



Assignment: COSC2196 – Assessment 3: Our I.T. Project

Due Date: 27/11/2020 - 11:59 PM

Team Members

Name	Student Number	Contact information
Adam Mutimer	S3875753	S3875753@student.rmit.edu.au
Channon Harper	S3871491	S3871491@student.rmit.edu.au
Daniel Scarfe	S3872217	S3872217@student.rmit.edu.au
Jorge Esteban	S3874914	S3874914@student.rmit.edu.au
Madeleine Dupree	S3879009	S3879009@student.rmit.edu.au
Samuel Mennen	S3876937	S3876937@student.rmit.edu.au

GitHub Pages Link: https://adamm-au.github.io/COSC2196_A3/

GitHub Repository: https://github.com/AdamM-AU/COSC2196_A3

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Team Profile



THE FIGHTING MONGOOSES

Mission Statement:

Our mission is to unlock our full potential in the field of information technology, by gathering, compiling, and sharing our knowledge and information within our group and those who seek it. To learn new skills and further others to proficiency in our chosen specialised fields. We have come together as The Fighting Mongooses with the ambition to fulfil this task without hesitation or fear, just like a wild mongoose.

Personal Information:

Adam Mutimer:



I was born in Melbourne, Victoria in 1988 and moved to Horsham, Victoria 5 years ago.

I am currently 32 years of age,

I have two kids a boy (Age 4) & girl (Age 5),

I have worked in the I.T Industry since 2008 and have enjoyed every moment of it.

Languages: English

Nationality: Australian

Hobbies:

I enjoy Repairing Vintage Electronics, Designing and Building hardware compatible with vintage computers, Hiking, Camping, Drone Flying, and so much more.

Channon Harper



I am 33 years old born 1987 in Bacchus Marsh Vic now residing in Greenmount QLD, I am married and a father of 1 dad of 2, I am also a proud member of 'The Flying Mongooses'. My hobbies include fishing, camping, making things with my hands, as well as messing around with programs and software to see what can be done with them. My interests in I.T. is all to do with the programming side of things as well as the vulnerabilities that some systems have, also gaming everyone loves gaming. My experience is all self-taught if there is anything, I don't understand I typically sit and learn it by any means necessary. I have previously made RPG, side scrollers, and text-based games, I also have knowledge in the use of all leading software be it office 365, Eclipse or Atom, to name a few. After completing this course, I will have my first qualification in this field and will also be doing some Cybersecurity Certifications.

Daniel Scarfe



My name is Daniel Scarfe. My student number is S3872217. My background is Australian, born in the country, Western Australia, in 1984. I've lived in W.A. my whole life. By way of education, I completed Certificate IV in I.T. in 2005. I have previously been a student at Murdoch University, where I studied Environmental Science before switching to Statistics, finishing with 35 out of the 72 credits needed for a Bachelor of Science. My first job after high school was working at a computer store for three years, selling and servicing computers. My last job was as an Electrical Trade Assistant. My hobbies are music, sport, movies and following U.S. politics. I have an interest in I.T. because of all the vast amounts of information it makes available to you, the ability it has to connect you with people and ideas far beyond your physical location and its practical applications for solving problems, making life easier and more fulfilling.

Jorge Esteban



My name is Jorge Esteban, Student number s3874914 I'm 35 years old and a member of the "Fighting Mongooses" I was born in the city of Tijuana Mexico. I'm not very sure about my heritage, but all my family were born in Mexico. Most people in Mexico are "mestizos" which means we are a mix of indigenous and European descent, mostly Spanish, I speak Spanish as my mother tongue and English as my second language. One fascinating fact about me is that I'm not too fond of spicy food, something scarce if you're from Mexico. As for a hobby, I love to play football (soccer), I play at least once a week, and it also helps me to keep in shape. I play midfield or left-wing. Another aspect about me is that I'm married, and I have a 2-year-old daughter. I moved to Australia back in 2012. Since then, I have had many jobs. I tried to continue my career in Australia as an environmental technician. But I realise that I was not enjoying that career anymore. Since 2014 I started to work in supermarkets and liquor stores, which I found very fun to work in. Since then, I moved up getting more responsibilities until I was offered a job on Hamilton Island as a liquor store manager back in 2016, and since then, I've been living in Tropical Hamilton island. Some Cybersecurity Certifications.

Madeleine Dupree:



My name is Madeleine (Maddie) Dupree, and my student number is S3879009. I am a 23-year-old Australian born woman with English and Irish heritage. I have lived in Victoria my whole life and speak only English. My hobbies include video gaming, sketching and multiple crafts. I have an interest in I.T. because I have some basic skills with computers, but I would benefit greatly from professional education in this area. I am always fixing the computer issues my family has and enjoy the problem solving so I think I may enjoy knowing more about I.T.

Samuel Mennen:



I was born in Australia with Polish, Irish and Dutch family background. I finished high school in 2007 and began work as a sound technician from 2009. Over the next nine years, I travelled around Australia working at events large and small specialising as a monitor operator. In 2015 I decided to pursue a University Degree and commenced my bachelor's in international studies. During my studies, I studied the Japanese language, International history and politics. I have also had the opportunity to study abroad in South Korea at Pukyong National University in Busan as part of their international summer school program. In 2018 I finished my bachelor's degree and later moved to Japan with my girlfriend (now wife). Over the next two years, I worked in Japan in the Education and Tourism industries. After getting married in early 2020, my wife and I decided to return to Australia and continue our lives together here. I joined the Fighting Mongooses team to collaborate with passionate individuals who hope to achieve great goals and make a difference through the use of technology.

Group Processes:

As a group, we all agree that from the start of Assessment two, we were all eager and ready to go. Once the group formed, and introductions were out of the way, and the communication started. Being lucky in the selection of our members from an open invitation, we ended up having people from all backgrounds with varying skill sets.

Tasks were broken down to skill sets that suited each person the best we could, which gave us a quick start with the content being completed at an early stage for everyone to read over and collaborate. All of us got along like we have had known each other for years, and the support each of had given each other was beyond what any of us initially expected. We are all proud of what we achieved together and could not be any happier with being part of The Fighting Mongooses.

As we advance with assessment three, we will be taking into account daylight savings issues concerning meeting scheduling. We will also be taking on board feedback from tutor and grader from Assessment two and nailing down the format and overall design of our written report so that it will be on a similar level to the website.

Career Plans:

Overview

I.T. Skills

Ranking system 1-10 how important skill is to the ideal job. 10 being must-have, 5 being basic knowledge, 1 is not required.

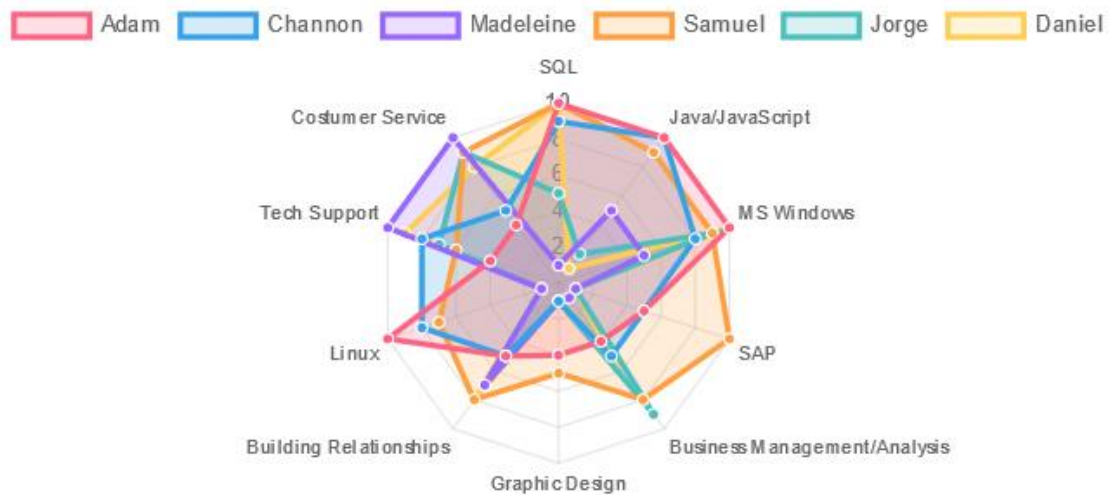


FIGURE 1: BURNING GLASS TECHNOLOGIES RANKING 2018

I.T. Skills

Ranking system 1-10 how important skill is to the ideal job. 10 being must-have, 5 being basic knowledge, 1 is not required.

