**Project Definition**

ISYS20181: Practical Project Management

Group Jii:

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# Introduction

The basis for the team project came about when it was discovered that there was no mobile application that included helpful information and access to services provided by Nottingham Trent University. With an increase of people owning mobile devices and using them frequently, it was clear that basing the project on a smartphone application will be the best option. After considering several application ideas, the final agreement was to build an application based on services offered to students by Nottingham Trent University.

A common problem that was discovered is that students had to constantly log into NOW on their mobile devices to get certain information which is time consuming. For example if a student was looking for an email address of a specific lecturer, they would have to log onto NOW, then find the relevant module and it could be time consuming, especially if connected through a 3G service. The benefit of having an application is that it would give students and members of staff instant access to contact information in a short period of time. The target audience would be current students and members of staff at Nottingham Trent University. The users will be able to access Nottingham Trent University’s services using this application on their smartphones, by providing university log-in information (for authentication purposes) only once.

Whilst conducting research for similar mobile applications, it was discovered there was an application for students from The University of Nottingham (University of Nottingham, 2011).That application also has features that will be proposed to use in this project. Using an existing product as a guideline, there is a basis to work from and an analysis of application features can be completed to determine strengths, weaknesses and areas which could be improved and expand upon. The University of Nottingham’s application included useful features that could be incorporated into the system such as:

* Staff information (emails, contact number, office location)
* PC availability
* Bus times/routes
* University news
* Opening hours

Whilst considering what the project was to be based, a consideration had to be made for what platform the application would be developed for (Apple, Android or Windows). After conducting research into these three main operating systems, it was agreed that developing the application using Windows would be most beneficial platform to develop the application on.

This was because Apple does not provide good tutorials for beginners creating software and to enrol in their developer program, the annual cost is $99 each year which for one application which has non-commercial profits, this world be unsuitable (Apple Inc., 2013). Also, Android applications can contain bugs which result in the application functioning differently on different devices, and a large number of testing candidates would have to be used to ensure all of these bugs were removed before the final release of the project.

Windows is a widely known company across the world that has a large market place of applications for their operating system, some tailored especially for the recent release, Windows 8. This new operating system which was developed for mobile devices with touchscreens attracted a large target audience, so designing an application for this market place will be valuable as many people will be able to benefit from it.

# Aim

To design and implement an application for Windows phone targeted for currently enrolled Nottingham Trent University students to use on a frequent basis. The app must allow users to access and utilise resources from NTU and other relevant content.

# Objectives

* Design a working program that satisfies all functional requirements before 23/04/2013.
* Create a professional looking, easy to use graphical interface so students can easily access the information they need before the demonstration on week beginning 21/04/2013.
* The user should be able to search for a member of staff and obtain contact details such as office location, phone number and email address.
* After finding contact information, the user should have the option to contact a member of staff directly from the app - by copying number to dial screen or opening email client.
* The user should be able to look at relevant bus routes and times, and find out when the next bus is due at university stops.
* Allow the user to look at the latest university news, information form the Student Union and upcoming events which will be refreshed on a daily basis.
* Display campus maps where the user should have the option to zoom in/out and navigate around the map whilst zoomed in.
* The user should be able to view a list of university buildings and their opening hours, and display whether the building is currently opened or closed comparing opening hours to real time.
* To undertake user testing during design and implementation then obtain feedback after prototype development.
* Full user testing with a peer group once application is in a stage close to release.

