Hoppa: Master Project Development Plan

Project Team

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Project Purpose

The purpose for this project is to develop a web application called Hoppa. Hoppa is a social network where college students will be able to provide and receive assistance with the courses they are struggling with, creating or joining Study Groups where they can solve exercises, post unanswered exercises for assistance, etc.

Project Objectives

The main objective of this project is to connect students around the world by the courses and assistance they need.

The selected development frameworks are:
- AngularJS
- Flask Framework
- MySQL
- Microsoft Azure

This project has 6 phases:
- Sprint 0: Conceptual Design and Development Plan
- Sprint 1: App GUI Design and DBMS instance
- Sprint 2,3,4,5: Open

Hoppa will connect users-through the internet- with a username and password they have created, allowing users to share their doubts, answer questions and communicate with other users in the network. Every user will have a profile in which he can complete with information such as his name, location, achievements and education. The users could also, be friends with other users, be members of groups, follow business pages,

and set if they will assist to events. To show the latest posts, such as media and/or messages, by the preferences of the user Hoppa will have a news feed. The information displayed in the newsfeed will be by the most recent to the earliest. As a functionality posts and events relate to the user will be notified to him by email.

Project Scope

This project will allow college students to access a social network where they will be able to provide and receive assistance with courses they are struggling with, creating or joining Study Groups where they can solve exercises, post unanswered exercises for assistance, etc. These groups can be created for any topic, such as math, science, history, among others. Though not exclusively usable by only students, students are the intended audience and the network will be based around their use. This service will connect students in order to help them provide mutual aid. Through this service, students will have a more personal support when searching for help with homework, study exercises, group study meetings and the like. It will also allow students to corroborate the solutions found by communicating with their peers directly and being able to leave a review of how well they like a given solution. Based on these reviews and how many problems they help solve, users will be given a certain rank. All users start out as an Egg and by helping others move up through the ranks of Tadpole, Tadpole with Legs, Tailed Frog, Adult Frog, and Elder Frog.

Out of Scope:

Hoppa will not support video or voice chat. It will also be a web app and is currently not planned to have mobile support in its first version.

When faced with a troublesome problem, most students will turn to the internet or their friends for help. Unfortunately, they may not always find the solution online, or they may find but not understand it. Furthermore, they may not have a means by which to contact all their friends, or they may not feel comfortable asking some of them for help out of the blue. Hoppa will solve both of these problems. While not guaranteeing a solution to your problem, it will allow you to obtain help from any Hoppa friend willing to come to your aid, or your fellow group members. If someone manages to solve your problem and you don't understand the solution, you need only ask them to clarify.

Success Criteria

The first phase sprint 0 (Conceptual Design and Development Plan) of the project will be a success when:
- application concept and name is created
- all development frameworks are selected and functional
- E-R diagram is designed
- Requirements Definition Document is completed
- Intellectual Property Agreement is written

The second phase sprint 1 (App GUI Design and DBMS instance) of the project will be a success when:
- Updated version of Master Project Plan and Gantt chart are realized
- Project Development Plan is realized for the phase
- App mocks are created
- ER Mapping and working DBMS is hosted somewhere on the cloud

The third, fourth, fifth and sixth phase (Open) of the project will be a success when:
- final update with percent completion for each sprint
- updated Project Development Plan
- project completion