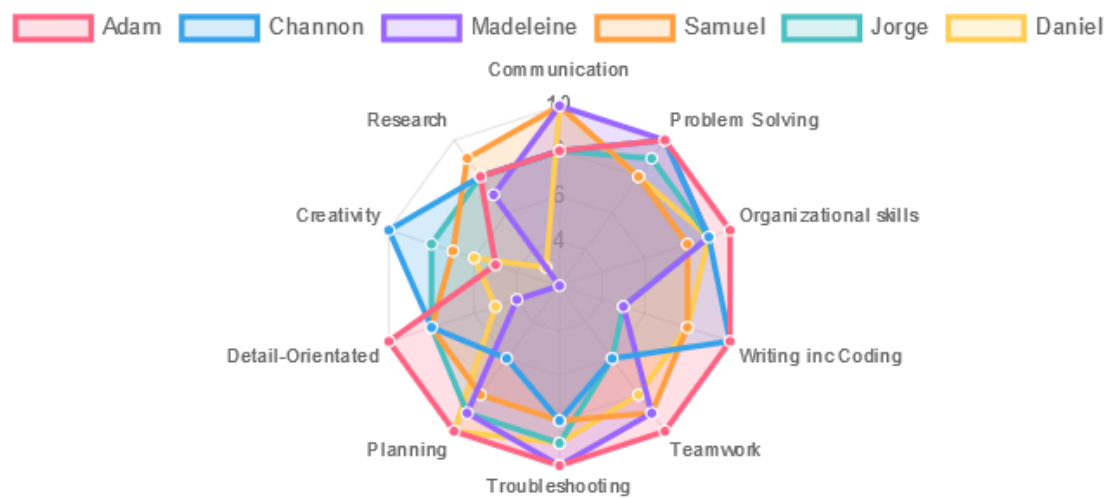


FIGURE 2: BURNING GLASS SKILLS RANKING 2018

Adam Mutimer

Ideal Job: Back-end Developer

My Ideal Job would be a Back-end Developer. A **Back-end Developer** in simple terms is a lot like a builder; they build a house from the foundation to the structure (framework). They would then hand off to the **Front-end Developer** - or in the case of a builder, an Interior Designer - whose focus is on the customer-facing aspects of the development or in other words what people are going to see.

I find the role of a **Back-end Developer** appealing as its more orientated to the work I find most appealing and exciting. However, I am also comfortable with **Frontend Development** as the two roles do require quite a bit of crossover. These roles can also be combined into a single position which is called **Full Stack Developer** but again even though I have a lot of the skills required to be a **Full Stack Developer**; I prefer the complexities of **Backend Development** work as to be perfectly honest we make the real magic happen.

My Chosen career path is very different from my fellow teammates, being they are more support and frontline orientated positions and will not require in-depth knowledge or programming, databases, etc. However, there will be some crossover in skill sets at a minor level. Channon's chosen field of cybersecurity would have more crossover in skills with my chosen field as **Back-end Developer** as I would also need to take into account certain aspects of cybersecurity during development stages to ensure the application is secure and will work appropriately with other security steps taken externally to the application. Channon would also require some programming skills and to some extent knowledge of database operations and management.

Channon Harper

Ideal Job: Cyber Security (field yet to be determined)

My ideal job will be in one of the fields of Cyber Security. The positions in cybersecurity vary in their own ways but keep the same basic knowledge under them. My main reasoning for this is to protect from any cyber-attacks that are occurring or may occur in the future, to stay ahead of the hackers and implement fixes to prevent any intrusion. It holds a lot of the skills I find exciting and enjoyable with the main one being the languages behind programming and how they can be manipulated. I believe taking a role in this field will be beneficial as we all depend on secure systems, and the knowledge to achieve this will be highly sought after.

I believe my Ideal Job holds similarities to Adams as it has a lot of programming language based knowledge. There is some overlap of similarities with the others; however, the primary goals are very different. To my understanding, Maddie's, Daniel's, Sam's and Jorge's all hold very similar aspects of work.

Daniel Scarfe

Ideal Job: Systems Administrator

My ideal job is a Systems Administrator for a City. It involves working on a Network Services team, providing administration and technical support of server infrastructure and project management for upgrades as well as providing back up support. It involves computer networks in a government environment. Administering and developing corporate systems, servers, databases, and data storage interests me, As well as ensuring the integrity and availability of data and email systems. There is also planning and developing server, storage, backup, disaster recovery, and network infrastructure solutions. The position of a Systems Administrator is very different from Adam's ideal job of a Back-end Developer and Channon's perfect job of Cyber Security Analyst as they are predominantly software-focused. There are similarities to Madeline's perfect job of I.T. support officer, which also provides technical support and I.T. systems maintenance. There is also a lot of crossover with Sam's perfect position of System Integration Officer as it too involves working with I.T. systems and networking, as does Jorge's ideal job of I.T. Support Specialist.

Jorge Esteban

Ideal Job: I.T. support specialist

My ideal job would be to become an I.T. support specialist. I chose this job because I think this is an excellent job for someone with my skills. I believe this is a great job to start a career in the I.T. industry. I have a lot of experience talking to customers and answering their queries.

I.T. experience for I.T. support specialist is between 3-5 years

As of 2020, there are 9748 IT support specialist] positions available according to Seek.

I.T. Support Duties & Responsibilities of the Job

When compiling an I.T. Support job description, here is a selection of duties to include:

- Installing and configuring computer hardware, software, systems, networks, printers and scanners
- Monitoring and maintaining computer systems and networks
- Responding in a timely manner to service issues and requests
- Providing technical support across the company (this may be in person or over the phone)
- Setting up accounts for new users
- Repairing and replacing equipment as necessary
- Testing new technology
- Possibly training more junior staff members

I.T. Support job qualifications and requirements

Although a formal degree might not always be necessary for an I.T. Support role, tertiary qualifications can include the following:

- Computer Science
- Computing
- Engineering

There are also several qualities that candidates should be expected to display:

- A technical, logical thought process
- Problem-solving skills
- An ability to stick to strict deadlines
- An ability to prioritise and delegate
- A keen eye for detail

How does my job compare to my team members?

In regards to how my job compares to my other team members. Adam and Channon have very different career paths compared to Daniel, Madelaine and Samuel. Channon and Adam are more orientated in the back end of software and data analysis, while the rest of us are more inclined towards the front end of things like talking to customers, management and service.

Madeleine Dupree

Ideal Job: I.T. Support Officer

My ideal job is to provide I.T. support to fellow staff members at SANE Australia. This requires a lot of problem-solving skills, an understanding of Mac computers rather than Windows and very little programming skill.

This is quite different from Adam's ideal job as he wishes to work behind the scenes as a back-end developer, building the framework of the software he creates. The job I chose does not involve this sort of creativity or programming skill. Channon's ideal position is similar to Adam's in that it requires a lot of knowledge of programming languages and creativity, unlike my job selection.

I think my job is similar to Daniel's as he also chose a job that is based around providing I.T. support. However, his ideal job does involve more responsibilities than mine, such as project management and development of the systems used by the company/government. I would say my perfect job is similar to Sam's in that we both can see the reward in working to help others access the community/healthcare. However, Sam's job revolves around developing, maintaining or enhancing business applications, whereas my job is to provide more general support for colleagues. I think my ideal job is most similar to Jorge's perfect job because we both wish to work in I.T. support.

Samuel Mennen

Ideal Job: System Integration Officer

My ideal job is as System Integration Officer. Specifically, integration for people with impairments such as vision or auditory as well as other disabilities. The integration officer's main objective is to seamlessly integrate humans and technology by developing, managing and maintaining integration systems. This requires the integration officer to have a broad range of knowledge across a variety of I.T. systems and combines elements of both front-end and back-end development as well as an understanding of business practices and people. A strong focus on data manipulation and automated systems are essential for any position as an integration officer.

As the system integration officer is required to work alongside all facets of information technology, both technical and user-focused, the skills necessary overlap with many of my Fighting Mongoose colleagues' ideal jobs. Adam (as a back-end developer), Channon (as a cybersecurity officer) and Daniel (as a systems administrator) all have technical focused ideal jobs. Strong knowledge of database systems and structure is essential for all these occupations and technical aptitude in networked systems. Jorge and Maddie's ideal jobs (both as I.T. support) also share similar skill sets with integration officers as both roles require direct communication with user-end clients. The main difference between a systems integration officer compared to the ideal jobs of my colleagues is that the integration officer is mainly responsible for developing and maintain the tools that allow both sides to work together.

