# Chapalang!

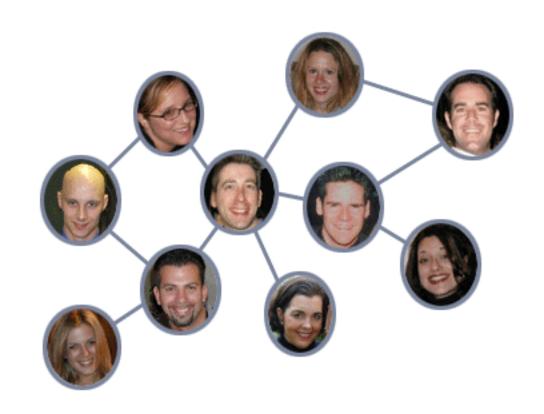
Chapalang! is a social utility that connects people with friends and new friends by offering a place for exchanging ideas and information on its public domain.

#### WHAT IS CHAPALANG?

Connects people

Real identity

Discussion platform



### Benefits of real identity community



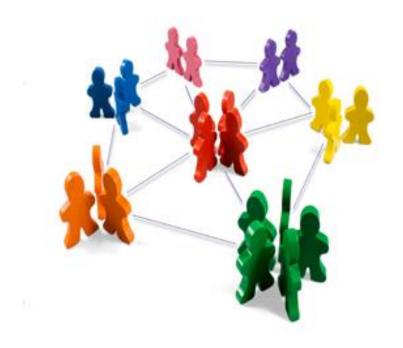
Encourages responsible activities and behavior

Opportunities to develop online persona

### Benefits of real identity community



Relevant User Data



Network of Relationships

#### WHAT IS CHAPALANG?



Online marketplace



Advertising

#### **Team Roles**













# **Agenda of Presentation**



#### **Available Platforms**

#### **Discussion Platforms**







#### **Available Platforms**

#### Marketplace Platforms





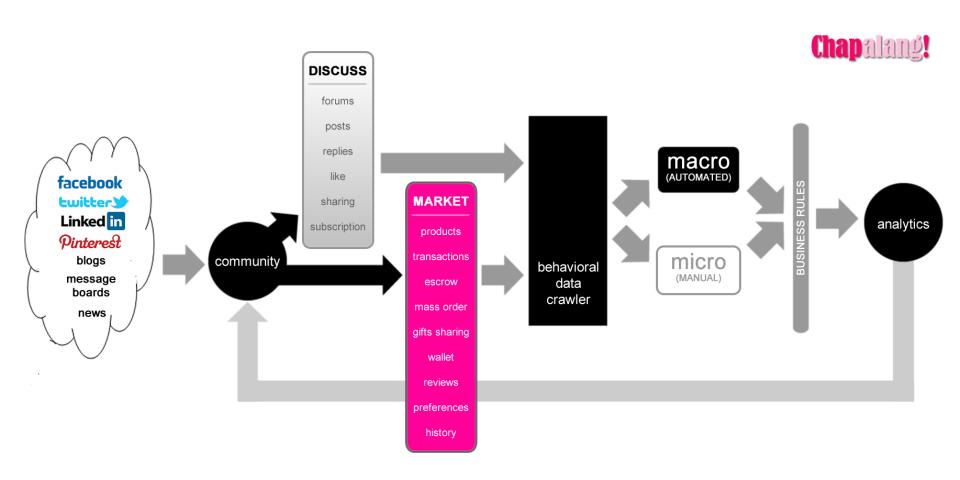








### **Proposed Solution**



### Scope

#### **MARKET**

products

transactions

escrow

mass order

gifts sharing

wallet

reviews

preferences

history



#### **Escrow Service**

Offers order-to-fulfillment assurance where payment from buyer is first paid to Chapalang, and released to seller only after 30 days or when buyer confirms receipt of item

#### Mass Order

Organizes a group purchase, forming the minimum numbers required for bulk purchase of an item at a lower price

#### Gift Sharing

Enables multiple friends to share the costs of a gift for a birthday boy/girl, especially useful when gift is selected from his/her wish list

#### X-Factor

#### **Commercial service**

Instead of a prototype or proof-ofconcept, project is especially delicate to take care of usability, heuristic, realworld service and sustainability





#### Real users environment

Increased complexity of development progress, serving real user experience, system reliability, rollback recovery and data integrity and privacy

### Project Resources



































**Development Environment:** NetBeans

**Test Browser:** Chrome, Firefox

**SDK & Language:** PHP, Paypal SDK, Facebook SDK

**Libraries & APIs:** ¡Query, CodeIgniter

**Deployment:** WAMP, LAMP

Database: MySQL

**Project Management:** MS Office, Google Docs,

Dropbox, SVN

**Graphics:** Fireworks

### Management Challenges

#### **Integrating external APIs**

Instructions may be too technical, lack of additional support, many hidden rules on integration





### Management Challenges

#### Aligning business and system objectives

"This is a cool feature, but how much value will it give us?"
"This is a valuable design, but it takes up too much time!"



