

SOFTWARE RELEASE PLAN – Q & A MOBILE APPLICATION

Opening

The following document is a logistical outline and release plan for a questions and answer mobile application called CorgiStack. All tasks required for this version of our application will be planned for in this outline. The required tasks for the release of our product will be mapped out, analyzed and delegated appropriately to specific team members. Planning will also entail potential project shortcomings, team member availability, and future releases.

Product Vision

CorgiStack is a mobile questions and answers application, designed for Android devices. Users of our application will be able to author questions to others in our community of users. Once another user has an answer to a question, they can author a response to the question. The community of users can then determine which questions are deemed the best, by simply giving an “upvote” or a point to the most deserving answer or answers. Our application is intended to have a wide range of functional aspects for users, such as the aforementioned voting system, picture uploading and search functionality.

Development Status

The application is currently in a testing and planning state. No releases have been made. This release plan is intended to encompass the application planning stages, such as a skeleton UML diagram. An active MVC model will be used for this application, therefore, plans for each model, view and controller class must be developed. The use cases provided by our client will also be tested within this version of the product release.

Previous Releases

No other releases have been made.

Tasks Required and Order of Precedence

The tasks required for this version of the release will have different orders of precedence, resulting in certain tasks being completed before others. The following table shows required tasks, and their current priority value for this version of the release.

Priority values will range from 0-3.

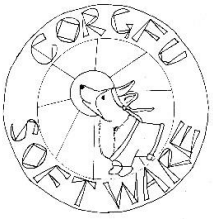
4 – Not a priority (can wait for future releases)

3 – Minimal priority (If all tasks for this release are done, this can be done)

2 – Priority (Should be done for this release)

1– High Priority (Needs to be done immediately, other aspects require this)

UI Mockup and Storyboard		
Tasks	Priority	Assigned To
Create Mock UI Drawing	1	Alex Makepeace
Create Storyboard	1	Alex Makepeace
Create Storyboard for specific important use cases	2	Alex Makepeace

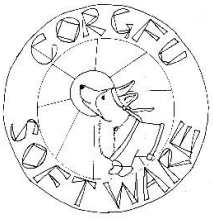


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Requirement Specifications		
Tasks	Priority	Assigned To
Create detailed numbered Use Cases	1	Wyatt Fleming Devon Sigurdson
Create list of verifying tests for each Use Case	2	Wyatt Fleming Devon Sigurdson
Write a skeleton JUnit test cases for all of the tests	2	Wyatt Fleming Devon Sigurdson
Write actual JUnit tests for all of the use cases (test values)	3 – 4	Wyatt Fleming, Devon Sigurdson, Ahmed Beshry
Integrate tests with database	4	TBD

Object Oriented Analysis		
Tasks	Priority	Assigned To
Design Model View Controller structure	1	Wyatt Fleming, Devon Sigurdson, Ahmed Beshry
Create Initial UML class diagrams (using active MVC)	1	Oleksii Shevchenko
Add known attributes and methods to UML	3	Oleksii Shevchenko
Add notes to UML	2 - 3	Oleksii Shevchenko
Class creation and UML integration into code	2 – 3	Anthony Wu

Remaining Tasks		
Tasks	Priority	Assigned To
Release Plan for current and future releases	2	Ahmed Beshry
Glossary terminology updating	2	All
Glossary Reference updating	2 – 3	All
Licensing	2	Wyatt Fleming
Create GitHub Team Page	1	Wyatt Fleming



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Release Schedule

The Release schedule for this current version is mapped out in the table below. This has been matched with the tasks required, taking into account each students availability.

Week 1	
Date	Task
September 27, 2014	Create GitHub Team Page
October 3, 2014	Create License
October 4, 2014	Design Model View Controller structure
October 4, 2014	Create list of verifying tests for each Use Case
October 4, 2014	Create Mock UI Drawing
October 4, 2014	TEAM MEETING

Week 2	
Date	Task
October 5, 2014 (Start)	Create Storyboard
October 6, 2014 (Start)	Create Storyboard for specific important use cases
October 7, 2014 (Start)	Create detailed numbered Use Cases
October 7, 2014 (Start)	Create Initial UML class diagrams (using active MVC)
October 8, 2014	TEAM MEETING
October 8, 2014 (Complete)	Whole Storyboard, Storyboard for specific important use cases
October 8, 2014 (Start)	Write a skeleton JUnit test cases for all of the tests
October 9, 2014	Class creation and UML integration into code
October 9-12, 2014	Continue to work on JUnit Test Skeleton (All tests 1 -22)
October 11, 2014	Update UML based on changing team requirements
October 12, 2014	Update Glossary



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Week 3	
Date	Task
October 13, 2014	Ensure Completion of all use cases
October 14, 2014	Ensure Completion of skeletal JUnit Test cases 1-11
October 15, 2014	Ensure Completion of skeletal JUnit Test cases 12 – 22
October 15, 2014	TEAM MEETING
October 16, 2014	Review Completed tasks as a team, ensure all requirements are completed.
October 17, 2014	Project Release

Tentative Future Release Schedule

After the completion of Project 2 (First Release), will still have much testing, and application development to do for the completion of a product prototype. The following is a tentative plan for the three week period between the project 2 and 3 due dates.

Week 1

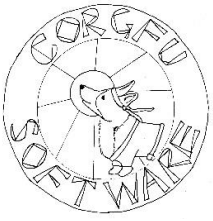
- Meet with product user and determine if there have been any requirement changes
- Complete all JUnit test cases
- Begin actual Java coding for the prototype.
- Complete all intents from page to page, no actual functionality, but simple navigation from pages
- Begin elastic search implementation in code

Week 2

- Begin implementation of Asking Questions and Answering Questions in the Android Platform
- Implement question replying
- Begin Use of upvoting system.
- Create image uploading for questions and answers
- Begin implementation with Elastic Search with searching and sorting both questions and answers based on use case criteria
- Have browsing of questions working

Week 3

- This week will deal with the requirement minutiae
- Set username of users
- Save content for offline use
- Be able to push content once online
- Team meeting to ensure all requirements were met



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- Ensure all code is documented
- Ensure that all code reuse is documented in the team wiki
- Release the current version of the product

Issues and Concerns

At this stage in the project, the team is currently on track to meet the project deadline, and facing no issues to inhibit the team from reaching the deadline.

Communication and Logistics Plan

The team is currently using the GitHub issue tracker for any issues or uncertainties relating to the project. The team also meets once or twice a week, conducting short scrum style meetings in order to ensure all requirements are being met and that all the team members are on track.

Expected Release Date

Product is expected to be released on Friday October 17, 2014.

Conclusion

The CorgFu Software team is currently on track to develop the CorgStack mobile android application. The team has tasks assigned for their first release and is on track to having them completed for the expected release date. All tasks that are not being planned for this release have been pushed onto release 2 (project 3 release). The expected release date is Friday, October 17, 2014.