Bsc DMD Level Six **Negotiated Paper Task 2**

Proposal Form

Name: Jack Bodman

This form should be submitted with your Year 3 Business Plan and a copy of your live CV

Overview of the project
Briefly describe the task, the relevance of your industrial partner, the role that you will be able to fulfil and the way that this will enhance your learning.

My Semester two project is a continuation of the social media website, started in semester one. This will allow me the opportunity to further explore the complex functionality available within the Laravel MVC Framework.
The Purpose of This Project is to improve my skills with the Laravel Framework, preparing myself for industry work as a Laravel Developer. While also creating a showpiece style project that can be used to show of my skills to employers and increase my chances of getting a job.

What key opportunities will this task offer you in the following areas

1. **Development Practice**

- Explore Ajax Functionality Within a Laravel Project.
- Further Understand how the Laravel Framework Functions and what features it has to offer.
- Experience using and incorporating third party plugins within a Laravel Project to help speed up the development process.
- Gain Experience In Setting Up a Laravel Project Online with Cpanel hosting and SSH Server access.

2. **Technology (inc software skills)**

- Laravel
- Ajax Javascript
- Javascript
- PHP
- MySQL
- SSH
- Blade
- Composer
- HTML/CSS
- Artisan
- MVC Frameworks
- PHPMyAdmin

3. **Processes (Development Processes, Project Management / Time Management etc)**

- Expanding a already existing codebase Bring The Product further along the development
- Testing the Application on Live Server to check for Bugs, Errors, and Security Flaws
- Implementing Fixes For the bugs found during testing.

4. **Critical Analysis (Reflective Processes / research skills)**

- Analysis of Code Stability through user testing
- Analysis of my ability to develop features from ideation to working prototypes
- Analysis of my ability to find efficient solutions to errors and bugs found by users.

Learning Outcomes

Please indicate how each outcome will be met in relation to the key opportunities that you have described above (Drag the ticks to the appropriate boxes add more if needed)

	1	2	3	4
Have the ability recognise and adopt appropriate new technologies, tools, and approaches in the development of creative solutions	x	x		x
Have the ability to interpret and respond to a product's purpose, the events, user interactions, and the expectations and requirements of target users from a specification provided by a designer			x	x
Develop a constructive and proactive relationship with colleagues involved in the creative or quality assurance process to ensure the final product can be realised effectively				x
Write efficient code that is also readable and maintainable; providing program components for specified functionality and modular code solutions where appropriate	x	x		x
Have the ability to evaluate their own work through a process of critical reflection			x	x

Agreed Assessment Submission

Project Outcome
This will include: My outcome for this will be a social media website for student designers, that offers a range of features such as instant messaging, sharing content and interacting with other users, through likes, comments and a followers/following system.

Project Portfolio
This will include: My portfolio will include the full planning and development process discussing key decisions taken throughout the development of the project.
Process Report: This will cover and reflect on the process of developing my project, highlighting major achievements and areas I have learnt the most.

Signed & Agreed by :

Placement Representative _____

Supervising Tutor _____

Student **_Jack_Bodman_____**