**Discussion Forum** 

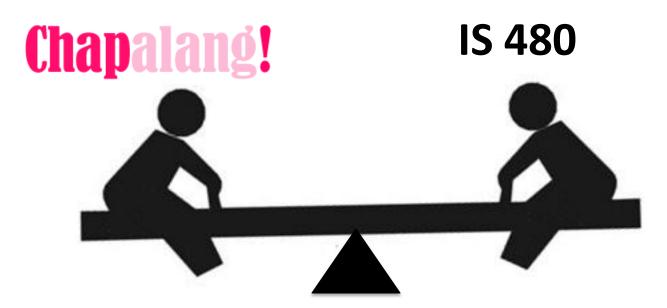


Picture Consolidation

### **Management Challenges**

#### Finding the right balance

Between features that are essential for Chapalang and features to be graded for IS480





Users will have pictures of different dimensions!

The need to dynamically crop and resize uploaded images







400 x 400

480 x 720



- Crawling of content and images of a URL
- Multiple URI patterns
- Crawling images is the main challenge due to the paths that the websites used



PayPal lacks API documentation

 Had to learn from PayPal developer forums and blogs

#### Payment Details Type Fields

When implementing parallel payments, you can create up to 10 sets of payment details type parameter fields, each representing one payment you are hosting on your marketplace.

PAYMENTREQUEST\_n\_TRANSACTIONID TRANSACTIONID (deprecated)

Transaction identification number of the transaction that was created. You can specify up to 10 payments, where n is a digit between 0 and 9, inclusive.

NOTE:

This field is only returned after a successful transaction for DoExpressCheckout has occurred.

TRANSACTIONID is deprecated since version 63.0. Use PAYMENTREQUEST\_0\_TRANSACTIONID instead.

#### Payment Request Info Type Fields

Field	Description
PAYMENTREQUEST_n_TRANSACTIONID	Transaction ID for up to 10 parallel payment requests. You can specify up to 10 payments, where n is a digit between 0 and 9, inclusive. This field is available since version 64.0.
PAYMENTREQUEST_n_PAYMENTREQUESTID	Payment request ID. You can specify up to 10 payments, where n is a digit between 0 and 9, inclusive. This field is available since version 64.0.

#### **Dynamic Images' Dimensions**

- UI requires different image dimensions and
- Can't expect users to upload different dimension of the product images
- Need to learn how to manipulate images programmatically
- Need a dynamic algorithm to centralised and crop the original images

#### HTML parser

- needed to crawl content and images of a URL
- need to cater to multiple URI patterns
- crawling images is the main challenge due to the paths that the websites used
- --- relative path
- --- full path
- --- deep re-direction paths

#### PayPal Integration

- PayPal lacks API documentation
- --- Do not know exactly how the payment process is programmatically
- --- Do not know how to capture the transaction ID of a payment
- Learn from PayPal developer forums and blogs to find out how to do integrate
- Read PHP and Javascript codes to understand how the payment process flows
- Trial and error to capture transaction ID

# **Major Milestones**

Milestone	Date	Remarks
<del>User Test 1</del>	August 04, 2012	Completion of discussion board
<b>Acceptance Presentation</b>	August 14, 2012	Completion of basic e-commerce
<del>User Test 2</del>	September 3, 2012	Completion of escrow
Mid-Term Presentation	October 3, 2012	Completion of gift sharing
User Acceptance Test	November 3, 2012	Completion of mass order
Final Presentation	December 3, 2012	<b>Completion of any UAT changes</b>

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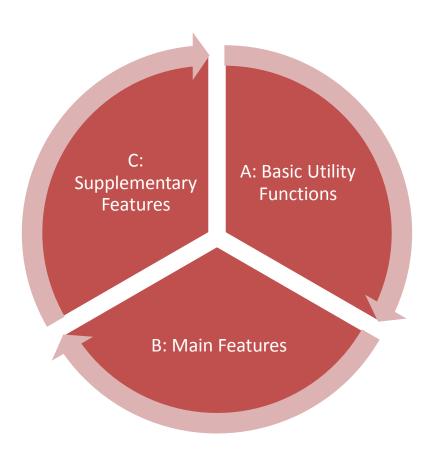
# **Project Schedule**

Iteration	Summary of Tasks
<b>Iteration 1 – 7</b> (02/06 – 06 )7)	<ul> <li>Develop new user interface template</li> <li>Revamp mTiamo (existing product) with new interface</li> <li>Redesign features (dropping moderator, same page display of all post's content, etc)</li> <li>Facebook API integration</li> </ul>
Iteration 6 7 (07/07 - 3/08)	<ul> <li>Implement support for sharing of multimedia on discussion boards</li> <li>Building basic CRUD functions for marketplace</li> <li>Research on Paypal integration</li> <li>Develop tour-based testing interface for alpha test</li> </ul>
Iteration 8 9 (04/08 - 1/08)	<ul> <li>Integration of Paypal API</li> <li>Develop notifications function</li> <li>Develop Escrow Service feature</li> </ul>