# Functional Requirements

**Must Haves**

* A searchable staff directory with relevant details such as: email, name and room number
* Campus maps with tap to zoom
* Relevant bus routes and timetables
* NTU news and updates pulled from Twitter
* Opening hours of campus buildings
* Login Page for authentication using the NOW login details
* Help and support

**Would like to have**

* PC finder with status and location
* Access to home directory using a mini web browser
* Live status of campus buildings – open/closed
* Live status of bus routes – disruptions/delays
* Application feedback
* Personal NTU timetable day by day
* Hosting on the university network
* Bus routes based on GPS location
* Location on campus using GPS

# Project Management

The development team had a meeting and put together a structure which organises the dynamics of the group. The structure was created by looking at previous experience (both positive and negative) from past group projects and reviewing team member skills within the group. The outcome of the meeting was the following project rules:

* Two meetings are to be held each week as a group and one every two weeks with the client, James Lewis.
* The first meeting each week will be on a Monday and this is when all work will be divided out and split to the relevant people.
* The second meeting each week will be on a Friday and this is when the work set on the Monday will be reviewed and either accepted or improved over the weekend ready for the next meeting on the following Monday.
* The meeting with the client will cover questions relating the project to the specification and a general overview of the current stage of the project.
* David Lea will be the team leader arranging meetings, group study rooms and team members will contact him if there is any problem such as attendance to group meetings or completing work on time.
* Tom Bradford will be the backup team leader in the event of absence or illness.
* There will be a strike system in operation, which works by reviewing a group member’s contribution to the group, or lack of attendance to meetings if they are performing significantly less than other group members. With the majority vote of other team members, an individual can obtain up to three strikes before discipline shall be applied. If this occurs, the rest of the team will meet to decide where to go from there. Whether that be ejecting that member from the group or agreeing to score them a point lower on peer evaluation.
* Patrik Rehus will be taking minutes and an agenda. The minutes are so a review can take place from a previous meeting to see if all work set has been completed. It will include components such as the date, time, and location of the meeting, material covered and members present. The agenda is so all group members know what information will be covered in the meeting such as review of work or a discussion to extend a milestone if needed.
* Jay Vaghela will be on backup for taking the minutes and agenda in absence of Patrik, as it is such an integral part of the meetings.
* To make sure project documents are organised and up to date, Dropbox (group document sharing software) will be used so all group members have access to the project documents. Ajay Jhalli will be in charge of operating and managing documents using this piece of software and building the complete document.

# Team Responsibilities

**Tom Bradford**

In the Belbin test, Tom came out as college worker therefore he is conservative, dutiful, disciplined and practical. However he is not flexible and will not want to try unproven ideas. His key skills are in software programming, and as a result of this, Tom has been appointed as the group’s main programmer as well as assistant project manager. The reason for him being the main programmer is because if he were involved in the design stage, the Belbin test suggests he would not be very flexible once an initial core concept has been drawn up.

**Ajay Jhalli**

In the Belbin test Ajay also came out as college worker therefore he is dutiful, predictable, organised and hard working. However he is also very inflexible once an idea has been proven. From this the team decided to give Ajay the responsibilities of managing project documents uploaded onto Dropbox and bringing all work together into the main document. The reason for this was that the Belbin test profiled him as dutiful and this being such an important task so there is less chance of a situation such as lost work. Ajay is also very creative so he will design assistant.

**David Lea**

In the Belbin test David came out as a shaper which means he is driven, highly strung and challenges complacency. However, David is also provocative, easily irritated and impatient. From this the team decided to appoint David as the project manager/team leader. The reason for this was because of the profile that Belbin test drew up could potentially have good skills as a project manager such as challenging complacency but also as it is a solo role he will not be so prone to irritation. The project manager role will include tasks such as making sure deadlines are met, arranging team meetings and splitting up work.

**Patrik Rehus**

In the Belbin test Patrik come out as a team worker, this means he is socially orientated, able to respond to people, promotes spirit but also bad under pressure. His main skills are also in software programming. Therefore Patrik will have the role as assistant programmer alongside Tom. The reason for this role is because it will be time based but not under pressure so there should be no reason for anything to go wrong. As the Belbin Test suggests that Patrik will be good at raising team spirit he has been given the role of taking minutes and agendas something that ties the group together.

