Project Plan

1. Introduction

This documents records the project plan for development of the system CSRepo (Meta data Repository for Computing Conferences). This repository is suggested as a solution to one of the problems presented by the Student Contest on Software Engineering (SCORE). In this competition teams of undergraduate students from all over the world participate to solve one of the problems suggested by sponsors and program committee members with a software The project. For more information on competition follow the link: http://scorecontest.org/2018/index.php

2. Scope Project

This section describes the product scope, which contains the list of functionalities to be implemented during the project, as well as the project constraints and premises, when there are any.

This project aims to develop wrappers whose role is to collect meta-data on papers published in conference proceedings from some editor. These metadata will populated a shared repository. For more information access: http://score-contest.org/2018/projects/csrepo.php

2.1. Scope Product

The scope of the target software product of this project was defined as a backlog of user stories. The product backlog is a list with all the desired functionalities for the product, during a sprint there is the sprint backlog The Sprint Backlog is a list of tasks that the Scrum Team undertakes to do in a Sprint.

Table 1 lists access links for each of these backlogs.

Backlog	**Acess link**
Product	https://github.com/karol-milano/CSRepo#boards?repos=105598888
Sprint 1	https://github.com/karol-milano/CSRepo#reports?report=burndown&milestoneId=2809078&showPRs=false
Sprint 2	https://github.com/karol-milano/CSRepo#reports?report=burndown&milestoneId=2820129&showPRs=false
Sprint 3	https://github.com/karol-milano/CSRepo#reports?report=burndown&milestoneId=2820222&showPRs=false
Sprint 4	https://github.com/karol-milano/CSRepo#reports?report=burndown&milestoneId=2838394&showPRs=false
Sprint 5	https://github.com/karol-milano/CSRepo#reports?

	report=burndown&milestoneId=2828759&showPRs=false

Table 1 – Acess link to backlogs associated with the project.

The Product Backlog can be changed throughout the development of a project a in between sprints. Thus, at the beginning of each project Sprint it is necessary to review the stories contained in each of the backlogs mentioned here.

2.2. Project Constraints an Assumptions

In this section, the constraints and assumptions of the project are described in Table 2.Constraints document any limitations regarding any project commitment. which must necessarily be met. The assumptions, on the other hand, define conditions that must be fulfilled in order for the proposed project plan to be truly feasible.

Type	Description
Premise	Doubts raised by the team must be answered by the sponsors within 7 days,at maximum.
Premise	The sponsors will provide a list of conference identifiers based on internationally agreed standards
Constraints	Project artifacts must be hosted in a public repository
Constraints	A summary report of a maximum of 20 pages must be submitted by January 15, 2017.
Constraints	If the team was selected as the semi finalist for the second phase of the evaluation the project should be complete in all aspects until 03/05/2018

Table 2 – Assumptions and Constraints

3. Team and infrastructure

In project planning , you need to define the resources required for your good driving. Among these resources, in software projects, human resources stand out. For the current project, the defined roles are described in Table 3, as well as those responsible for executing them.

Role	Responsible	Contact	Training needs
Project manager	Karolina Martins Milano Neves	karol.milano@gmail.com	Java JPA Hibernate PostgresSql

Project architect designer	Karolina Martins Milano Neves José Rafael Ferraz	karol.milano@gmail.com zerafael1@gmail.com	Java JPA Hibernate PostgresSql
System analist	Ana Mendes	anagmendesp@gmail.com	Java JPA Hibernate PostgresSql
Developer	Gabriel cansanção da Silva	gabriel.kansan@gmail.com	Java JPA Hibernate PostgressSQL
Developer	Renato Gouvea	renatofg.ufsj@gmail.com	Java JPA Hibernate PostgressSQL
Developer	José Rafael Ferraz	zerafael1@gmail.com	Java JPA Hibernate PostgressSQL

Table 3 – Project team.

Note: Although each project member is responsible for generating artifacts related to each role, all project members can perform all roles as suggested by the Scrum methodology

In turn, the material and infrastructure resources for the project are defined in Table 4.

Resource	Description	Quantity
Computers	Each team member must have access to a personal computer	The team member are using their personal computers
Internet	The internet used is provide by UFMS	
Workplace	The place where the team works is the software engineering laboratory at UFMS	There is no cost to use the place because the students are undergraduate students in information technology at UFMS

Table 4 - Resources and infrastructure required for the project

4. Project Schedule

This project's schedule for this project is defined by the Project Task board, which can be accessed at https://app.zenhub.com/workspace/o/karol-milano/csrepo/boards?repos=105598888.