# **Project Schedule**

Iteration	Summary of Tasks
<b>Iteration 10 – 11</b> (01/09 – 28/09)	<ul> <li>Develop Gifts Sharing feature</li> <li>Implement transactions rating system</li> </ul>
<b>Iteration 12 – 13</b> (29/09 – 26/10)	<ul><li>Develop Mass Order feature</li><li>Develop private message function</li></ul>
<b>Iteration 14 – 15</b> (27/10 – 23/11)	<ul> <li>Improvise on post/product search function</li> <li>Improvise on user interface aesthetics</li> <li>Implement privacy, configuration and other settings</li> </ul>
<b>Iteration 16</b> (24/11 – 03/12)	<ul><li>Amendments for UT feedback and changes</li><li>Buffer</li></ul>

# **Scope Prioritization Model**



No	PI	Function
1	A1	Payment gateway
2	A2	CRUD of message boards
3	А3	CRUD of marketplace
4	B1	Escrow service
5	B2	Gifts sharing
6	В3	Mass order
7	C1	Video hosting capabilities
8	C2	Intelligent search tool
9	<b>C</b> 3	Advertising analytics

\* Priority Index (PI)

# Scope Prioritization Decision Table

Function / Criteria	Advertising Module	Polling Function	Private Message Module	Product Search Function
Time Required	1	2	2	3
Ease of Implementation	1	3	3	2
Combined Risk	2	2	2	3
Aligned with Business Strategy	3	1	3	3
Provide Competitive Advantage	3	1	2	2
Overall Benefit	67%	60%	80%	87%



#### **Schedule Metric**

Planned no. of days taken (P)
Actual no. of Days Assigned (A)

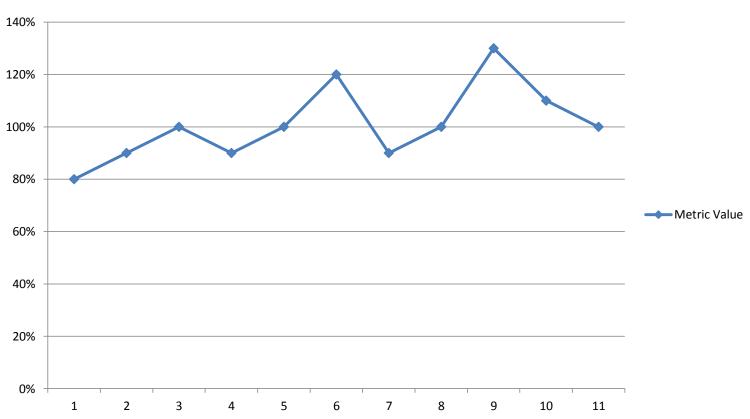
X 100% = 100% ON-TIME

AHEAD

Metric (P/A)	Action
>= 150%	Review entire project schedule
>110% && <150%	Review if too much time given to tasks, readjust future similar tasks
>=90% && <110%	Maintain momentum
>50% && <90%	Continue development, review schedule of next iteration
<=50%	Stop development, review entire project schedule, inform client

#### **Schedule Metric**

#### **Schedule Metric Value**



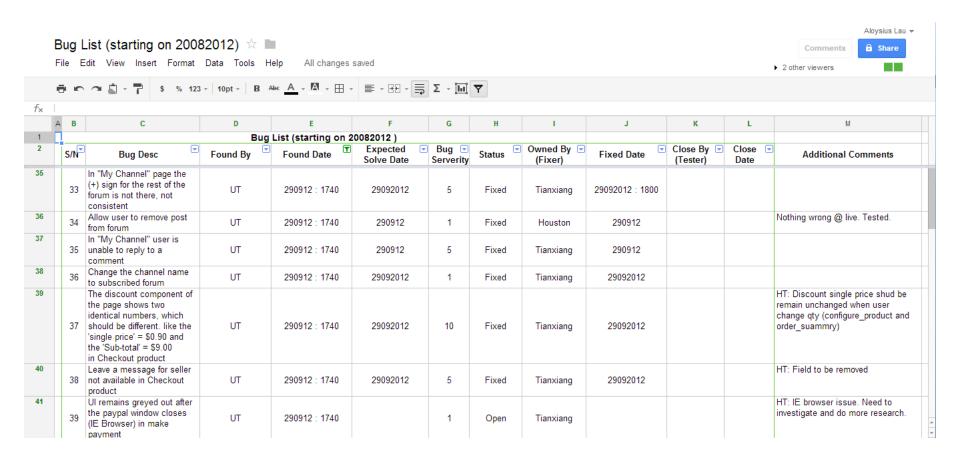
### **Bug Metric**

#### Total Points for Each Iteration = $\Sigma$ Points of the Bugs in each iteration

Points	Complexity of Bug	Description
1	Easy	Bug doesn't affect function Cosmetic error Error can be easily fixed
5	Moderate	Bug affects only its relevant function Unable to retrieve relevant function from database
10	Hard	Bug affects other functions Application unable to function properly

Bug Points	Action
<10	Fix the bugs during buffer days in current iterations
>=10	Stop development, fix bugs immediately, review if there are any changes to project schedule

