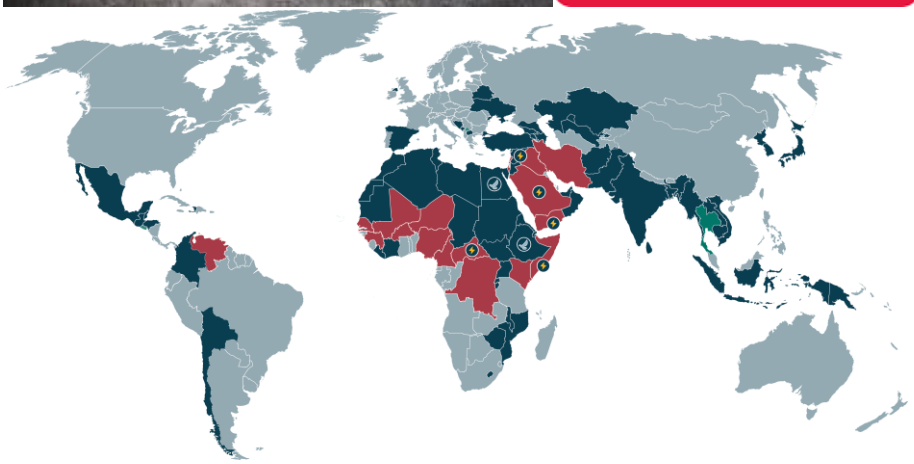
Course:	IDATx1005 Systemutvikling Project description		
Class	BIDATA	Kategori:	Prosjekt
Teachers:	Surya Kathayat (TRD) Ali Norozi (TRD) Grethe Sandstrak (TRD) Tom Røise (Gjøvik) Anniken Karlsen (Ålesund)		
Kickoff	Week 2 - 3		
First iteration:	Week 4 - 6		
Second iteration:	Week 7 - 11		
Third iteration:	Week 12– 17		
Innleveringsfrist	To be submitted in Inspera (24.04.2026 kl 14:00)		
Presentation:	See Blackboard room for details		



"Figures sourced from the internet"

Project description:

Help Me Help (HmH) Application

Today, the world is characterized by an alarming number of wars, conflicts, and disasters. As socially engaged students with solid knowledge of software development, you have an idea of developing a software application that can be used by people who wish to donate money to one or more organizations/projects that provide aid. It can be difficult for people to navigate among the many large and small emergency relief initiatives. This is where the HmH-App will be helpful by providing relevant information.

It is important for users to create their profile in the app. This will contain personal data and information about the causes the user wishes to support. The profile is important both for helping the user keep track of which organizations/projects they have supported previously and whom they plan to donate to next.

Ensuring that only legitimate and trustworthy organizations are listed in the app is necessary. Innsamlingskontrollen (IK) is a non-profit foundation that checks whether fundraising activities are conducted properly and whether the money goes to the stated purposes. The HmH-App should either retrieve this information from the API https://app.innsamlingskontrollen.no/api/public/v1/all or from a CSV file.

Note: The requirements specified above are just a starting point. Students are expected to come up with a variety of ideas of functionality related to the complete on-line version of the HmH-App when you work on vision and planning, and you are expected to include early user testing on wireframes / prototypes when elaborating requirement specification.

However, when it comes to implementation/coding in the IDATx1005 project, you should only realize (code and test) three or four core functionalities. These should run locally as a stand-alone Java application on a laptop. Functionalities should be firmly prioritized by your group based on input from potential users and your own technological insights.

Technical requirements

1. The application should be an Java desktop application.
    a. Use of Scene builders is allowed.
2. Application data should be persisted into a relational database.
3. Any usage of AI tools should be justified and documented both in source code (with comments) and in report. Specifically it must be described which AI tools are used, what they are used for, and why.
4. All students should you NTNU´s GitHub instance (https://git.ntnu.no) for source code and project management.

Process

The project should be carried out in 3 iterations (each may contain several sprints). The results of the first two iterations are presented in team meetings with subject teachers/learning assistants, while the results of the last iteration are presented to subject teachers at the end of the semester as part of the assessment in the subject. Further details on the project evaluation criteria are available on Blackboard.

Overview of the three iterations:

- The first iteration has a main focus on vision and requirements. The team will develop an early prototype using wireframes. User testing of the prototype must be carried out by users who are not part of the team. The prototype is presented at the first guidance meeting with the subject teacher/learning assistant, in addition to the use-case diagram and domain model.
- The second iteration focuses on developing a MVP (Minimum Viable Product) using Java. MVP means that the application has just enough functionality needed to use it. The application should at this stage be relatively error-free in contrast to the prototype. Carry out user test 2 on MVP and present it at guidance meeting 2 with subject teacher/learning assistant. In addition, you must present the first version of requirements documentation and WIKI
- The third and final iteration focuses on finalizing the application according to the customer's and team's priorities. Furthermore, all documentation, including attachments, must also be completed.

Note: The team should have a standup meeting as agreed by the team! They also should have a status update (and feedback) meeting with a student assistant once a week. Note also that it is allowed to have multiple sprints in each iteration.

Basic information about the project

Your team is employed by a computer consulting company that has been commissioned to develop the new information system. Notice that the team must create its own system containing 3-4 core functionalities. As a student, you will mainly play the role of a systems consultant designing and implementing the system. Lecturer may play the role of a mentor in addition to users/expert advisors.

