARE DEVELOPER (2)	Yuwei Liu

Checklist for M2, Part I *(completed by Team Lead - Nanda)*

So far all team members are engaged and attending ZOOM sessions when required	DONE
Team found a time slot to meet outside of the class	DONE
Back end, Front end leads and Github master chosen	DONE
Team ready and able to use the chosen back and front end frameworks and those who need to learn are working on learning and practicing	DONE
Team lead ensured that all team members read the final M2 and agree/understand it before submission	DONE
Github organized as discussed in class (e.g. master branch, development branch, folder for milestone documents etc.)	DONE