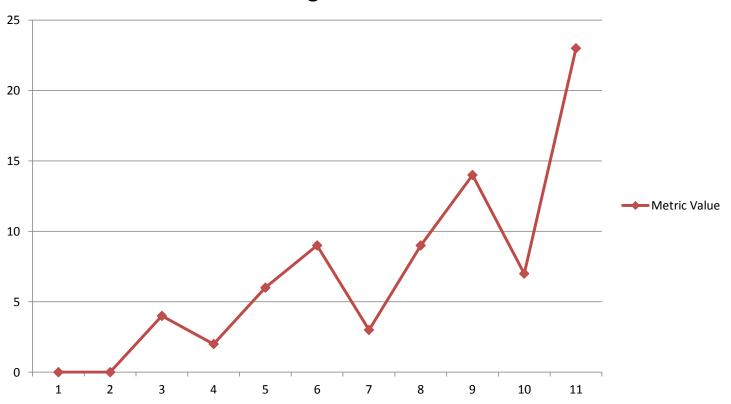
### **Bugs Logging**



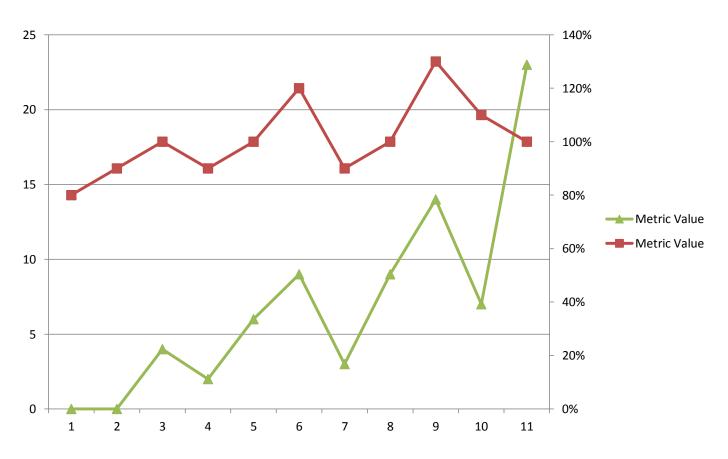


# **Bug Metric**





# **Bug Metric**

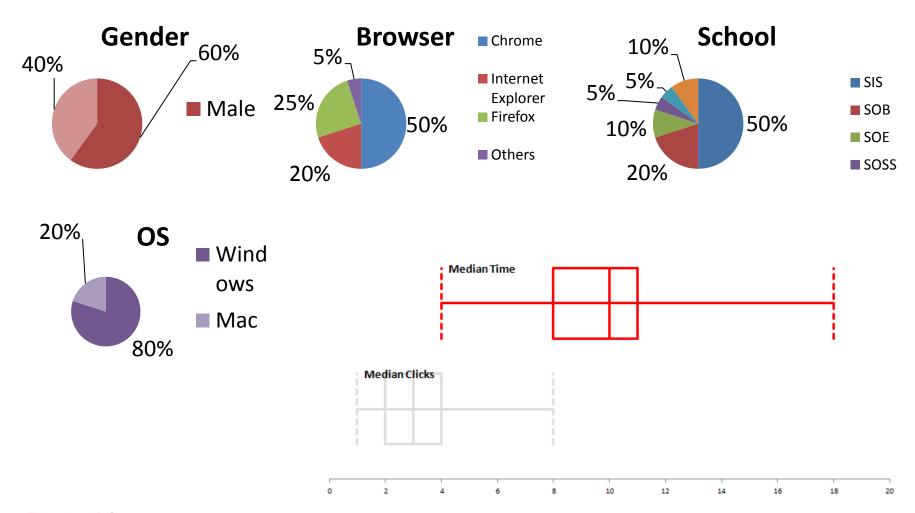


# **Risks & Mitigation**

Risk	Description	Mitigation
Use of live web servers	<ul> <li>Errant codes may cause resource hogging or security related downtimes for sponsor.</li> <li>Downtimes may also occur on shared server during key presentations.</li> </ul>	<ul> <li>Establish proper testing on local machines before deployment</li> <li>Fully working applications mirrored on localhost in case of downtime</li> </ul>
Development of live commercial project	<ul> <li>Project is built from scratch, much time will be spent on building basic functions and may cannibalize development time for other value-added features resulting in risk of incompletion</li> </ul>	<ul> <li>Establish agreement with sponsor that development is on "best-effort" basis</li> <li>Additional scope accepted only if ahead of schedule</li> <li>Good project management to be adopted, launching features on iterative basis to reduce risks</li> </ul>

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# User Test 1 (03/09)



# **User Test 1 (03/09)**

**BUGS FOUND** 

- "Delete Post" function not working
- "Notifications" does not show consistently
- Uploading of pictures is buggy
- "Like" function works, but "Unlike" function does not work

RECOMMENDATIONS

- Tutorials should be provided for first-time users
- Tooltips should be provided for unclear input fields
- Allow users to link Chapalang account with other social media (G+, Twitter, Linkedin)
- Better after-action feedback