The most crucial baseline skills for integration officers, communication, ranks highly among my colleagues. As communication is the most in-demand baseline skill based on Burning Glass Technologies' data, this is no surprise. Furthermore, the required baseline skills in problem-solving, teamwork and organisational skills also rank highly amongst my colleagues and myself. Perhaps my required baselines skills lean more towards Maddie and Jorge's ideal jobs as both integration officers and I.T. support staff communicate heavily with user-end clients and business management.

As the required skills were similar to those of my colleagues, a wide variety of skills is essential to assimilating to a team environment. Acting as an integration officer requires me to work alongside both front-end and back-end teams as well as finding solutions with clients and business entities.

Tools

Microsoft Teams

Microsoft Teams: [The Fighting Mongooses](#)

Meetings & Documents: [Link](#)

SharePoint: [Link](#)

Comments:

Microsoft Teams was used as the primary means of communication and collaboration for our team, all project deliverables besides the website were initially delivered to the various subsections as files, then later when completed uploaded to the master branch of our GitHub repository.

GitHub Repository

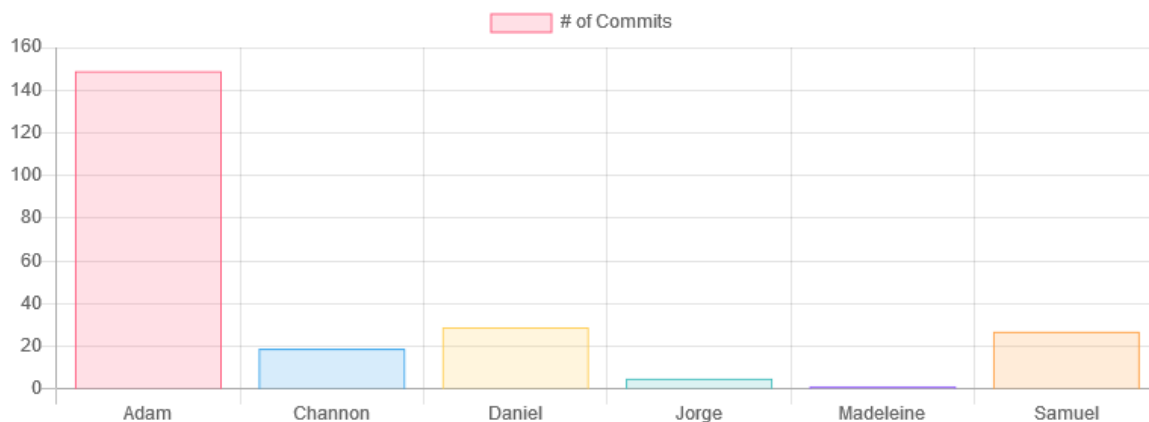
[AdamM-AU/COSC2196_A3 - Master Branch](#)

[AdamM-AU/COSC2196_A3 - Website Branch](#)

GitHub Commit History:

[AdamM-AU/COSC2196_A3 - Master Branch Commits](#)

[AdamM-AU/COSC2196_A3 - Website Branch Commits](#)



Discord Discussion History

Discord Server: [Link](#)

Discord Archive: [Text Channels / general](#)

Comments:

Discord was used as an "out of band" communications tool for general discussions of minor issues and ideas for the website that were too minor in nature to present at a meeting, general feedback and support amongst team members, and some off-topic discussions.

It is included here for the sake of completeness.

Extended Team Member Information

ADAM MUTIMER (S3875753)

- [COS2196 - Assessment 1](#)
- [GitHub: AdamM-AU](#)

CHANNON HARPER (S3871491)

- [COS2196 - Assessment 1](#)
- [GitHub: Channon87](#)

DANIEL SCARFE (S3872217)

- [COS2196 - Assessment 1](#)
- [GitHub: Daniel-Scarfe](#)

JORGE ESTEBAN (S3874914)

- [COS2196 - Assessment 1](#)
- [GitHub: jorge23051985](#)

MADELEINE DUPREE (S3879009)

- [COS2196 - Assessment 1](#)
- [GitHub: MaddieDupree](#)

SAMUEL MENNEN (S3876937)

- [COS2196 - Assessment 1](#)
- [GitHub: SammyWo](#)

Meetings

Meeting 1 (28/10/2020):	<ul style="list-style-type: none">• Microsoft Teams - High Resolution Video• Microsoft Teams - Agenda Document• Microsoft Teams - Actions Document• GitHub - Low Resolution Video• GitHub - Agenda Document• GitHub - Actions Document
Meeting 2 (04/11/2020):	<ul style="list-style-type: none">• Microsoft Teams - High Resolution Video• Microsoft Teams - Agenda Document• Microsoft Teams - Actions Document• GitHub - Low Resolution Video• GitHub - Agenda Document• GitHub - Actions Document
Dev Meeting (08/11/2020):	<ul style="list-style-type: none">• Microsoft Teams - High Resolution Video• GitHub - Low Resolution Video
Meeting 3 (11/11/2020):	<ul style="list-style-type: none">• Microsoft Teams - High Resolution Video• Microsoft Teams - Agenda Document• Microsoft Teams - Actions Document• GitHub - Low Resolution Video• GitHub - Agenda Document• GitHub - Actions Document
OOB Meeting (16/11/2020):	<ul style="list-style-type: none">• Microsoft Teams - High Resolution Video• GitHub - Low Resolution Video
Meeting 4 (17/11/2020):	<ul style="list-style-type: none">• Microsoft Teams - High Resolution Video• Microsoft Teams - Agenda Document• Microsoft Teams - Actions Document• GitHub - Low Resolution Video• GitHub - Agenda Document• GitHub - Actions Document

Meeting 5 (24/10/2020):	<ul style="list-style-type: none"> • Microsoft Teams - High Resolution Video • Microsoft Teams - Agenda Document • Microsoft Teams - Actions Document • GitHub - Low Resolution Video • GitHub - Agenda Document • GitHub - Actions Document
Meeting 6 (25/11/2002):	<ul style="list-style-type: none"> • Microsoft Teams - High Resolution Video • Microsoft Teams - Agenda Document • Microsoft Teams - Actions Document • GitHub - Low Resolution Video • GitHub - Agenda Document • GitHub - Actions Document
Meeting 7 (26/11/2020):	<ul style="list-style-type: none"> • Microsoft Teams - High Resolution Video • Microsoft Teams - Agenda Document • Microsoft Teams - Actions Document • GitHub - Low Resolution Video • GitHub - Agenda Document • GitHub - Actions Document
Meeting 8 (27/11/2020):	<ul style="list-style-type: none"> • Microsoft Teams - High Resolution Video • Microsoft Teams - Agenda Document • Microsoft Teams - Actions Document • GitHub - Low Resolution Video • GitHub - Agenda Document • GitHub - Actions Document

Project Plan

Overview

Topic

Our I.T. project would be an Application capable of identifying security issues and privacy information breaches in the user's account. We are allowing the user to have more control and knowledge about their information privacy. The project, in its entirety, is heavily based on the application we are making and to further it to work with many other social media platforms in the future. In its baby stage, we will cover Facebook as we see this as the primary entity, but if the base concept works, it could be used in many other forms.

Apart from the application itself, our project relies heavily on marketing. With some applications that do relatively the same thing as listed below, we were not aware of these before having the idea; it shows that without good marketing skills and an easy-to-use application U.I. it could be doomed to fail, however, if we can produce it to be as simple as possible but also market it effectively, we should stand higher than the others. At the end of production, the goals we set out would be to have a majority of users of Facebook also having our application however if we can at least make it a talking point we could see changes in these systems themselves which we would deem to be a win also.

Motivation

The motivation for developing such a project comes from all of us "*The Fighting Mongooses*" having questioned the practices that the different social media applications have done with their terms and conditions. The most important problem we saw is how they can collect the user's data and then sell it, getting the users browsing history and target the user with annoying publicity or even some of them reaching further and trying to gain influence in the user. An example of this is what happened in the Cambridge Analytica case.

Landscape

Right now, there are so many different applications that have similar features to what we want to create. In its initial stage, the application would only work with Facebook. The user would allow the application to scan the user's account searching for privacy violations, that we would define by algorithms we determine to be the best possible outcome for the user.