**Jay Vaghela**

In the Belbin test Jay came out as a plant, this means he is unorthodox, imaginative and knowledgeable however also inclined to disregard practical details. As a result of this Jay will have the position of main designer. His creativity will hopefully bring intuitive and fresh ideas to our project. However, he has Ajay as an assistant to keep him in check and stop him going off at unpractical tangents. Ajay will also have the backup role of doing agendas and minutes when Patrik is unable to attend.

# Sources of Information and Resources

**Software/Hardware**

The main piece of software which will be used is the Windows Phone Software Development Kit (SDK) as this will contain all of the relevant tools that are required to build an application on the Windows phone. (Microsoft, 2012).

As the application will be built using Microsoft’s SDK, one of the main resources of information will be from the tutorials section of the SDK. By looking at existing code and reviewing samples, a decent level of understanding will be learned, which can be applied to the main project.

Another important source of information will be from the Information Systems (IS) department at Nottingham Trent University. The application will require access to some resources already available from IS such as pc finder and staff directory, so the information will be the most up-to-date as the information will be used on the NTU website in addition to the mobile application.

The application will contain a lot of filtering data from databases using Structured Query Language (SQL) to obtain certain rows from a database and return the information to the application. These SQL statements will be used to select a specific staff member from the database and also to count the number of available PCs at the different locations throughout NTU.

The key piece of hardware is a dummy phone that has the Windows operating system installed which would be used to load the application onto. This phone will be a crucial part of the project as it will be used both during the implementation stage to test functionality of code written, and also to demonstrate the working application at the end of the project because the application is designed for a Windows phone.

# Risk Assessment

Please refer to Appendix A to see the full risk assessment table.

# Project Plan, Milestones and Timescale

Please refer to Appendix B to see the full project plan, expressed though a Gantt chart which provides all tasks broken down into sub-tasks. Milestones and deadlines have also been included.

# References

University of Nottingham (2011). *Mobile Nottingham, Apps for students, staff and visitors.* Available at: http://mobile.nottingham.ac.uk/. (Last accessed 08/11/2013).

Apple Inc. (2013). *iOS Developer Program.* Available at: https://developer.apple.com/programs/ios/. (Last accessed 07/11/2013).

Microsoft (2012). *Windows Phone SDK.* Available at: http://www.microsoft.com/en-us/download/details.aspx?id=35471. (Last accessed 10/11/2013).