# User Test 2 (24/09 – 26/09)

#### **Control Group (Group A)**

**Previous users from UT1** 

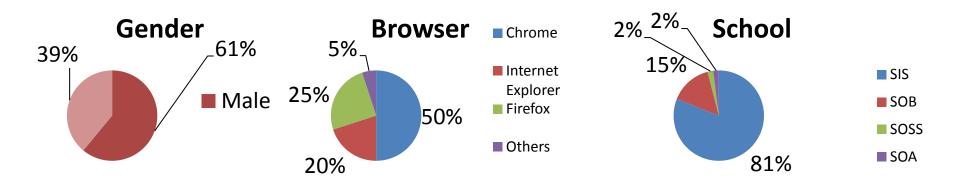
Test if their second experience with the system has any difference

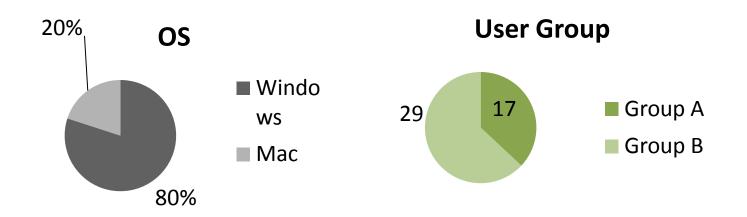
#### **Test Group (Group B)**

**New users for UT2** 

Test if new user experience is now improved

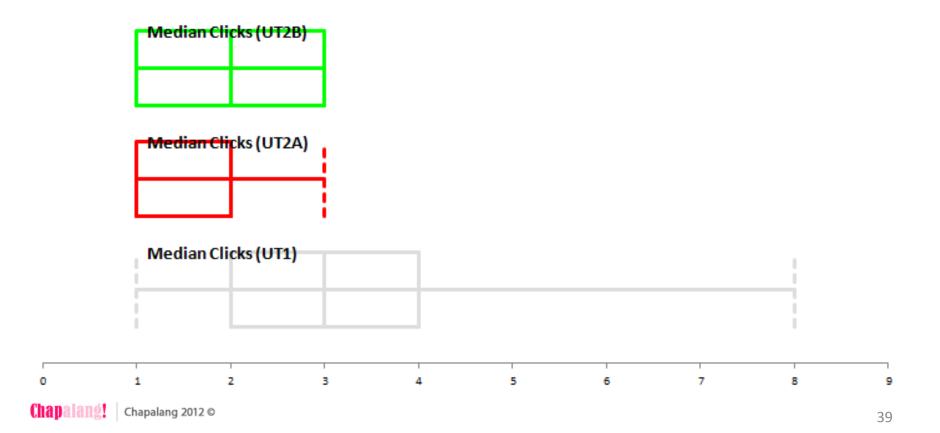
# User Test 2 (24/09 – 26/09)





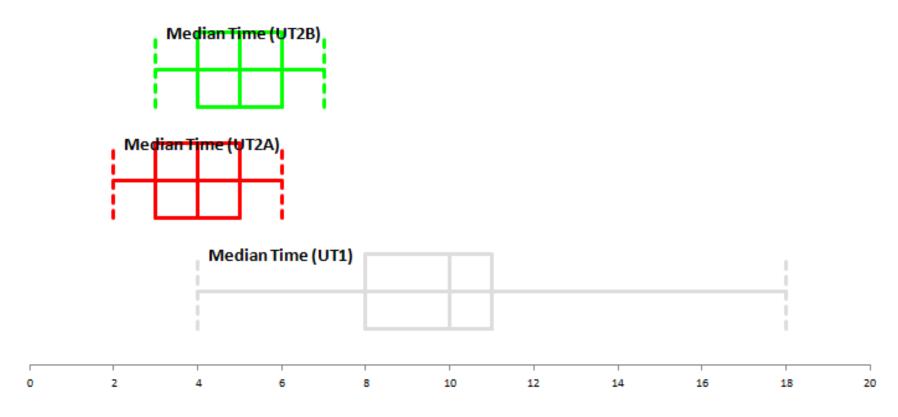
# **User Test 2 (24/09 - 26/09)**

#### Median No. of Clicks



# **User Test 2 (24/09 - 26/09)**

#### **Median Time Spent**



# **User Test 2 (24/09 – 26/09)**

21
BUGS FOUND

- Unable to process payment of a product of pName has apostrophe
- Discount value is displayed wrongly in the frontend, but correct in backend
- User is able to proceed with payment even when product quantity is 0
- Windows 8 + IE 10 = Unable to proceed for payment

69
RECOMMENDATIONS

- Display of final price and discounted price is confusing in some pages
- Implementing a "Back" button at checkout page, in case of any particulars changes
- iPad unable to make payments
- Sending of email whenever a purchase is confirmed or cancelled
- •Forum subscription buttons should be placed on top, hence more visible

# **Learning Outcomes**

#### Project management skills

Scope, risks, project integration, time management, and quality management

#### Communication skills

Technical presentation, team collaboration, external stakeholder liaising

### Business IT value alignment linkage skills

Identifying business value, leveraging on IT to create business value, prioritizing value-added features

#### Learning to learn skills

Research skills, develop learning methodology, independent and team resolution of problems

# **Key Performance Indicators**

16 **REGISTERED SELLERS** 

**REGISTERED USERS** 

49,278

**USERS REACH** 

**REAL PRODUCTS** 

**REAL TRANSACTIONS** 

## **Team Reflections**



Teamwork



**User Testing** 

## **Demonstration**

www.Chapalang.com

# Chapalang!

Chapalang! is a social utility that connects people with friends and new friends by offering a place for exchanging ideas and information on its public domain.