Our application is a work in progress, and it would have only a few functions for now, but it would keep on expanding more functionalities. In comparison with other applications that are in the market, applications like Defend x security suite, defend x privacy advisor and privacy advisor pro they all do the privacy scan for your social media in a similar way to what the mongoose application would do.

Mongoose Application features

- The application would ask for permission to
- Scan now, - authorisations. -scan the post -public-friends only

- Would scan and flag posts that are public. Then the user can change the settings to private if they wish to do so.
- Would check the security settings from their profile that had been set by default, then showing the user if they wish to change any of the settings to a more private setting.

Detailed Description

Aims

General overview: Our project idea is to deliver a basic application that would be able to do a privacy settings scan for the user's account. The scan would warn the user if their privacy in social media (Facebook) has been infringed. For example, if your Facebook profile is public, then the application would tell the user their information is available to everyone, and they can change it to a more private configuration. Our aim for this project is to make the user aware of the risks of not having a healthy privacy setting in their social media account. As for now, our primary goal would be the creation of the User interface and make it, so it would be functional enough to be proof of our project idea. To achieve this, we have listed a series of steps that we have to accomplish for the application to be completed.

List of goals to achieve for the application development

- Develop the user interface by using Figma's interface design application.
- Use Bravo studio to add tags and menus, videos, retrieve data from API and preview the application

What are the most important parts of the project? The development of user interface is the essential part of this project as it would display the work that we want to create, as mentioned previously, it would only be a proof of concept.

What should have priority: The user interface and a workable application will be the main focus for the initial stages. If time is allowing the next most vital part to the project to be workable, we would need to introduce data scraping to some extent even if it only allows the most basic setting to be made visible to our creation at least the proof to achieve all setting datum points would be made sound and the project should achieve its full functionality in the future progression.

Plans and Progress

Story of our Project:

How it began:

Social media plays a significant part in how we communicate and share information. As the technology of social media progresses, more and more of the user's data is utilised, and the more *public* our lives become. Encapsulating the findings of Taneja, Vitrano and Gengo (2014, p.159), for users to get the most out of their social media experience, they are required to share their personal information. Consequentially, this stresses the importance of privacy settings when using social media. While social media was still emerging into the mainstream, many users were not aware that their personal data and privacy was at risk. Tuunainen, Pitkänen and Hovi's findings (2009, p.7) indicate that early adopters of social media were unaware of the amount of personally identifiable information had been published on social media platforms. Issues concerning privacy on social media were brought into the mainstream during Facebook's Cambridge Analytica scandal in 2018. Third-party apps were able to harvest the data of over 50 million Facebook users. This data was then used for targeted political advertising. Chan (2019) writes that the Cambridge Analytica scandal directly affected the 2016 USA presidential election, with Donald Trump and Ted Cruz each paying \$5million to Cambridge Analytica to have access over the data, and then targeted political advertisements towards users who were more prone to conspiratorial thinking.

Despite social media users becoming more aware of how their privacy is at risk, most users do not keep up to date lengthy and constant changing terms and conditions. Furthermore, Taneja, Vitrano and Gengo (2014, p.160) argue that many users may feel shame using more strict social media privacy settings as they feel other may believe that they have something to hide. The developers at the Fighting Mongooses understand that control of privacy settings is the easiest way to avoid risks associated with the misuse of private data. The Fighting Mongooses have been developing an application to simplify how users can keep up to date with their terms and conditions and which privacy controls are suited for them. The Fighting Mongooses hope to use humour through promotional material and easy to follow tutorial material to help normalise the use of privacy controls and reduce user apprehension and stigma using such measures.

How it progressed:

The concept idea for the project was first conceived during the second assessment, where we all agreed to develop Adam's idea that he put forward during brainstorming, from there everything started to take the direction of what we were going to do. At the start of the third assessment, during our group meetings, we decided to divide the workload into teams and report our progress in the next conferences and present if we have any issues or dead ends in the project topics. We kept this run more open to trust in everyone to get done what needed to be done if anyone fell behind others would help and if any questions needed to be answered asap, we were usually always available.

From our first meeting, we first discuss ideas for assessment 5, what the presentation would be like. We collaborated in the ideas to develop the exhibition during the next three meetings until we reached the final cut. There were weekly and at times daily updates to the scenes created and the sounds which were put up to poll to see if everyone was in agreeance with how each individual scene progressed, any changes that had to be made we implemented to achieve the best possible

result. At the same time, we defined the limits of our I.T. project and made changes accordingly to produce a working product.

Weekly progress

A follow up of week by week on how the group of *The Fighting Mongooses* have progressed over the past weeks in the project development

Week 1 - 28/10/20

In this first meeting we touch the topic of creating the storyboard for our Assessment 5 presentations, as well we talk about how it would be the most efficient way to start working on Assessment 3, the decision was to work in groups of 2 and divide the workload

Week 2 - 04/11/20

Reporting into the second week, we had our topics divided in the following

Overview, Aims	Jorge
Plans and progress	Jorge / Sam
Roles	Sam
Scope and limits	Daniel
Tools and technologies	Daniel
Testing	Maddy / Channon
Time frame	Maddy / Adam / Channon
Risks	Daniel
Group process and communication	Sam
Skills and jobs	Sam

During this week, the GitHub repository was created, and the progress made was uploaded into GitHub and Microsoft teams. Adam and Channon were elected to work on the application development as well as the website for Adam and the presentation creation by Channon

Week 3 - 11/11/20

The first contributions were completed and uploaded to GitHub and Microsoft teams, while they still in a draft version more changes would be coming over the next week.

Week 4 - 18/11/20

During this week, the project app is being created with Figma. Also, the content of the report is being finalised in draft form, for everyone to read and make changes if needed. The final cut of the presentation was put forward to collaborate on.

Week 5 - 25/11/20

Completion of reports and some initial testing of software was made viable, however, still away from being complete. Promotional content uploaded to get the word out. Lost a member of the team has lost contact, which had unfinished content, so Channon took those sections to complete with everyone collaborating on the product that was produced.

Original concept/ design

The purpose of The Fighting Mongooses' flagship product is to make it easier for the user to interact and understand their privacy settings using social media. Therefore, the product is designed to be intuitive and straightforward to use. Avoiding the use of complicated menus and functions, the user simply utilises the function of a single button, and further user prompts are displayed as they are needed. Setting up privacy settings on all the user's devices and social media accounts can be a complicated task. It is vital that each stage of the Mongoose Security app provides a simple experience for the user.

Future versions of the program may increase the functions and useability of the application; however, development of the application will always prioritise simplicity and a user-friendly interface.

Updates and changes

There have been no significant changes or updates from the initial stages of development for the application. All user interface decisions and development processes have been consistent since the initial stages of development and planning. There have been a few changes. Initially, the application was intended to utilise scraping data and APIs. It was made apparent in the initial stages of development that APIs are somewhat challenging to obtain and are frequently updated. This would require more resources to regularly check and maintain software to keep up with the ever-changing APIs. To reduce a constant workload, it was decided that the application would exclusively utilise scrap data for the time being. This would require The Fighting Mongooses only to make changes when Facebook or other relevant social media platforms made design changes themselves. Future versions may begin to implement APIs as more resources become available.

It was decided after the initial stages of development that paid ads would be added to a free version of the product. In order to not compromise on our company's mission and protect user's privacy, no invasive or target adds will be permitted. Adds will solely be from virtual private network companies to promote safe and protected internet usage. These advertisements are relevant to the target audience for the application.

Software implemented

The application would be created with two different software programs, Figma and Bravo studio. First, with Figma, we can create and test the basic structure of the application. With this software, we can start adding shapes and forms that would give the Mongoose security app its design. For this first step, we would be using the prototype function to develop the first concept ideas for the app.

Secondly, from Figma we can connect the application design to bravo studio, in bravo we can add containers or blocks of content that would display the information for the user.

Meetings and communication

Our team communication process happens in Microsoft teams. We organise weekly meetings to discuss and report our progress and brainstorm on a particular subject we might be working during

that week. The sessions are chaired by one of the team members who follow the agenda which is usually kept to a minimalistic approach with only main dot points, as we go through the agenda topics the discussion opens-up and we start to participate and give our opinions and ideas. This is how most of our meetings have been progressing during our course.