# Appendices

## Appendix A

Risk assessment table

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| *ID* | **Risk Event** | **Impact Area** | **Risk Description/ Assessment** | **Impact Rating** | **Probability of Risk** | **Risk Response** | **Trigger** |
| *1* | **PUNCTUALITY** | INITIAL MEETINGS WITHIN TEAM | During timetabled meetings members of the group may be absent or unable to attend. In accordance to this, absentees may find that they’re unaware of the current work distribution or in earlier stages may be not have the correct contact details to teammates. | 7 | 7 | Response may come in the form of pre-compiled work set for the members, so when absent the teammate is already aware of the work they need to complete. Meetings recorded by present members can be uploaded to the drop box allowing absentees to partake in work externally. | Factors may be due to group members  -Falling ill  -Family related issues  -Time management  -Consented Holiday |
| *2* | **INDECISIVENESS** | ELECTION OF GROUP MANAGER | In regards to electing a manager suitable to lead the team, the group may find itself with more than one person who feels adequate to take the role. In this instance election of one member over the other may mean demoralisation of the member. In regards, it may be possible for only one member to want to take the role; in this instance it may be suitable for a vote within the group. If still uncertain, a group my conduct the Belbin Test to see which member has characteristics most suitable for the role. | 6 | 5 | A democratic approach over an autocratic one is important for the team’s success. A Group should within itself decide on a group manager suitable for the role. When unsure, members can look at the Beblin Test scores to select someone or look to someone with previous experience in leading or organising a small team. | Too many or too less members select themselves as a group manager, leaving the team momentarily leaderless. |
| *3* | **BAD TIME MANAGEMENT** | COMPLETION OF BELBIN TEST | Completion of the Belbin Test for the group remains an important factor when in consideration of task delegation. Group members who do not complete the test will result in the group being unable to move forward to the next task. | 6 | 4 | Members of the group who have already completed the Belbin test can persistently remind the group member to complete the task. If remaining member is unaware of how to complete it, responding members can work alongside the group member until task completion. | Unaware of the fact they need to complete the test by a certain date or sheer bad time management. |
| *4* | **INDECISIVENESS OF GROUP MEMEBERS** | INTRODUCTION OF IDEAS | It is important to brainstorm through forthcoming ideas until one seems most suitable for the group. Group members may be unable to settle for one idea, in this instance it’s possible to create a Pro and Cons list. | 6 | 3 | If the case is that there are not enough ideas on the table that have possibility of progression then it may be acceptable to prompt the tutor for possible ideas. If however there are too many ideas strengths and weaknesses can be listed to highlight the best idea. | -Lack of inspiration  -Unable to settle on one idea  -Indecisive |
| *5* | **INABILITY TO WORK TOGETHER** | SELECTING AN APPROPRIATE IDEA | When selecting an idea to progress with, there may be more than one appropriate idea therefore there may be confliction within the group. If one idea is selected over another the representing member may feel discouraged to input more ideas later on the project. | 5 | 3 | Selection of a final idea should be based on a democratic vote thus the idea will be a component of all member inputs. If choice is not conclusive, then final decision should be given to group manager. | It’s possible there maybe more than one idea with suitable progression. |
| *6* | **QUALITY OF RESEARCH** | PROJECT METHODOLOGY | When selecting a group Methodology, members may have confliction when choosing the methodology as more than one may be appropriate for the project. | 5 | 4 | Once again a democratic approach can be used to resolve this issue with final verdict, if needed, given to the project manager. | -Confliction of ideas  -Indecisive |
| *7* | **SUFFICIENCY OF SOFTWARE** | CREATION OF RADAR CHART | Results and compilation of the Radar chart is dependent on Belbin Results. If members have outstanding tests that have yet to be completed it may cause hindrance to the task. | 6 | 4 | Initialise all Belbin tests earlier on in the project thus highlighting if any are not present. If a group member has still not completed the Belbin Test then Group manager can work alongside the outstanding member to see completion. | Members may be unaware of software use. |
| *8* | **LACK OF DELEGATION** | PRESENTATION OF RESULTS | When Presenting results there are alternative software’s. Members may have experience in opposing software’s and therefore may disagree on the platform to represent the results. | 4 | 3 | Group manager can allocate the task to one individual person that he sees would be most suitable. If unable members can look to the Belbin Test’s for task allocations. | -Conflict within group  -Poor task delegation |
| *9* | **LACK OF COMMUNICATION** | DATATA ANALYSIS | Analysing the results is an important factor that demonstrates the teams understanding. However when analysing, groups may differ on perspectives. | 5 | 4 | As before, with the Presentation of Results, Group manager can allocate this task to the same individual thus allowing consistency. | Lack of communication  Attendance |