# Supplementary Slides

Beyond these are all supplementary slides which are not meant to be part of the main presentation unless questioned.

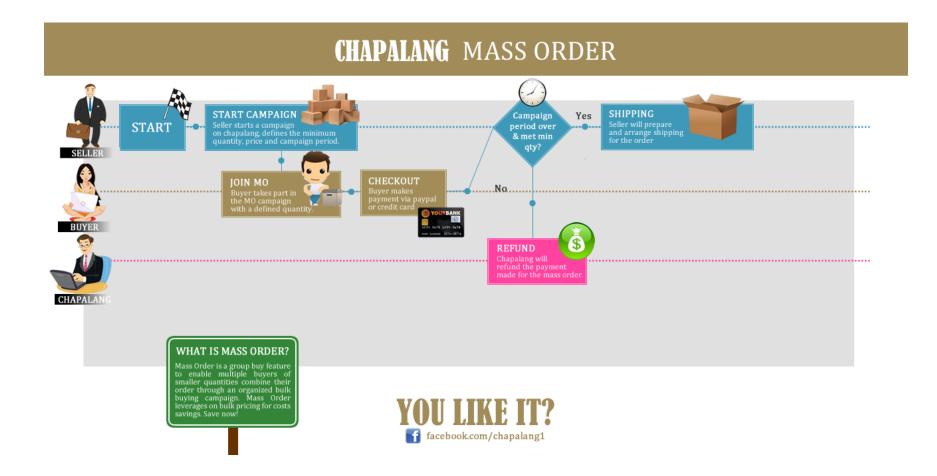
## **Escrow Service**

#### **CHAPALANG** ESCROW SERVICE RECEIVED CONFIRMATION SHOPPING CHECKOUT Buyer makes payment via paypal or credit card Buyer clicks on "**Received**" button on chapalang to **START** Buyer shops on chapalang and adds Yes **AUTO RELEASE ESCROW** RECEIVED Chapalang assumes that goods are received if there are no response from buyer after 30 days Seller is not paid yet No SHIPPING **PAYMENT** WHAT IS ESCROW? Escrow holds the payment by buyer safely until seller ships the item. Chapalang will pay the seller after buyer confirms the receipt of order, or after 30 days if there are no disputes. Shop with assurance on Chapalang today! MEDIATOR facebook.com/chapalang1

# **Gift Sharing**

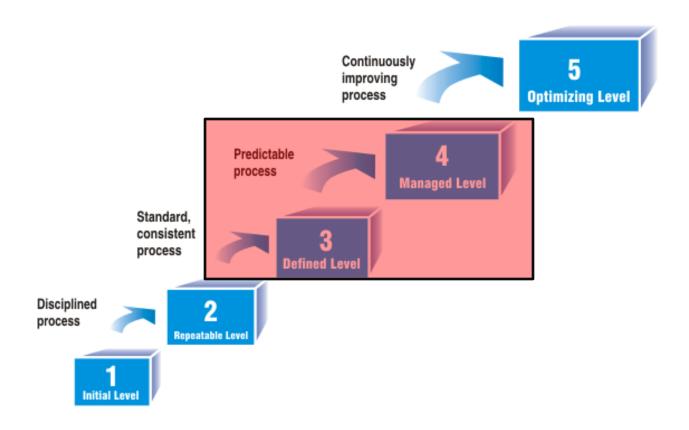
#### **CHAPALANG** GIFTS SHARING ADD TO WISHLIST **START** START CAMPAIGN naring campaign after electing a wish list item ORGANIZE S SHIPPING Yes period over Seller will prepare and arrange shipping for the order & enough money? WHAT IS GIFTS SHARING? Gifts Sharing is a collaboration utility for a group of friends to share the costs of a gift. Now with wishlist, friends will fret no more on what to buy for birthdays. Not limited to birthdays the utility is useful for charity donations too! No facebook.com/chapalang1

## **Mass Order**



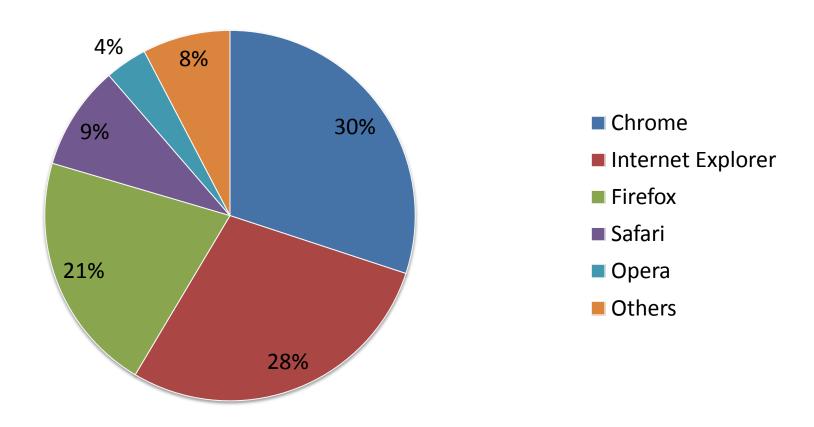
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# **Capability Maturity Model (CMM)**