Application Design

The design of Hoppa is made with gomockingbird online wireframe generator. Hoppa will consist of a main page in which the user will have the opportunity to see what other users, groups or events they are following post. This main page is illustrated in figure 1.
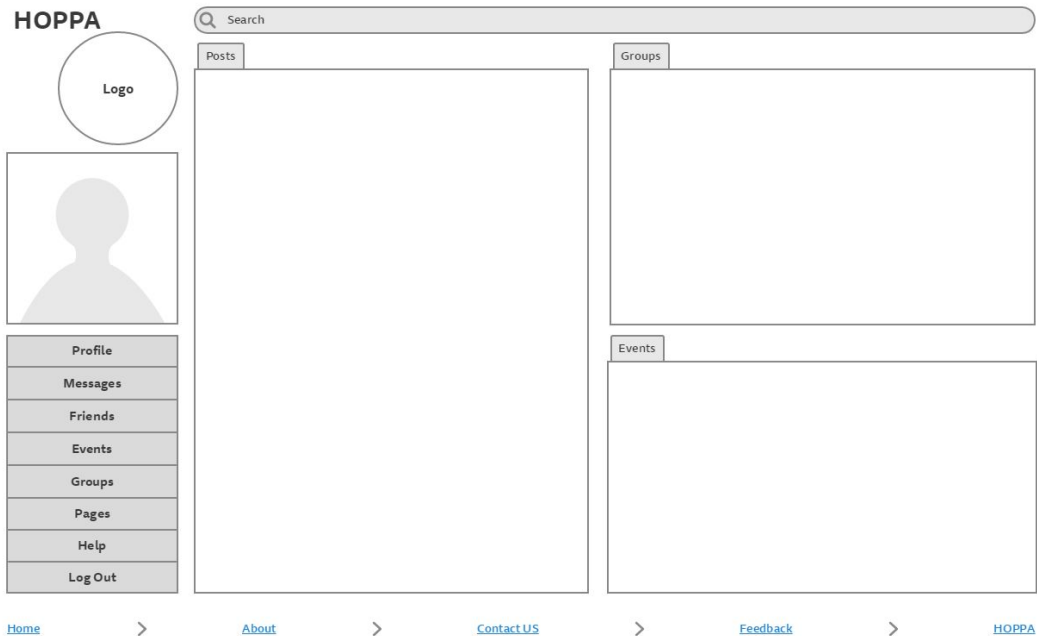
Figure 1. Main page of HOPPA

Figure 2 shows the log in/ sign up page where the user will have the opportunity to sign up to Hoppa's social network or log in with a username and password previously created.

Figure 2. HOPPA's Sign Up/Log In page

Figure 3 demonstrates the way a user's profile may look.

Figure 3. HOPPA's User Profile page

The official website appearance is show in the next figures.

Figure 4. HOPPA's Welcome page

Newsfeed   My Groups   My Events   My Friends

Welcome to Hoppa!

Newsfeed

Need help?

Post

Yanisse Rodriguez
just testing

Edit   Delete

Date: 2015-11-29 00:58:16

Figure 5. HOPPA's Newsfeed page

Message

<Yanisse has entered the room.>

Enter your message here

Leave this room

Figure 6. HOPPA's instant messaging page

Yanisse M Rodriguez

Choose File   no file selected
upload

I am a ... Tadpole

About

Interests

Education

School:

Major:

Associations

Figure 7. HOPPA's User Profile page

My Groups

+Add Group

Math / Science / Arts / Sports / Business and Management / Technology

Group Name

test

ICOM

just testing

Figure 8. HOPPA's Groups page

Milestones

#	Task Mode	Task Name	Duration	Start	Finish	Predecessors	Resource Names
1		Research and Analysis	3 days	Wed 9/2/15	Fri 9/4/15		
2		Idea Suggestions	1 day	Wed 9/2/15	Wed 9/2/15		
3		Study Ideas	1 day	Thu 9/3/15	Thu 9/3/15	2	
4		Idea Selection	1 day	Fri 9/4/15	Fri 9/4/15	3	
5		Requirements Definition	5 days	Mon 9/7/15	Fri 9/11/15	1	
6		Gathering Documentation	3 days	Mon 9/7/15	Wed 9/9/15	1	
7		System Requirements	3 days	Thu 9/10/15	Mon 9/14/15	6	
8		System Design	11 days	Wed 9/16/15	Wed 9/30/15	1,2	
9		App GUI Design	6 days	Wed 9/16/15	Wed 9/23/15	7	
10		DBMS Design	6 days	Wed 9/23/15	Wed 9/30/15	7	
11		Prototype Development	16 days	Mon 10/5/15	Mon 10/26/15	8	
12		Database Development	11 days	Mon 10/5/15	Mon 10/19/15	10	
13		Web App Development	11 days	Mon 10/12/15	Mon 10/26/15	9,10	
14		Integration	10 days	Mon 11/2/15	Fri 11/13/15	9,10	
15		Delivery	18 days	Fri 10/30/15	Tue 11/24/15	11	
16		Deliverable 1: Update Documentation	1 day	Tue 10/13/15	Tue 10/13/15	8	
17		Deliverable 2: Update Documentation	1 day	Tue 10/27/15	Tue 10/27/15	11	
18		Deliverable 3: Update Documentation	1 day	Tue 11/10/15	Tue 11/10/15	14	
19		User Acceptance Testing	5 days	Mon 11/16/15	Fri 11/20/15	14	
20		Document Testing Results	2 days	Mon 11/23/15	Tue 11/24/15	19	