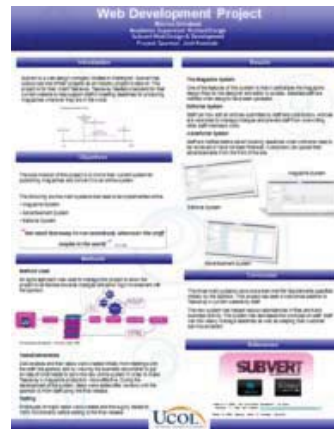

Subvert Web Development Project

Monica Grinstead

Private Bag 11-022, Palmerston
North 4442

Richard Dargie

Private Bag 11-022, Palmerston
North 4442



Abstract

The purpose of this project was to develop a Website backend for the Subvert Web development company.

The system required the conversion of a legacy magazine publishing system to an online system. To accomplish this, the project required the development of three main features:

1. The centralisation of magazine design files for designer and editors to access.
2. The ability to access and edit articles submitted by both contributors and staff. A versioning system was needed to track this process.
3. An advertorial system was needed to allow customers to upload advertisements. The system would then notify staff of contracts needing to be renewed or finalised before the publishing deadline.

An agile methodology was used to develop the system. This was an incremental and iterative approach using the Agile System Development Life Cycle (Ambler, 2009).

The new system has helped reduce file redundancy and enabled the tracking of business activities and decreased staff workload leading up to a magazine release.

Keywords

Capstone project, agile methodology, advertorial system, web development, magazine editorial system,

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Introduction

Subvert is a web design company located in Wellington. Subvert has outsourced one of their projects as an industry project to take on. The project is for their client Tearaway. Tearaway needed a backend for their current website to help support staff in meeting deadlines for producing magazines wherever they are in the world.

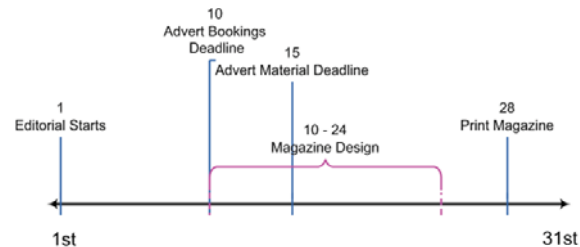


Figure 1: Monthly Magazine Cycle

Methodology

An agile approach was used to manage this project to allow the project to be flexible towards changes and allow high involvement with the sponsor. The agile approach used was a The Agile System Development Life Cycle (Ambler, 2009)

Tasks/Deliverables

Deliverables and their tasks were created initially from meetings with the staff, the sponsor and by viewing the business documents to get an idea of what needed to be in the new online system in order to make the magazine production more effective. During the development of the system, tasks were added after reviews with the sponsor or from staff using the final release.

Testing

Prototypes of major tasks were created and thoroughly tested for 100% functionality before adding to the final release.

Results

The Magazine System

This was completed with one of the key features being the centralisation of magazine design files for designer and editor to access. Staff is notified when designs have been uploaded.

Editorial System

This was completed. Staff can now edit all articles submitted by staff and contributors. Articles are versioned to manage changes and prevent staff from overwriting other staff members work.

Advertisorial System

This was completed. The staff is notified before advert booking deadlines when contracts need to be reviewed or have not been finalised. Customers can upload their advertisements from the front of the site.



Figure 2: Sample screen outputs

Conclusion

The three main systems have more than met the requirements specified by the sponsor. The new system has helped reduce redundancies in files and track business activity. The system has decreased the workload on staff. Staff can now easily manage deadlines as well as providing excellent customer service.

References

Ambler, S. W. (2009). *The Agile System Development Life Cycle*. Retrieved 11 1, 2009, from Ambysoft: <http://www.ambysoft.com/essays/agileLifecycle.html>