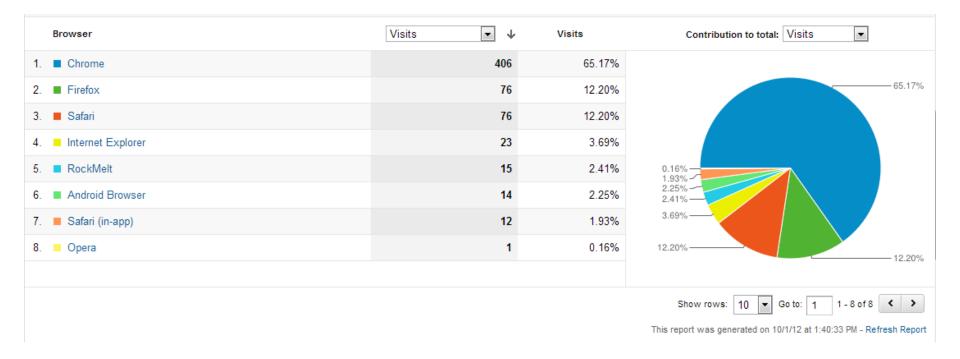


## **Market Share of Browsers**

### **Combined Stats from StatCounter (July 2012)**



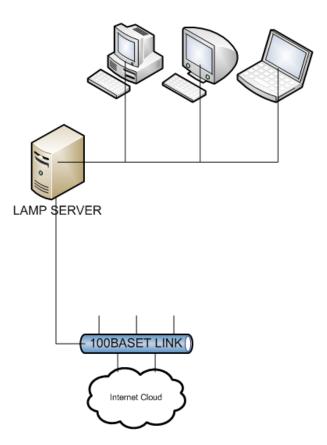
# Google Analytics (Browser Share)



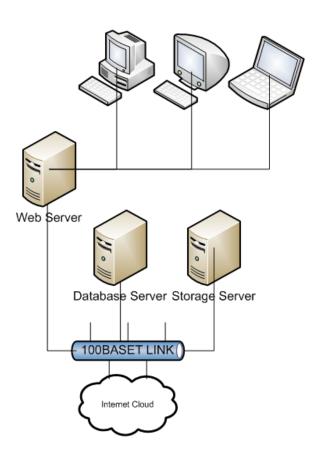
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# **Scalability Design**

#### **CURRENT ARCHITECTURE**



#### **FUTURE ARCHITECTURE**



# **Comparison of Solutions (Discussion)**

	Facebook	Twitter	Forum	Chapalang
Accessibility	Private	Public	Public	Hybrid
Social Element	Social	Social	-	Social
Inflow of content	Dynamic	Micro-blogging	Long	Dynamic
Type of content	Personal	Personal	Non-personal	Hybrid
User identity	Real	Fake	Fake	Real
Virality	High (Newsfeed)	High (Trending)	Low	High (Hybrid)

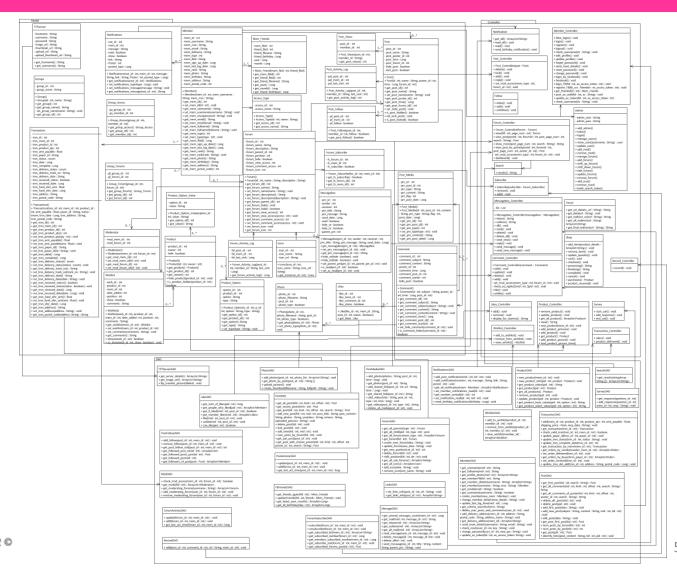
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# **Comparison of Solutions (Marketplace)**