In addition, the milestones for this project are set out in Table 5. As a general rule, each end of Sprint is a milestone of the project.

Milestone identifier	Start date	End date
Sprint 1	10/03/2017	10/31/17
Sprint 2	10/23/2017	11/07/17
Sprint 3	11/08/2017	11/22/17
Sprint 4	11/23/2017	12/14/17
Sprint 5	12/15/2017	01/15/18

Table 5 – Project Milestones.

The planning of the sprints at task board that can be accessed by the link: https://github.com/karol-milano/CSRepo#boards?repos=105598888
This board is organized as follows Backlog which shows all the tasks that must be performed in project but not yet in progress. New issues are the new tasks added to the project, Icebox which are tasks that should be performed if possible but are less priority. Unplanned issues show tasks that appeared during the sprints without prior planning. In progress show tasks that are in progress during sprints and closed tasks which have been finalized.

The Designs Sprints were planned in two large Sprint Design groups for user stories and Sprint Design for Architecture Design.
Stories sprints say about the stories the team wrote and were approved by the project sponsors for solving the problem according to the system users' view on the client system case, researchers and system administrator.

5. Risks

The list of project risks, defined in https://docs.google.com/spreadsheets/d/18nsZAGqxz6hMFDH1oQyeHOdjkSoI-fwHD4KP9ijtJF0/edit#gid=1369432469 , includes the identifier of each risk, a brief description, its probability and impact of occurrence and its treatment priority.

At each follow-up meeting, the list of risks is reviewed, in particular in search of previously not perceived risks that threaten the achievement of project objectives. The probabilities and risks of those already known are also reviewed.

6. Data Management Planning

In this section, you define the structure of the project data repository, available in https://github.com/karol-milano/CSRepo

Structure Folder	
Folder	Description
Docs	This folder are all the documents related to the development of the project. In its Root are documents such as the project plan and other plans that are part of the project.
Docs/requirements	In this folder there are diagrams and documents that the team uses to better understand the requirements of the project.
Policies	In this folder are the policies used by the team during the construction of the project.
Daily Scrum Meeting	In this folder are the files generated at each Daily Meeting
Src	
Src/Scripts	Scripts used to support project construction
Src/Development	In this folder are the codes used in the project development
Src/test	In this folder are the test plans used during project development

Table 6: Structure Folder

Access Control	
User	Access
Team Members	All team members have access to all files and folder
External users the team	anyone has read access to the repository and folder structures of CSREPO

Table 7:Access Control

7. Project Monitoring Planning

Project Monitoring will be carried out through of the three activities:

- (*stand up meetings* of Scrum) – every days;
- Periodic status report - every 7 days
- monitoring on milestones - according to the Section 4.

Also, the project must be redesign if any the following criteria are satisfied:

1. If anyone members leave the project;
2. If the completion line of the Burndown Chart remains horizontal straight for 5 days;
3. If a person is embezzled from the team for more than a week, it is necessary to re-plan the schedule;
4. If a two-person embezzlement occurs in one week for more than two days, the schedule should be rescheduled.

8. Communication Planning

In this section the project communication plan is described, according to the definitions in Table 6. For each relevant communication, the person responsible for carrying it out, as well as its means and moment of accomplishment, are defined.

Communication	**Responsible**	**Communication channel**	**Moment of comunication**
Communicate the progress of work when any staff member can not be in person in the workplace.	Project Team	Google Hangouts	When the team member by force majeure can not find himself in the workplace, but will keep his activities at a distance.
Communicate the progress of the daily project.	Project Team	Stand up meeting of Scrum	Start of work day
long absences or if the member leaves a team.	Project Team	E mail	

Table 8- Communication Planning

9. Feasibility and Commitment Analysis

In this section the feasibility analysis of the project is recorded. Table 7 contains the feasibility aspects considered and the result of the analysis for each of them.

Aspect	**Is it viable?**
Technician	Yes
Commercial	Yes
Judicial	Yes

Table 9 – Project feasibility analysis.

Aspect Commercial:
The CSRepo aims to solve the problem proposed by the score, the problems that the score proposes are real problems proposed by sponsors. With the stories written by the team the sponsors approve or not the scope of the project, which allows a guarantee of what the suppliers expect from the project.

Aspect Technician: This project, which is carried out by students, does not generate any cost in relation to the personnel involved. Students use private computers and as a workplace the Software Engineering Lab at UFMS.

Aspect Judicial:
It is a feasible project because we use only the bibliographic reference meta-data, so we will not disponibility the articles related to such references available.