

Collaborative Outline

CS 411 Team Red

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1. Introduction

- History of Roc Family
- Societal Problem
 - Isolated
 - Lack of Support
 - Struggling Financially
 - Stress
 - Constant Hospitalization
 - Boredom
 - New to Geographic Area
- Describe Customer
 - Pediatric Patients
 - Parents or Guardians
- Needed Solution Characteristics
 - Live Chat
 - Games for Pediatric Cancer Patient
 - Movies for Pediatric Cancer Patient

- Games for Family (Siblings)
- Movies for Family (Parents and Siblings)
- Nearby Events
- Nearby Deals
- Introduce "RocFamily"'s Mobile Website Platform as Solution
 - Live Chat
 - Movies for Family
 - Nearby Events and Deals
 - Games for Kids

2. RocFamily Product Description

- Summary
 - Live chat application for parents or guardians
 - Convenience
 - Intuitive and easy to use
 - Available for Chrome, Firefox, Safari, and Internet explorer web browsers
 - Pre-loaded on RSF link distributed Android-based tablets
 - Promote communication between RSF staff and families
 - Save time by eliminating outdated communication methods- e.g., fax

2.1 Key Product Features and Capabilities

- Goals
 - Relevant, real-time data
 - Improve communication
 - Improve coordination
 - Provide support for families with children suffering from cancer
- Objectives
 - Live Chat

- Movies for Family
- Nearby Events and Deals
- Games for Kids

2.2 Major Functional Components (Hardware/Software)

- Hardware
 - SQL database server
 - Web Server
- Software Developed
 - Chat functionality
 - Admin updating website
 - End user
 - Authentication
- Algorithms
 - Expired event
 - Broken link
 - Notification algorithm
 - Password reset
- Software requirement for user
 - Web browser

3. Identification of Case Study

- Description of issue
 - Effects on RSF productivity
- Problem evidence
 - Cited Problems
 - Isolated
 - Lack of Support
 - Struggling Financially
 - Boredom

- Prospective Users
 - RSF Staff
 - RSF Volunteers
 - Patient's Families
 - Patient

4. RocFamily Product Prototype Description

- Proof of Concept
 - RSF Staff/ RSF Volunteers
 - Live Chat
 - Families
 - Receive tablets with pre-loaded RocFamily link
 - Communicate with RSF Staff
 - Movies
 - Play games
 - Patients
 - Movies
 - Play games
- Risk Mitigation
 - Ease of Use
 - Low adoption rate
 - Broken links
 - Best Practices for data security
 - Automated platform control
- Simulation
 - Use of multiple devices to view RocFamily during simulation

- RSF Staff account
- Family account
- Tester account

- Can be simulated remotely and on-site

4.1 Prototype Architecture

- Prototype MFCD breakdown
- Hardware
 - CS Virtual Machine
- Software
 - Chat functionality
 - Admin updating website
 - End user
 - Authentication
- Software Development tools
 - Git
 - Text editor/IDE

4.2 Prototype Features and Capabilities

- Features
 - Chat functionality - logs, input, notification
 - Admin updating website - Create, delete, update
 - End user - touch driven interaction (events, movies, games), Chat
 - Authentication - secure website
- Capabilities
 - RocFamily integration
 - Database for storing user information
 - Event calendar

4.3 Prototype Development Challenges

- Integration with RocFamily
- Web application security
- Testing
- Deployment

5. Glossary

- PHP: Server scripting language
- MySQL: Relational database management system
- Apache2: Web server
- RSF: Roc Solid Foundation
- Roc Solid Foundation - builds hope for children battling cancer and their families by offering opportunities for them to do what they do best – play.
- Roc Solid Play It Forward – builds custom playsets in the backyards of children ages 1 – 8 fighting cancer and completes room makeovers for children ages 8 – 18
- Roc Solid Ready Bag - includes everything a family might need for their unexpected hospital stay – toiletries, a blanket, a prepaid debit card, a journal, a tablet, and more.
- RocFamily - an application that is preloaded onto the tablet provided in the Roc Solid Ready Bag, which offers comfort support for parents and entertainment for children, during this stressful time in their life.

6. References