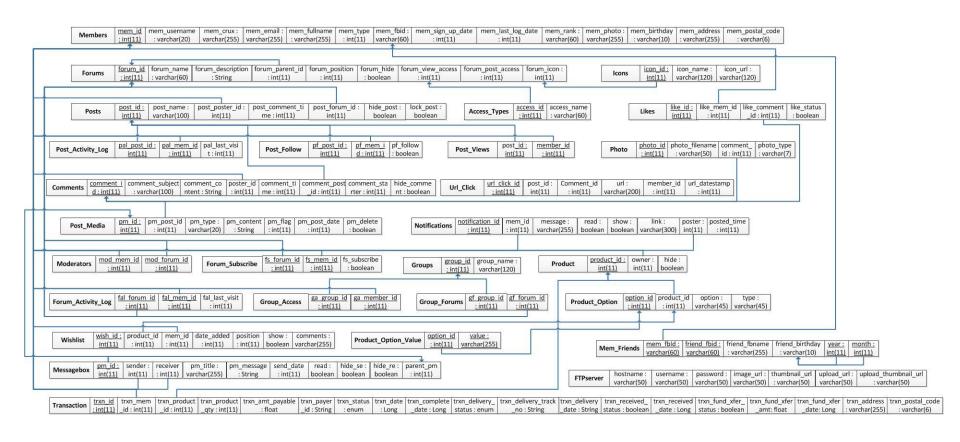
	Groupon	Amazon	Gmarket	Ebay	Blogshops	Forums
Registration of sellers	Restricted	Restricted	Unrestricted	Unrestricted	Unrestricted	Unrestricted
Sales Type	B2C	B2C	B2C	Auction	B2C	C2C
Payment	Online	Online	Online	Online	Online/Cash	Online/Cash
Social Aspect	Group	Individual	Individual	Individual	Individual	Hybrid
Escrow	х	x	x	x	x	X
Gifts Sharing	х	x	х	х	х	X
Mass Order	х	х	х	х	1	/

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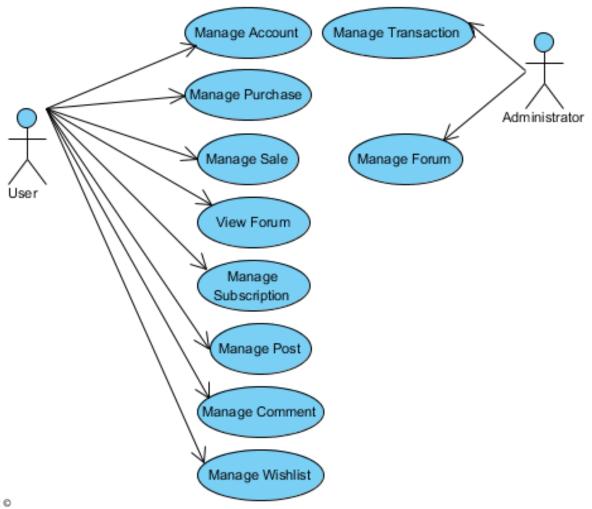
# **Class Diagram**



# **Logical Diagram**

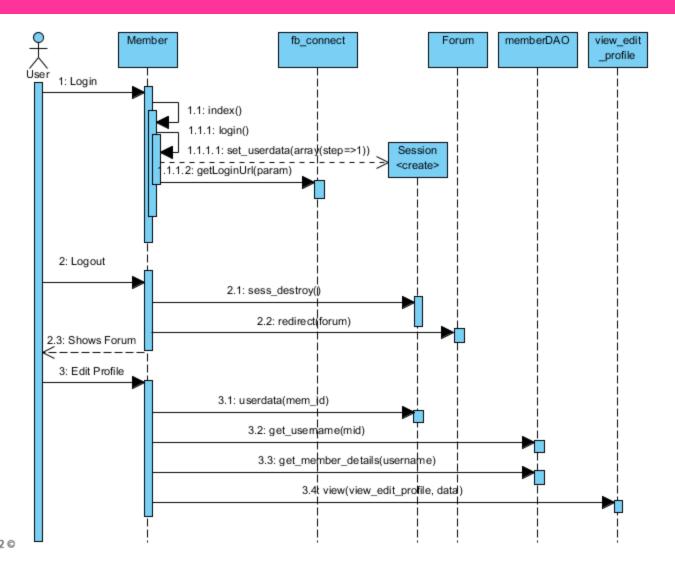


# **Use-case Diagram**



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# Sequence Diagram



## WHAT IS CHAPALANG?

- Connects people with friends, and new friends
- Leverages on real identity community of users
- Offers discussion platform to build active community
- Proposes marketplace to monetize the product for active revenue
- Solicits pay-per-click advertisements supported by analytics for passive revenue

# Benefits of real identity community

- Encourages responsible activities and behavior
- Leverages on network of relationships
- Generates more relevant user data than conventional platforms
- Opportunities to develop online persona
- Extends relationship-based discussion to additional activities such as purchases, and contributes to categorical data based on activities

## **Available Platforms**

#### **Discussion**

- Facebook
- Twitter
- Forums

## Marketplace

- Deal websites (e.g. groupon)
- Amazon
- Gmarket n.k.a. Qoo10
- Ebay
- Blogshops
- Forums

# **Challenges**

## Integrating external APIs

Instructions may be too technical, lack of additional support, many hidden rules on integration

## Aligning business and system objectives

"This is a cool feature, but how much value will it give us?"
"This is a valuable design, but it takes up too much time!"

## Finding the right balance

Passion for excellence to push for maximum scope efficiency, yet realistically prioritizing tasks to earn more points in IS480

# Chapalang!

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