What it is:

A sharing site for images of cats. The images will be sortable by a variety of tags: cat’s coat, color, length, and image genre (funny, cute, etc.). The images can be found with refinable search options. The options would be displayed as check or drop-down boxes. Users will be able to create an account by providing an email (Username) and password. The users will also be able to post and search for images of cats to their liking. (like, follow, friend are potential additions)

Who is it for:

The cite will be for people who want images of cats (don’t we all). Cats are one of the most important parts of early internet culture, and people often find themselves in need of fuzzy stress relief, for those who need a quick pick-me-up.

Why is it needed:

Cats are an integral part of internet culture. Their wide acceptance and broad appeal is great for making quick additions to any conversation. People bond easily over pets and in these uncertain times, what we all need is pleasant social interaction.

Requirements:  
**Account Creation**  
- provide valid username and a password of at least 8 characters

**Account Management**- update profile’s password, bio, and following (have/change profile picture?)  
- view and remove past posts on that account

**Posting**- post images, select tags as search terms for the image when they make the post  
- tags will include information relevant to the image (custom tags?)  
- view posts by looking for followed users or by using search tags   
(default to most liked or newest?)  
- like a post, to find it more easily and send virtual validation to the poster  
- follow other users, to easily view a content creator’s posts as they arrive

**Potential Tools**:  
Visual Studio, Name.com, Gimp

**SPMP - MyCat**

By: William Reichert

Graphical user interface, text, application

Description automatically generated  
*Proposed layout*

**PREFACE**

The general purpose of project MyCat is to provide its users with a constant stream of cat images. The website will act like a social media with user accounts, posts, likes, and follows. Pets are one of the easier topics for people to bond over, cats especially so having a place just to share them is beneficial for human interaction.

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**Part 1: Introduction  
1.1 Project Overview** Project MyCat takes a cat-centric approach to social media. As cats have been essential to early and modern internet culture, MyCat takes the cat photo medium to the next level. Entirely focused on cats, the site will offer its users a fun way to share and view cats.

**1.2 Project Deliverables**

The primary objective of the project is to create a working system for users to upload, and search for photos.  
  
**1.3 Evolution of the SPMP**  
    Changes to the SPMP are anticipated to be found in reference material, definitions, tools, methods, models, organization, and interface.  
  
**1.4 Reference Materials  
    \*\*\*ADD THINGS AS THEY COME\*\*\*\*  
  
1.5 Definition and Acronyms**MyCat- The proposed name of the social media project

**Part 2: Project Organization**

**2.1 Process Model**

The page will consist of a header, body, and footer. The header will possess the basic website information and link to other sections of the site through tabs/buttons and the search tags. The body will contain the information relevant to the page, such as search results, result navigation, and image posting instructions. The footer will contain little to nothing, but its inclusion will maintain the aesthetic.

**2.2 Organizational Structure**

The individual entirely responsible for the project in all aspects is William Reichert. A few volunteers may assist with testing.

**2.3 Organization Interfaces**

The project will require a website and database host.

**2.4  Project Responsibilities**

All responsibilities are given to William Reichert.

**Part 3: Managerial Process  
3.1 Management Objectives and Priorities**

Ordered objectives are:  
Finding/Making a host site and database  
Setting up the script editor.   
Making/Testing the script  
Creating the site  
Testing the site  
Testing it again  
 **3.2 Assumptions, Dependencies, and Constraints**

Assumptions lie in the site and database. There is currently no price estimate but assumed to be approximately $10-20. Dependencies only lie in the host site as well. As it has not been established, the site will have its own requirements and likely require changes to be made if not addressed. Constraints are time, budget, and skill. The limited resources of the ‘team’ are the only constraints.

**3.3 Risk Management**

All problems will be directly addressed by the project manager, William Reichert. Major issues that can not be processed will be documented.

**3.4 Staffing Plan**

William Reichert takes all roles in project management, development, and testing. At his discretion, additional temporary members may be introduced for testing purposes.

**3.5 Monitoring and Controlling Mechanisms**    Issue reports will be handled through team meetings or reported to the GitHub repository.

**Part 4:Technical Process:**

**4.1: Methods, Tools, and Techniques**

The proposed code editor is Visual Studios. The languages used will be HTML, Javascript, and CSS. After the website is usable, it will be added to a domain created at name.com. Gimp will be used for any graphic designs or icons.

The next step for the project is gathering the required software and finding a host site. After that, the plan is to create the skeleton of the website and plan the features. If possible, the project will be tested frequently. The last steps will be a live test with multiple real users to ensure the site works as intended.

**4.2: Software Documentation**

Each step of the process will be personally noted by the project manager. Each addition to the project will call for routine software testing.

**4.3: Project Support Functions**

The project will be tested frequently to deliver a final product with quality assurance.

**Additional Info:**  
**Software Process**

The project will be handled with the spiral process, as this will be most useful for our time and resource limitations.

**Change Management**

Changes will be handled from the lowest applicable level up. If a change is made to a process, all levels above it will be tested or altered. Levels are complexities of code. From the bottom up is variable, function, class, object, interface, etc. Changes to other aspects such as design will be split into code and non-code segments, where one will be prioritized and completed before the other. All changes will be made on a separate branch of code to make reverting easier.

**WBS**

Gathering the required software and finding a host site.

Create the skeleton of the website and plan the features.

Build the rest of the website with all intended features according to the requirements.

-account creation

-account editing

-posting

-following

-liking

-commenting

Live test with real users.