- Each team member is expected to contribute minimum 80 hours to the project.
- In the milestone plan, you will find deadlines for compulsory deliveries in different iterations.
- To ensure the quality of the application the team must continuously undertake unit testing.
- To ensure high usability and a good user experience the application must relate to Don Norman’s principles of interaction design
- To evaluate the user experience the team must carry out usability tests after the first and second iteration (wireframe and MVP)
- Universal Design – the application must be designed according to WCAG 2 principle 1 – Perceivable
- Each team should incorporate sustainability practices into system development.

Resources

You will find project resources, including document templates, in the project folder on Blackboard.

Use of collaboration tools

The team will use collaboration tools as part of the project, such as Github, Github Wiki, Github Boards, Github Pages, Figma, Google Drive etc. Experiences with the use of these tools must be summarized in the main report.

Note!

- Name the team git project according to the following format: **idatx1005_2026_gruppenr (example idatt1005_2026_03)**
- Grant subject teachers from your campus Read access to the Git repository.
- Include full names of team members on WIKI landing page in Git

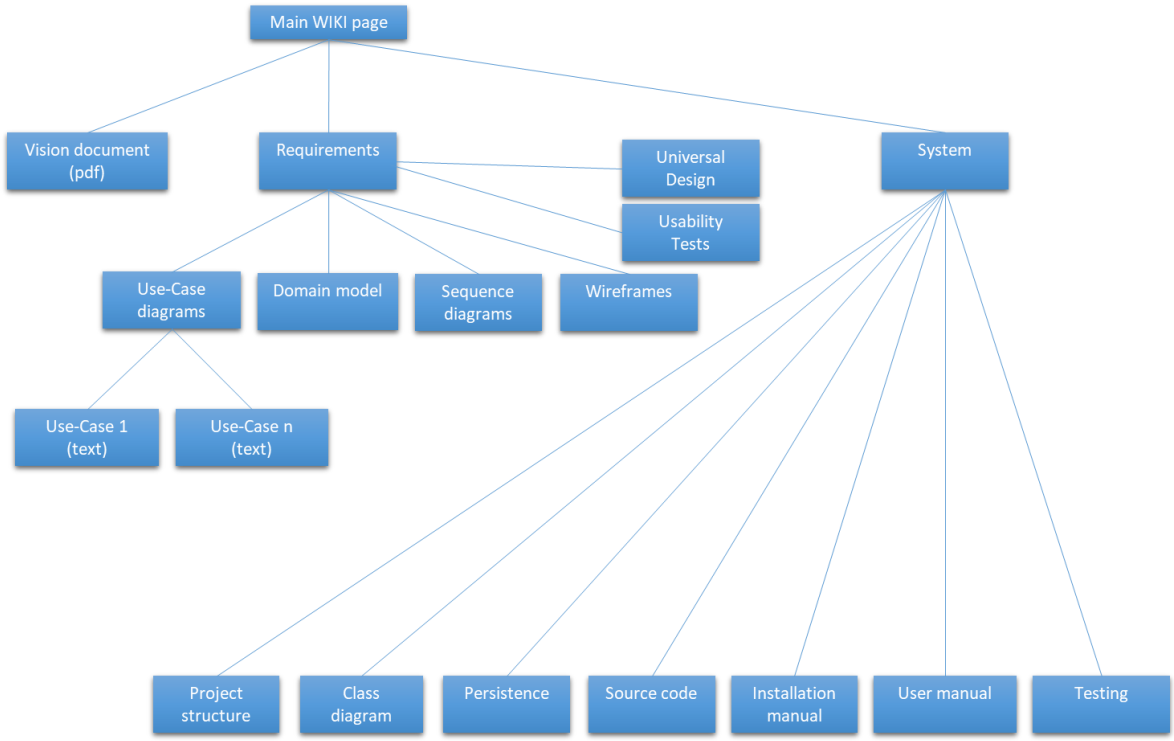
Submission of report

Each team must deliver a separate main report as well as attachments according to the provided templates.

The team must summarize experiences dealing with the project-work and cooperation within the team and with their product owner if applicable. Each team member must also document and evaluate his/her own performance.

Attachments to the Main report:

1. Project Manual
    a. Collaboration agreement
    b. Project plan with the schedule in the form of a Gantt chart
    c. Timesheets with status reports for each team member
    d. Meeting invitations and minutes
    e. Github board(s), screenshots from each iteration
2. Vision document
3. Link to Git WIKI pages with the following content (NB! See lecture on documentation for a more specific description of each content element)
4. Link to JavaDoc on Github Pages



Final team deliverable

Inspera submissions should include:

1. Final report (pdf-file named, for example, idata1005_2026_Report_groupno.pdf)
2. Project manual, vision document, Github bord(s) and WIKI pages (all appendix's included into one single pdf named, for example, idata1005_2026_appendix_groupno.pdf)
3. Source code + javadoc (zip file named, for example, idata1005_2026_code_groupno.zip)
4. URL – Git repository

Final individual deliverable

A self-reflection report prepared individually and uploaded on INSPERA in which you reflect on your contribution to the group, what you think went well and not well from your side and how the team functioned.

- Your name and Team number.
- Describe the team-process as you perceive it (what went well or not)
- Describe your contribution and role in this project
- Analyze your teams process and your own contribution and role (why do you think the team process became as you describe it?)
- Looking forward - if you find yourself in a similar situation - based on the experiences from this project how would you act? Experience gained in this project: will it impact your further studies?
- Conclusion - What have you learned (learning outcomes), are there elements from this project you would want to explore even further. Your overall opinion of the team, process and project.