Project Plan

Stray No More Mobile Application

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Document Revision History

Revision #	Date

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1. Executive Summary

The following describes the project to be executed.

Objective and Goals	The Stray No more mobile application business goals and objectives will focus on implementing an application that: -improves the wellbeing and safety of the community -enhances the ability of animal services and shelters to effectively locate potential animals in need -help potential pet owners relocate pet -promotes coordination between animal rescue and prevents animals from being out in the street -produces a technology that allows communication between several parties and creates an effective reliable application -eliminates the need for physical communication (ie posters) and creates electronic communication which is more efficient -An easy to use application
Planned Start Date	October 12/2020
Planned End Date	April 02/2020

2. Scope

In Scope

This document applies to The Stray No More (SNM) mobile application developed by George Brown Coding Team. The GBCT will produce an application designed to assist the general public in ensuring the safety of wild or missing animals. This app will further assist animal shelters by providing real-time updates of animal sightings. It will also educate users on the proper measures needed in regard to interacting with wild and potentially dangerous animals

Out Of Scope

- Nutrition of animal/pet
- Adoption
- pet transportation

3. Deliverables

This project will deliver the following.

Deliverable	Description
The Stray No More information website	The website illustrates the new apps functionality, release date, platforms it will be releasing on, and will guide interested users on how to download the application.
User info database	Will contain info regarding user registration, user profile, and images of pets that are uploaded.
Real Time messenger feature	Users will be able to communicate with one another on the application with a real time in app messenger feature.
Google Maps API	With this feature, users will be able to see the exact location of their missing pet if it has been spotted and a picture of it has been uploaded. Secondly, there will also be a feature that will pinpoint the nearest animal shelter in case the animal is in need in of medical help

4. Assumptions

This project makes the following assumptions;

- Users will create a secure profile to engage in the full features of the application
- Users will allow location services while using application
- Product tester will test each new version deployment of the app before rolling out the update
- A team meeting will be held before designing and implementing app updates

5. Dependencies

The following are the internal and external dependencies that will have to be acknowledged and addressed;

- Allow the app to use the device's location

6. Risk Management

Potential Risk	Severity (H/M/L)	Likelihood (H/M/L)	Management Strategy
Task Overload	H	H	Split up deliverables evenly between group members
Project Schedule Size	H	H	Create a schedule between members to have frequent meetings and review completed deliverables with each other
Team unknowledgeable with tasks	L	L	Project manager conducted training sessions with members regarding skills needed to complete their tasks
Levels of disinterest to complete tasks	L	L	Hold weekly feedback/support sessions and give support if needed
Absence of interest from project manager	L	L	group members send any concerns or issues straight to the manager so they can be solved.
Deliverables due date exceeded	M	L	the manager will do check ups with every department of the project to make sure everyone is on schedule and give help to members that are behind.

7. Communication

Meetings

The following meetings/communication will be established;

Meeting	Purpose	Attendees	Frequency
Application Updates	Discuss and plan future updates for the application	Entire coding and design team	Bi-weekly
Security Management	Perform security assessments of the app to ensure the data is kept safe	Security team	Weekly

8. Task Listing (WBS- Work Breakdown Structure)

The following resource proposal template summarizes the resource hours committed to this project, upon final approval of this document.

Reference	Tasks	Duration
1.1	**Project Summary**	1 h
1.2	**Project Vision**	5h
1.2	**High Level Requirement**	3h
1.2	**Project Plan**	7h
1.3	**Personas and User Stories**	1h
1.3	**Team Charter**	4h
1.3	**Sprint Backlog**	3h
1.3	**Product Backlog**	3h

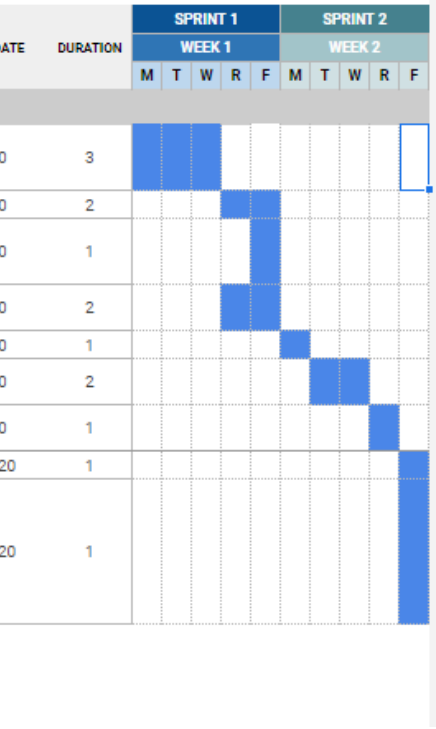
9. Gantt Chart

GANTT CHART

Smartsheet Tip

PROJECT TITLE	Stray No More	COMPANY NAME	
PROJECT MANAGER	Abdirahman Ali	DATE	10/10/20

WBS NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION
1	**Project Conception and Initiation**				
1.1	Project Summary	Faheem Ahmed,Muhammed Yilmaz	9/28/20	10/1/20	3
1.1	Project Vision	Edward Philip	10/1/20	10/3/20	2
1.2	High Level Requriements	Abdirahman Ali, Edward Philip	10/2/20	10/3/20	1
1.3	Personas & User Stories	Faheem Ahmed	10/1/20	10/3/20	2
1.4	Project Plan	Edward Philip	10/5/20	10/6/20	1
1.5	Team Charter	Muhammed Yilmaz	10/6/20	10/8/20	2
1.6	Sprint Backlog	Faheem Ahmed	10/8/20	10/9/20	1
1.7	Product Backlog	Abdirahman Ali	10/9/20	10/10/20	1
1.8	Presentation 1	Edward Philip,Faheem Ahmed, Abdirahman Ali, Muhammed Yilmaz	10/9/20	10/10/20	1



10. Milestones

Milestone	Major Activity	Planned Compilation Date
Initiate	-Creating name -Sharing and discussion. -Assign date	09/12/20
Scoped Defined	-Personas and User stories -High level requirement -Project vision and summary	09/22/20
Execute	-Sprint1 and Sprint2 -Project Templates	10/05/20
Final Delivery	-Complete the task - Test it -Publish it	01/13/21

11. RAM – Responsibility Assignment Matrix

Task	Edward	Abdirahman	Emin	Faheem
Project Summary			S	P
Project Vision	P			
High Level Req.	S	P		S
User Stories			S	P
Project Plan	P	S		
Team Charter	S	S	P	S
Sprint Backlog		S	S	P
Presentation 1	P	P	P	P