Testing features and user interface

Testing procedures, alpha testing (just us) majority of the program will be made workable in the initial stages the testing, however, will have boundaries as the number of profiles we will have to work on.

Beta - nightly builds, open on the app store. Needing more profiles to test on this will be an open beta available to any user that wishes to trial it. Having input into the creation is rewarded to anyone that helps test hopefully bringing in more subjects.

Full release - paid option and free tier after initial stages of release

Creating promotional material and tutorials

The creation of promotional content and the tutorials is a vital part of the progression of the Fighting Mongooses' products and engaging with our clients. We opted for a more light-hearted approach towards promotional videos, trying to pique people's interest with humorous videos. The tutorials, however, are to be made professionally with sound editing to make as crisp as possible and easy to understand. Another key aspect was to make them as short and compressed as possible to fit within the app to use as little room as possible. Further promotional content will be made in the future with the same ideals of keeping it as memorable as possible. All of these are to be made using open-source software to keep costings down.

What stage are we up to?:

Currently, we are still in development with some alpha testing on the main U.I. Once all the kinks are taken out of the U.I. links, we can add content to these. We are also working on the process of how our application will scrape user data and implement that into our project. This will be unachievable by report time, however, should be implemented prior to a beta release.

Roles

The Fighting Mongooses maintain a certain degree of flexibility regarding the roles of its team members. The roles each team member partakes depends solely on the task at hand. In saying this, there are some roles in which some team members are more suited and specialised towards specific parts. These roles consisted of both technical and creative requirements.

Channon Harper:

1. Front End developer:
As a front-end developer, Channon was instrumental in designing the user-interface for the *Mongoose Security Application*. This requires an understanding of the needs of the client and the user, ensuring that the application can be used in a way that is easily accessible for the user whilst retaining essential features.
2. Lead animator and Director of video materials:
Working with the Fighting Mongooses, Channon has been able to utilise his creative talents creating promotional materials. This has both been through animation as well as creating content to help the user understand how to use the application. While fulfilling this role, Channon also made all the audio assets for the promotional material.

Madeline Dupree

1. Meeting Facilitator:
Madeline is in charge of facilitating team meetings and ensuring meetings are recorded and documented. Madeline then maintained video records of meeting for review and keeping records.
2. Chief Editor:
Madeline's talents and leadership favoured overseeing press materials and developing communications strategies for The Fighting Mongooses' products. This primarily involves supervising the work of others and ensuring it maintains company standards. Madeline's keen attention to detail has been instrumental at maintaining The Fighting Mongooses quality of work.
3. Lead Character Designer:
For all animated material, Madeline designed and created all characters and created visual assets for all promotional material. This includes character concept, artistic direction for all promotional material and finalising character designs.

Daniel Scarfe

1. Project Manager:
During the initial concept and design stages for The Fighting Mongooses' flagship product, Daniel was instrumental in generating concepts and conveying to stakeholders the validity of our project. This required an understanding of various stages of development and processes required.
2. Risk analyst:
Develop risk mitigation plans for a range of scenarios. Ensure that company proceedings meet with legal standards. As the Fighting Mongooses' flagship product deals with user privacy on social media platforms, Daniel must ensure that there is minimal legal risk associated.

3. Systems administrator:

In the earliest stages of the Fighting Mongooses' project development, Daniel set up and utilised much of the infrastructure essential for product development from 3rd party services such as GitHub and Microsoft Teams and managed these systems throughout project development.

Adam Mutimer

1. Full-stack developer:

Adam specialises in both front-end and back-end development. As a full-stack developer, Adam performed the majority of back-end tasks for the Fighting Mongooses' flagship application. Furthermore, Adam collaborated with Daniel and Channon in designing the user interface for the application and other front-end tasks.

2. System Administrator:

In later stages of the Fighting Mongooses's Mongoose Security application, Adam took on more system administration tasks such as setting up extra repositories for later stages of product development and ensuring communication technologies remain reliable.

3. Web designer:

Adam was fundamental in designing and initial development of the Fighting Mongooses' website. Adam was also able to implement procedures so that other team members could contribute to website design and content.

Jorge Esteban

1. Research and Development Officer:

As an emerging start-up, research of I.T. technologies and how they can be implemented to future Fighting Mongoose projects was essential. Jorge was instrumental in researching during the early stages of the Fighting Mongoose's start-up, and Jorge's findings were instrumental towards future developments and projects.

2. Junior Developer:

Jorge assisted in all stages of development, performing a variety of tasks. Jorge's primary role in this regard was communicating with stakeholders and other team members the progress of various departments. This includes developing promotional material and writing reports on progress. This required an understanding of all facets of product development, both technical and clerical.

Samuel Mennen

1. Human Resources Officer:

The Fighting Mongooses is a growing start-up and as our flagship project enters the next stages of development, recruiting skilled team members is vital. Samuel was responsible for determining which roles are necessary during future phases of development and initiating the recruitment process. This included creating advertised positions and in future interviewing candidates.

2. Audio Engineer:

For promotional material, Samuel edited audio content. This included utilising equalisation and dynamic processing as well as compiling takes to achieve a more precise sound.

3. Research and Development Officer:

To help the Fighting Mongooses' future developments, Samuel conducted research on various I.T. technologies and brought his findings to group meetings and other correspondence.

Scope and Limits

The scope of our project is to provide an application that checks a user's security and privacy settings for Facebook and gives corresponding recommendations to alter settings to increase security and privacy. We have limited it to an Apple and Android application with plans to produce a Windows application in the future when we expand our capabilities. Another limit we have imposed is to focus on Facebook as the sole social media platform; the application will be compatible with and have the ability to scan the security and privacy settings of the user. Though once again, when our organisation increases, so will our scope, and we plan to add other social media platforms such as Instagram and Twitter as we move forward and grow.

One of the significant limitations of our application is our current inability to change any security and privacy settings directly through the application and are instead going down the route of offering tutorial videos that the users can be instructed by and implement the changes themselves. This might change in the future if the company's open up added functionality through their API's that allow more control via third-party applications. However, this is unlikely so we will instead try and continuously fine-tune our tutorial videos through user feedback to make them as easy to follow as possible.

In conclusion, with consideration of the scope and limits our proof of concept will be an application compatible with Android and Apple smartphones which scans Facebook's security and privacy settings and recommends changes with tutorial videos available to guide the user to implement the changes. This will be our deliverable.

Tools and Technologies

Software Required

- Gimp 2.10.22
- OpenToonz 1.4
- ShotCut 20.10.31
- Figma
- Bravio Studio
- Office 365 (Teams, Word)
- Microsoft Project 2019
- Oracle V.M. VirtualBox 6.1.16

Hardware Required

- Graphical Tablet
- Android Tablet
- Android-based Smartphone
- Apple-based Smartphone
- Apple-based Tablet

Licenses Required

All software to be used is either open source or freeware besides standard Office suite programs and Windows, which will require the appropriate number of business licenses.

Purchases Required

Purchases will include specialised hardware and Microsoft software licenses.

Group Member Prior Experience

The team has a moderate understanding and some necessary experience with the software and hardware that will be required. The additional expertise needed will be acquired during project development.

Testing

Our project will be tested in 2 phases before its full release. The first testing will be the ALPHA stage in which it will be tested in house by the development team. Once the application is deemed to be useable, it will be released into BETA, which will be open testing of the public. The Beta phase will be missing some tutorial videos, but links will be included to blank placeholders, the main features of the scanning and suggested fixes will be implemented.

The testing coverage we need would be tech-savvy people that understand the best settings to make and to ensure or scraping is picking up on all settings they are meant to. Would also need a pool of people unsure of settings as they would possibly have most settings set wrong. To achieve these test pools our YouTube video should hopefully get some but rather would use in house contacts for the first pool and on the street marketing at shopping centres where you usually see people's faces planted to their phones to get the second pool, another option is to get a social influencer on board.

The mix of persons we would need to have would include all age brackets as we hope to make it useable by even the least technological person. We would hope to achieve at least 500 in each pool to get some detailed bug tracking prior to full release BETA testing should conclude after a 4 to 5 week period.

