

BOOKING SERVICE

“ There’s fifty ways of making a business meeting, let’s make that number 51”

1. Introduction

- JTL Jurionominen Tutkimuslaitos Oy is a small market research company in the fields of CS, Law & Finance. Our main client is a stock exchange listed Investment Advisory Bank in Finland.
- *Booking service* is a product for making business meetings between consultants and clients. There are numerous ways to arrange a meeting in the business world and this product will be one more way to that long list. The goal of this project is to create an easy-to-use web application for booking a meeting in the email or mobile devices. By the end of the course, the application will ideally be working, enabling the team to evaluate which kinds of businesses could be the most common end users.

2. Project goals

- *Proof of concept* is the minimum objective, meaning that the overall Use Case is executable with minor adjustments.
- Realistic goal is to design and implement a client application for making a meeting.
- After the basic functionalities are in place, introduce more advanced and more precise means how to apply this product in various industries.

3. Technologies

- The development team can propose the technologies they are most familiar with or which would suit the project goals best. Generally speaking, the use of React Native would be a good choice for the mobile application part.
- Slack or Telegram is the recommended chat service for the project. JIRA for time & issue management.

4. Requirements for the students

- No previous experience from the web technologies is required, but willingness to quickly learn the basics of the chosen language is a practical necessity.
- Coding together (pair-coding) with other team members will be applied, so that everybody learns as much as possible and nobody is left behind.
- The application source code must use GitHub for version control.
- The level of difficulty: moderate to demanding. Demanding part is probably around backend, which does not exist.

This project is not just traditional coding, because UI/UX design involves also artistic touch in coloring etc. The end product will hopefully reflect the world class elegance of *Helsinki School* paradigm and brilliantly focused use of colors will play a key role in this.

5. Legal Issues

Intellectual Property Rights (IPR):

1. The client gets all IPRs to the results.

Confidentiality:

1. The client will not share any confidential information with the students.

Other legal issues:

The Product Owner will fully evaluate, systematize, interpret and weight all norms arising from the valid law, in respect to the possible use of the end product and accepts full responsibility of its usage.

6. Client

- * The client will provide the necessary cloud services during the project.
- * The client will advise, which kind of features are relevant during the Scrum process.
- * The Product Owner is prepared to guide the team as much as is necessary.

Client representative

Product Owner

Tom Railio.

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There are no pre-selected team members for this project. The client expects the application, source code with the commentary parts and possible additional technical documentation to be provided in English.

If you have any questions regarding this project, please do not hesitate to contact the client representative. Product Owner has participated in this course before, and should be able to answer any related questions you might have.

7. Additional information

- * On-site working is not possible, at this moment. However, the client accepts that Scrum meetings can take place outside the office hours during the evenings or weekends, if it is more convenient to the team. In addition, the use of Hackathon days is greatly encouraged.