

First Semester

1. Project Title
 - FIT History Tours
2. Names and Email Addresses of Team Members
 - Tyler Zars: tzars2019@my.fit.edu
 - Grant Butler: gbutler2020@my.fit.edu
 - Cameron Miskell: cmiskell2019@my.fit.edu
 - Matthew Tokarski: mtokarski2018@my.fit.edu
3. Faculty Advisor from CSE:
 - Dr. Fitzroy Nembhard : fnembhard@fit.edu
4. Client:
 - Ryan Stansifer (Florida Institute of Technology)
5. Date(s) of Meeting(s) with the Client for developing this Plan:
 - Thursday, Sep 1, 2022
6. Goal and motivation: Discuss the overall goal (help make the intended users "happier") and motivation (why are the intended users not too "happy"? limitations/pains of current systems)
 - Goal: To provide users with a mobile suite for navigating the Florida Tech campus while engaging them with historical content: photos, videos, trivia, etc. such that the campus experience is memorable and educational.
 - Motivation: Currently, campus tours provide information about the purpose of each area/building but do not establish connections with the visitors and prospective students, leaving participants detached and easily forgetting the layout of the university. By providing historical information, this project seeks to establish at least a single point of connection with each point of interest, both entertaining and solidifying the memory of where to find a given resource at Florida Tech.
7. Approach (key features of the system): Discuss at least three key features/functionalities that your system provides for the users to help achieve the overall goal.
 - Feature #1: Explore the beautiful campus of Florida Tech at your own pace with our guided walking tours, housed completely within the app! Navigate to your desired point of interest with ease as the map shows which paths to take in real-time! Take the scenic route with the "Sightseeing" option, or arrive in no time with the "Fast Travel" option.
 - Feature #2: Discover the landmarks of Florida Tech without setting foot on campus! Select locations on the map to see an image/video with narration about each place! Immerse yourself in the culture and history of our university through the screen of your device and get a head-start on the Panther Experience!
 - Feature #3: Compete in trivia games as you walk around campus to win prizes. Want to hear about specific aspects of Florida Tech's history? Have a deeper interest in the past presidents of our university? With our themed tours, get a more focused experience that shows you the most relevant

buildings and history related to the topic you select. Trivia and mini-games will also be tailored to each individual subject area.

8. Novel features/functionalities: Discuss which features/functionalities, if any, are novel and why.
 - An active timeline that appears during a tour when a history “event” is triggered, visually scrolling backward from the current year to the date of the past event. Used as an indication that a mini-game or trivia section is about to begin. This is novel because we have never seen a dynamic timeline implemented in any app graphically to express to the user *when* an event happened, only static dates in the header/footer.
9. Technical Challenges: Discuss three main CSE-related challenges
 - Challenge #1: Mobile App development/deployment
 - Challenge #2: Learn JavaScript Fundamentals
 - Challenge #3: Applying the Software Development paradigms taught in previous semesters to one large project.
 - Challenge #4: Dynamic UI/UX Development (ReactJS)
 - Challenge #5: Content Management Systems implementation
10. Milestone 1 (Oct 3):
 - Select and Learn a JS Framework for Development
 - Select and Learn a Mobile Development Toolkit for iOS/Android
 - Begin to Collect Historical Research and Images for the Application
 - Create UI Mock-Ups and Get Client Feedback
 - Create Requirement Document
 - Verify and Validate Requirements
 - Create Design Document
 - Create Test Plan
11. Milestone 2 (Oct 31):
 - Implement and Deploy Basic Web App/Mobile App
 - Choose GPS/Location Framework/API
 - Build Out Historical Database
12. Milestone 3 (Nov 28):
 - Develop UI Further
 - Implement Timeline
 - Test GPS Popup On Arrival at a Location
 - Validate Historical Database into Application Timeline

13. Task matrix for Milestone 1

Task	Grant	Tyler	Matthew	Cameron
Select and Learn a JS Framework	25	25	25	25
Select and Learn Mobile Development Toolkit	55	15	15	15

Investigate Hosting Options and Needs	15%	55%	15%	15%
Compare and Select Collaboration Tools	Calendar Software for Team/Client Meetings	Documentation Software and UI/UX Preview Software	Presentation and Communication Tools	Version Control and Code Reviews
Begin to Collect Historical Research	15%	15%	55%	15%
Requirement Document	Write 15%	Write 15%	Write 15%	Write 55%
Design Document	Write 25%	Write 25%	Write 50%	
Test Plan	Write 15%	Write 25%	Write 15%	Write 45%

14. Approval from Faculty Advisor

- "I have discussed with the team and approve this project plan. I will evaluate the progress and assign a grade for each of the three milestones."
- Signature: _____ Date: _____