Timeframe

<p>Week 1 <i>12/10/20 to 18/10/20</i></p>	<p>All to do - meeting and collaboration on the existing project idea and come up with themes that we wish to use for marketing the scope of what everyone is happy to take on and plan our development</p>
<p>Week 2 <i>19/10/20 to 25/10/20</i></p>	<p>All to do - Brainstorm all ideas and come up with a majority concept of how we wish to proceed to get a solid idea of the goal of our project, so everyone is happy and on the same page with how we move. Minor and Major tasks set to be worked on in week 3</p>
<p>Week 3 <i>26/10/20 to 1/11/20</i></p>	<p>Sam - Research and start Drafts on Roles, Skills and jobs Daniel - Research tools and tech required Maddie - Create animated characters for presentation purposes Jorge - Research overview and with what we are competing against Adam - Start to create U.I. of the application Channon - Start to create the promotional content</p>
<p>Week 4 <i>2/11/20 to 8/11/20</i></p>	<p>Sam, Daniel, Jorge - Continue Research on specific areas of Project Idea and Start drafts Maddie - Work on timelines of application creation and testing Adam - Develop a website and continue application creation Channon - Creation of scenes required/ Development of U.I. of application</p>
<p>Week 5 <i>9/11/20 to 15/11/20</i></p>	<p>Sam - Sound editing of files for promotional content/finalise some drafts Daniel, Jorge - Get drafts to a near-final stage for collaboration Maddie - Proofreading of all draft material correcting grammar/spelling and check sources of research Adam - Continue on the website and application as well as reports Channon - Finalise all scene creations for promotional content</p>
<p>Week 6 <i>16/11/20 to 22/11/20</i></p>	<p>Sam, Daniel, Jorge - Complete final drafts of reports to be put forward to investors, fill in any gaps made by uncompleted work Maddie - Holidays Adam - Complete Website and basic U.I. of the application, fill in any gaps made by uncompleted work Channon - Complete first marketing material/cut all scenes and sounds and release onto YouTube, fill in any gaps made by uncompleted work</p>
<p>Week 7 <i>23/11/20 to 29/11/20</i></p>	<p>All work put forward to Investors in a hope to achieve some funding for the project to continue the following weeks are on a basic pattern achievable however if funding is achieved can employ further for marketing and distribution.</p>
<p>Week 8 <i>30/11/20 to 6/12/20</i></p>	<p>Channon, Adam, Sam - introduce the concept of scraping data into the application testing on some initial settings. Jorge, Daniel - Contact of services of VPN's/glasswire for ad marketing proceeds in the application. Should be able to get Nord on board if not will fall back on raid shadow legends.</p>

<p>Week 9 7/12/20 to 13/12/20</p>	<p>Channon, Adam, Sam - Make scraping cover all settings on Facebook and start testing in alpha stage to release next week. Jorge, Daniel - Develop Tutorial videos to be inserted into the application</p>
<p>Week 10 14/12/20 to 20/12/20</p>	<p>Release of application to Beta testing/with some videos Channon, Adam - Taking all bug tracking from testers and debugging code to develop further Jorge, Daniel - Continue work on tutorial videos Sam - Sound editing of created videos to make crisp and professional</p>
<p>Week 11 21/12/20 to 27/12/20</p>	<p>Sam - Gets beer Daniel - Side dishes Jorge - Entertainment Adam - Venue Channon - Ham and Prawns Its Christmas no-one works Promotional content may be created, and any main faults will be amended by one of the team days before Christmas all team will be out in shopping centres at Santa photo locations to spread the word of the application</p>
<p>Week 12 28/12/20 to 3/1/21</p>	<p>Channon, Adam - Taking all bug tracking from testers and debugging code to develop further Jorge, Daniel - Marketing research who we have in test pool currently and how we could get more outside of that to download application Sam - Sound editing of created videos to make crisp and professional</p>
<p>Week 13 4/1/21 to 10/1/21</p>	<p>Jorge, Daniel - Marketing research who we have in test pool currently and how we could get more outside of that to download application Adam - Taking all bug tracking from testers and debugging code to develop further Channon, Sam - Create targeted ads to stop getting targeted ads</p>
<p>Week 14 11/1/21 to 17/1/21</p>	<p>Daniel, Jorge - Marketing on streets to reach more people will be at shopping centres and busy areas Adam - Taking all bug tracking from testers and debugging code to develop further Channon, Sam - Finalise ad targeting through Facebook to stop ad targeting</p>
<p>Week 15 18/1/21 to 24/1/21</p>	<p>Profit - Release of full version fingers crossed all goes well everyone on board for patching that may have been missed in the Beta tests.</p>

Risks

The risks that we foresee specific to our project are the efficacy of our tutorial videos because the purpose of our application is to make users more secure and increase privacy and not being able to directly implement the changes ourselves we are 100% relying on the user to fulfil the application's purpose. So if a user cannot understand our tutorial videos and make the changes required, then we have failed at our mission statement.

As the application won't be able to make any of the changes to a user's social media account itself due to the limitations imposed by the social media platforms to their APIs and will have to rely on the user successfully following tutorials, human error may mean some changes may not take effect. Still, the user will think they have, lulling them into a false sense of security, however, in this case, the application will notify the user again, the user may give up making the changes if the task is too laborious or complicated which it sometimes can be when navigating social media security settings - they aren't always the easiest to locate.

Another risk is if we have unexpected difficulties executing our initial check of settings. There are many moving parts here, so the risk is elevated. Still, with careful considerations like more time and increased personnel on standby during development, these risks can be limited as much as possible.

Also, a potential risk is the need to have the application running in the background to allow it to provide notifications about setting changes and possibly the need for the application to be updated periodically.

Another potential obstacle we anticipate is keeping up with the changes promptly and having new tutorial videos ready. The tutorial videos must also be easy to follow and aimed at novices which will need testing - the videos could seem easy to follow to ourselves who have I.T. experience, but we may leave some people behind. We will keep this in mind during development to make sure the application is effective. With appropriate measures and safeguards, we believe this application has the potential to make a real difference in improving social media security and privacy, so it can be used safely, and be the enjoyable experience it set out to be, without the risk.

Group Processes and Communications

The Fighting Mongooses has always maintained a constant stream of communication among team members. For the Fighting Mongooses, communication has been the key to past successes and plays a vital role in maintaining our integrity and quality towards current and future projects.

Expected frequency of communication:

Because the team at The Fighting Mongooses is separated geographically and by multiple time zones, we understand the importance of maintaining a constant stream of communication. Correspondence occurs almost daily as colleagues update their progress on set tasks and using tools such as *GitHub* and *Microsoft Teams* means that everyone is up to date with each other's contributions.

How we communicate:

The majority of correspondence is done through Microsoft Teams. Microsoft Teams allows us to host video calls/ meetings, share and collaborate with each other's files, message each other directly and set team goals. Furthermore, The Fighting Mongooses extensively utilises GitHub to store all data and maintain version control. This allows further collaboration, especially where multiple team members are working on the same task together and maintains a record of every adjustment and step taken towards our set goals. Informal correspondence has also been maintained through Discord. This plays a vital role in generating a positive and fun atmosphere among our team members as it provides a casual forum to discuss minor questions that aren't necessarily important enough to publish on Microsoft Teams or to discuss unrelated topics.

Official Meetings and frequency:

The Fighting Mongooses have arranged to have a minimum one official meeting each week with the flexibility for more meetings each week if necessary. Meetings are conducted solely using Microsoft Teams with each meeting being recorded. The recordings are stored both on Microsoft Teams and GitHub, allowing redundancy in the event one service is down and provides multiple options for reviewing previous meetings.

If a team member does not respond or is inactive:

The Fighting Mongooses is fortunate enough to have a dedicated team of individuals who have proven themselves to be reliable despite the difficulties of operating purely online. In the event that a team member is inactive for a period of 3 days, and we are unable to communicate, we will contact RMIT faculty to determine the status of that team member's enrolment. If the team member is no longer enrolled or can not be communicated with by RMIT, the tasks set for the inactive team member will be dispersed among the remaining team members.

Skills and Jobs

Back-End Developer

- **Exciting opportunity to be part of a passionate team in the development of a consumer privacy application for social media**
- **Immediate start with a 6-month contract with an opportunity to extend.**

The Fighting Mongooses is an exciting Australia-wide based start-up looking to improve and increase user security when using social media platforms. Our team has already been hard at working and developing a prototype for a smartphone-based application and are now seeking experienced and enthusiastic individuals to take our project to the next stage.

The advertised position is for the role of a back-end developer. A successful applicant will have proven experience designing and deploying server-side infrastructure and experience working with commercial data structures. Furthermore, a successful applicant will have a robust team-based expertise, with demonstrated communication skills.

About you:

Minimum 3-4 years of commercial experience or a bachelor's degree in I.T (or equivalent) with 2 years of commercial experience as a back-end developer or similar role. As you are expected to take the initiative and progress our product further, it is likely that you have a strict attention to detail, have reliable problem-solving skills and have a sound understanding of technical elements.

Your responsibilities will include:

- Collaborate with our team of software engineers and administration staff.
- Deliver prototypes.
- Ensure that products are of a high standard and are technically sound.
- Manage feedback from clients and stakeholders.

Essential Skills:

- High-level understanding of Java, PHP and Python programming languages for back-end development.
- Professional and proven experience using Android Studio and Apple XCode.
- Database handling in SQL.
- Collaboration and version control using GitHub. (Must provide examples of existing repositories).
- Well written and verbal communication skills.
- Experience using SWIFT and developing iOS applications is highly advantageous.

Application Process:

Please provide your CV/ resume and cover letter addressing the requirements of the advertised position. In your cover letter, please provide an example of your previous teamwork experience and a repository showcasing your work.

Shortlisted candidates may be required to engage in a short coding practical task during the interview process.

We are an equal opportunity employer. We encourage individuals from all backgrounds and cultures to apply.

Full-Stack Developer

- **Exciting opportunity to be part of a passionate team in the development of a consumer privacy application for social media**
- **Immediate start with a 6-month contract with an opportunity to extend.**

The Fighting Mongooses is an exciting Australia-wide based start-up looking to improve and increase user security when using social media platforms. Our team has already been hard at working and developing a prototype for a smartphone-based application and are now seeking experienced and enthusiastic individuals to take our project to the next stage.

The advertised position is for the position of a *full-stack developer*. A successful applicant will have a wealth of experience using a broad range of technical skills, be willing to work effectively both autonomously and as part of a team.

About you:

Minimum 3-4 years of commercial experience or a bachelor's degree in I.T (or equivalent) with 2 years of commercial experience as a Full Stack Web developer or similar role. Well versed in back-end development and specialise in front-end development. As you are expected to take the initiative and progress our product further, it is likely that you have a strict attention to detail, have reliable problem-solving skills and exhibit creative flare.

Your responsibilities will include:

- Perform and check code reviews.
- Develop U.I and U.X for smartphone applications.
- Communicate with front-end and back-end team members
- Receive feedback from clients, testers and stakeholders and perform adjustments.

Essential Skills:

- High-level understanding of Java, PHP and Python programming languages for back-end development.
- Professional and proven experience using Android Studio and Apple XCode.
- Knowledge of API (REST and SOAP).
- Innovative and smart U.I and U.X design.
- Database handling in SQL.
- Develop applications using MEAN stack.
- Collaboration and version control using GitHub. (Must provide examples of existing repositories).
- Well written and verbal communication skills.
- Experience using SWIFT and developing iOS applications is highly advantageous.

Application Process:

Please provide your CV/ resume and cover letter addressing the requirements of the advertised position. In your cover letter, please provide an example of your previous teamwork experience and a repository showcasing your work.

Shortlisted candidates may be required to engage in a short coding practical task during the interview process.

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Junior Front-End Developer

- **Exciting opportunity to be part of a passionate team in the development of a consumer privacy application for social media.**
- **Opportunity to learn and develop your career as a front-end developer alongside a committed and experienced team of software engineers and develop your portfolio.**
- **Immediate start with a 6-month contract with an opportunity to extend.**

The Fighting Mongooses is an exciting Australia-wide based start-up looking to improve and increase user security when using social media platforms. Our team has already been hard at working and developing a prototype for a smartphone-based application and are now seeking experienced and enthusiastic individuals to take our project to the next stage.

The advertised position is for the role of a *junior front-end developer*. A successful applicant will have a keen interest in a broad range of technical skills, be willing to work effectively both autonomously and as part of a team. As this is an entry-level position, it is a successful applicant will demonstrate a willingness to learn new skills and be part of our team of engineers.

About you:

Minimum bachelor's degree in I.T (or equivalent) or an advanced diploma in I.T with a minimum of 2 years of proven work experience. Well versed in front-end development and exhibit creativity through your attention to detail and passion for user-end interfaces.

Your responsibilities will include:

- Develop U.I and U.X for smartphone applications.
- Check code and report to the technical lead and engineering team.
- Communicate and collaborate with front-end and back-end team members
- Receive feedback from clients, testers and stakeholders and implements changes to the design.
- Professional development and skills acquisition.

Essential Skills:

- Understanding of Java, PHP and Python programming languages for front end development.
- Knowledge of Android Studio and Apple XCode.
- Innovative and smart U.I and U.X design patterns and components.
- Collaborate and exercise version control using GitHub.

- Time management and communication skills.
- Experience with MEAN stack is advantageous.
- Interest in using SWIFT and developing iOS applications is highly advantageous.

Application Process:

Please forward your CV/ resume and cover letter addressing the requirements of the advertised position. In your cover letter, please provide an example of your previous teamwork experience and a repository showcasing your work.

Shortlisted candidates may be required to engage in a short coding practical task during the interview process.

We are an equal opportunity employer. We encourage individuals from all backgrounds and cultures to apply.

Marketing Manager

- **Exciting opportunity to be part of a passionate team in the development of a consumer privacy application for social media**
- **Immediate start with a 6-month contract with an opportunity to extend.**

The Fighting Mongooses is an exciting Australia-wide based start-up looking to improve and increase user security when using social media platforms. Our team has already been hard at working and developing a prototype for a smartphone-based application and are now seeking experienced and enthusiastic individuals to take our project to the next stage.

The advertised position is for the role of a *marketing manager*. A successful applicant will have a wealth of experience in marketing and bringing attention to commercial products. Furthermore, a successful applicant is expected to have a diverse and extensive folio showcasing a variety of talents.

About you:

A minimum of 2 years of work in a similar role or a bachelor's degree in marketing (or equivalent and relevant degree) and 1 year of work in marketing or communications. Have high ethical standards and highly motivated. You are highly creative and can exceed expectations and status-quo in an impactful way.

Responsibilities:

- Develop campaigns to sell existing and future products.
- Write compelling press releases and on company developments and development cycles.
- Interact using company social media.
- Maintain company website.
- Research marketing trends and brand position.
- Utilise graphic design skills for marketing material.
- Receive feedback from clients and stakeholders and perform adjustments.

Essential Skills:

- Excellent written and verbal communication skills.
- Skill in social media with Facebook, Instagram, SnapChat and Twitter.
- Extensive knowledge of Adobe Design Suite, in particular Adobe Illustrator, Photoshop and Premier.
- Understanding of HTML, CSS and JavaScript for the purpose of website design and website maintenance.
- Experience in email marketing using Vision6.
- Coordination of conferences and events.

Application Process:

Please provide your CV/ resume and cover letter addressing the requirements of the advertised position. Along with your application, please provide a folio showcasing past commercial products and experience. In your cover letter, please provide an example of a situation where you took the initiative and brought a creative project to life.

We are an equal opportunity employer. We encourage individuals from all backgrounds and cultures to apply.

I.T Project Manager

- **Exciting opportunity to be part of a passionate team in the development of a consumer privacy application for social media**
- **Immediate start with a 6-month contract with an opportunity to extend.**

The Fighting Mongooses is an exciting Australia-wide based start-up looking to improve and increase user security when using social media platforms. Our team has already been hard at working and developing a prototype for a smartphone-based application and are now seeking experienced and enthusiastic individuals to take our project to the next stage.

The advertised position is for the role of a *project manager*. A successful applicant will have a wealth of experience using a broad range of technical skills and managing projects from conception to completion.

About you:

As an experienced Project Manager, it is expected that you have procured a minimum of 5+ years of experience in project management with proven commercial products released. Actively take responsibility for building and improving upon products. Willing to work closely with senior management and control project time and budget. As you will be taking a leading role, it is expected that you have a strong vision and are willing to see a project from concept to release.

Your responsibilities will include:

- Plan and develop product features
- Manage time and budget for products and projects and assign resources.
- Collaborate with our team of software engineers and administration staff.
- Deliver prototypes, deliverables.

- Ensure that products are of a high standard and are technically sound.
- Manage feedback from clients and stakeholders.
- Utilise specialist industry knowledge of I.T. solutions.
- Provide risk and mitigation strategies.
- Experience in developing smartphone applications.

Essential Skills:

- Strong verbal and written communication skills
- Develop project documentation, materials and presentations.
- High-level understanding of Java, PHP and Python programming languages.
- Data management skills. SQL, PostgreSQL.
- Collaboration and version control using GitHub.
- Experience using SWIFT and developing iOS applications is highly advantageous.

Application Process:

Please provide your CV/ resume and cover letter addressing the requirements of the advertised position. In your cover letter, please provide an example of your previous you saw through from concept to completion.

We are an equal opportunity employer. We encourage individuals from all backgrounds and cultures to apply.

Group Reflection

Overview

What went well?

The main consensus as to what went well was bought on by the success we saw from doing Assignment 2. With all introductions out of the way, we had a better understanding of what the strengths and weaknesses of each other were. The group we had made it easy to progress as there were no issues as to what we would set out to achieve and any items that needed collaboration were decided on quickly. Believing in our project idea was also a real benefit to having everyone in the group on board with the direction we wanted to go made completing this task relative simplistic.

What could be improved?

The main problem we had during these two assignments would be scheduling. We all have busy lives, and our timetables differed more in these weeks, although we managed to get some good meetings in we may have been able to add some more, however, did not want any team member to miss out. The last part of the year is typically hectic for most people and with the lift of restrictions for most a lot of catching up of other works needed to be done. All things considered, we all believe we still had enough meetings and collaboration time but could have improved some deadlines and achieved more if had extras.

At least one thing that was surprising?

Surprising to many of us was the open creativity that was allowed in these assignments allowing different talents to be highlighted of each member. Once again, even with the busy timetables, we all had in the end, the commitment to get these tasks done was outstanding. We all want to see each other succeed in this course, and even some of the conversations off-topic allowed for further understanding of each other and built up more comradery.

At least one thing you have learned about groups.

Working in this group is excellent, we all now know that if everyone has the same goals to reach for and do not work just for themselves, it goes smoothly. Learning about your team members, even some items not related to the fields of the task allow you to delegate work efficiently and keep to deadlines. The other thing we learnt mainly more from the other teams in the course is also how badly they can work if you have one or more dragging you back; it can put a massive dent into progression. It's all about how a group can adapt and fill in any downfalls that may be bought on by these circumstances.

Adam Mutimer

What went well?

Assessment 3 went like clockwork; we all knew what to expect from each team member and were aware of their abilities from Assessment 2. We did mix up the roles a little this time around to address some concerns raised from the feedback provided for the last assessment and for other team members to gain experience in different areas.

What could be improved?

Meeting Schedules was improved slightly over the last Assignment but still has room for improvement. But honestly, nothing is perfect. Beyond that, I can not fault anything else as I believe everything went well.

At least one thing that was surprising?

Again I was surprised how well our team functions together, the dynamic of the group is excellent and I would love to work with this group of people in a more professional and employed manor in the future.

At least one thing you have learned about groups.

Like I have previously mentioned, Teams work well when everyone gets along and shows a willingness to learn and achieve the goals as a team and not as an individual. Knowing your team members abilities and shortcomings is essential to a successful project.

Channon Harper

What went well?

Much to the same of assignment 2, I believe everything went well. With the mark, we received put us in an excellent place to continue the dedication into the third and fifth Assignment. We decided to continue with the development of our idea before the feedback received, which I believe gave us a slight leg up to other groups, possibly. We believed in what we had done prior and went on assuming this.

What could be improved?

In terms of improving its typically hard to say with the project idea, although we were all in the same boat with what we were doing maybe some ideas of how it worked were left to pass. With specific tasks received for the input of the Assignment, some were unsure as to parts of the program which we could have made more transparent for understanding to them.

At least one thing that was surprising?

Surprising to me, was the sheer trust we had after our earlier Assignment. We all knew what each other could do so the need for extra communication was minimal as we believed in what each other would do. The other thing is the extra effort once someone had completed their set task to help in others that were not assigned to them to make sure the project was completed by the date given.

At least one thing you have learned about groups.

I learnt after this session that you can work in a group with minimal conversation and still achieve a finished product. It was the same for assignment 2; just more trust was given this time, and I believe we were not hindered by it. The more you get to know your group members, the more you understand what they would be right at and setting those roles is a huge benefit to everyone.

Daniel Scarfe

What went well?

I think the group dynamics and cohesion continued well from Assignment 2, putting us in an excellent position to face the new challenges that arose this time around. The ease with which we agreed on choosing the project direction was particularly pleasing as it was such a significant component of this Assignment and guided Assignment 5 as well.

What could be improved?

Everything went fairly smoothly considering the added freedom that was given to us as a group and therefore, the added uncertainty that came along with it. There may have been room for improvement with our meeting schedule. But we made it work well enough.

At least one thing that was surprising?

The momentum carried over from Assignment 2 was a pleasant surprise as this helped us immensely by allowing us to feed off one another's energy and gave a sense of reassurance knowing we had each other's back and were indeed in this together.

At least one thing you have learned about groups.

My main takeaway from this group work is that it's not as daunting a task as I first had dreaded it would be, though I have the feeling I lucked out by being in a good group as I have heard other groups had trouble in several areas of group work.

Jorge Esteban

What went well?

This time I feel the team was more relax working on this Assignment. The idea of our project was already established from A2, and it was easier to communicate and work together when we all have the same vision of what we wanted to create. I am very proud of what the team have accomplished and been part of it.

What could be improved?

We could have improved communication. I'm saying this because I think as the Assignment's become more complicated in the future, we might not be able to designate individual tasks and would have to work more closely with all team members. But overall, it went well, Considering that we all have jobs and some have families plus we live in different states with different time zones.

At least one thing that was surprising?

The commitment of every team member was outstanding. It shows that everyone in this team wants to succeed in this course. Another thing that surprises me is that everyone is willing to help other team members.

At least one thing you have learned about groups.

The creativity of working in groups is fantastic. When you have six minds, focus on one objective. Then things flow much more effortlessly.

Madeleine Dupree

What went well?

We all worked fairly evenly towards the project. We were all willing and motivated to get started, allocate work and get our pieces done. Each person worked hard to keep up with the group and attend as many meetings as possible. We got the correct number of sessions done, even if a few of us missed a session here or there.

What could be improved?

I'm not sure that there was much to be improved. We were a strong group that supported each other where we had flaws or contributed more to where we had strengths. We had no areas of conflict and discussed mildly different opinions calmly to come to the most beneficial outcome. Perhaps we could have anticipated differing time zones a bit better, but we sorted that out eventually. We did the best we could while learning to use M.S. Teams without and/much prior experience. Perhaps there were a few areas where we could have met the word counts and didn't - but I wouldn't say we are missing much in the way of value, despite the word deficit. I wish I were a

little quicker to submit my pieces as I did lag for up to a few days here and there but caught up each time without issue. I don't believe this created a problem amongst the group, but it is a good chance for me to improve in this area anyway.

At least one thing that was surprising?

It was surprising how well we did. I expected there to be areas of conflict, lack of support, lack of motivation or other limitations both inside or outside of our control. However, we did well, and I am very proud of what we did.

At least one thing you have learned about groups.

They can work well. If I'm honest, I did not have high expectations for the group work, but I was blown away with how much work we did, how well we communicated and how ready people were to be a part of the group.

Samuel Mennen

What went well?

After assignment 2, we had developed a great sense of comradery. I was happy to engage with other team members, and I think they felt the same. During meetings, it felt like I was talking to friends. Everyone was eager to adopt roles and perform tasks, and there were no conflicts with other team members.

What could be improved?

Scheduling was more difficult during this assessment as this time of year is busier for most team members. This created some misunderstandings which lead to some team members not being present during some meetings. Procedures ensuring team members regularly check for updates and correspondence will improve scheduling issues in the future.

At least one thing that was surprising?

This assessment allowed team members to express their creativity, and they could really showcase their talents. Creating characters for promotional materials and editing created content allowed team members to utilise skills which were not as apparent in previous assignments.

At least one thing you have learned about groups.

Typically, I am hesitant during group tasks. It can be challenging to work with strangers, and if there is not a good balance among team members, it can be challenging to be motivated for tasks. If there is a right team environment and everyone is on friendly terms, willing to help each other, the problems associated with group work are minimised significantly.

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Artefacts

All artefacts are located here:

https://github.com/AdamM-AU/COSC2196_A3/tree/master/Artefacts