| *10* | **MISINTERPRETATION OF DATA** | PRODUCTION OF PROJECT GANTT CHART | Creating a Gantt chart can be considered a difficult chart if position of tasks and related dates are not known. In essence, members may be unaware of how to create a suitable and accurate Gantt chart. | 5 | 5 | Ensure that all members are aware of looming tasks and deadlines; this can be done during team meetings. Selecting someone within the group with experience in Microsoft Projects. | -Attendance  -Unaware of Deadlines |
| *11* | **QUALITY OF RESEARCH WITHIN GROUP** | INVESTIGATING PROBLEM SOLVING TECHNIQUES | Investigation of problem solving tasks can be a hindrance if group members are unsure of how to investigate. Thorough completion would require research or previous knowledge in the area. | 5 | 6 | Research Problem Solving Techniques as a unit therefore everyone develops knowledge within the subject.  If task is too broad it is possible to assign the task to more than one person. | -Research ability  -Attendance |
| *12* | **PUNCTUALITY AND POOR TIME MANAGEMENT** | PROJECT REVIEW 1.0 | The initial project review determines a group’s progress thus far. Failure to do this could be due to numerous reasons, such as members not being present on the day or the team not having completed the work. | 5 | 7 | Make everyone in the team aware of the deadline and ensure work is up to date. This can be done by during progressive meetings and emails.  Contact details should have been established in the initial meetings therefore communication should be current. | -Attendance  -Illness  -Lack of Dedication |
| *13* | **INEXPERIENCE WITH SOFTWARE** | CREATION OF CONCEPT MAP | When creating a concept map, group members who have been allocated the task maybe unsure of how to create one. Group members may struggle if they have not attended previous meetings or lectures. | 5 | 6 | Ensure through communication that all members are attending lectures. If someone is unable to make an important lecture, prompt outstanding member to read over the topic. | -Software  -Core knowledge  -Attendance |
| *14* | **MIS INTERPRETATION OF LECTURE NOTES** | UNDERSTANDING FUNCTIONS OF APPLICATION | Members of the group maybe unaware of the functions in accordance to the application. Understanding the functions is important, as it enables a well-rounded understanding of the project. | 5 | 5 | Understanding the topic, as highlighted, is important to the success of the task. Group manager should ensure that all members are aware of the functional requirements of the project. | -Software  -Core knowledge  -Attendance |
| *15* | **POOR TASK DELEGATION** | ESTABLISH APPLICATION OBJECTIVES | Setting objectives is an important factor in any project as it allows the group to interpret what they’re working towards.  If a member doesn’t understand the objectives they may fail to meet the expectations of the project. | 7 | 6 | Initial meetings should incorporate set Objectives so team members are aware of the aims of the project. Members should be consistently prompted to whether the tasks they complete throughout are in accordance to the Objectives previously set. | -Attendance  -Lack of Understanding  -Poor knowledge of task. |
| *16* | **LACK OF UNDERSTANDING** | CREATE APPLICATION | Creating the application is a tedious process that may mean the group encounter a range of problems. Group members may fail to meet the deadline. | 7 | 7 | Creating the application should be a collective effort. Task delegation is critical to this and the Group manager should appropriately and fairly allocates tasks. | -Software  -Attendance  -Understanding  -Long term Illness |
| *17* | **INABILITY TO SELECT APPROPRIATEMEMBER FOR TASK** | CREATION OF DFD’S | Group fail to understand the process in which Data flow diagrams are created and are unable to replicate a successful one. | 5 | 5 | Find members within the group that have previous experience in the task. This will mean that the task in completed successfully and efficiently.  If no-one has experience, research task as a unit. | -Software  -Understanding |
| *18* | **LACK OF COMMUNCATION** | CREATE DATA MODELS | Data models are effectively finished and therefore not completed, meaning the group fails to meet the resultant deadline. | 6 | 6 | Find members within the group that have previous experience in the task. This will mean that the task in completed successfully and efficiently.  If no-one has experience, research task as a unit. | -Software  -Understanding |
| *19* | **MISINTERPRETATION OF DATA** | CRUD MATRIX | Failure to understand the process in which a CRUD Matrix is created. | 7 | 5 | Find members within the group that have previous experience in the task. This will mean that the task in completed successfully and efficiently.  If no-one has experience, research task as a unit. | -Software  -Understanding  Motivation |
| *20* | **LACK OF UNDERSTANDING** | EVALUATION OF PROJECT DEVELOPMENT | Evaluation is a large part of any project and understanding the success of pre-set objectives is imperative. Members who have been absent during large parts of the project will not be able to effectively evaluate the project. | 6 | 5 | Ensure attendance of all members is current throughout the project. This will ensure that everyone has a well-rounded knowledge of the project. Communication tools such as DropBox established earlier in the meetings can be used. | -Attendance  -Understanding  -Lack of communication |
| *21* | **UNFORSEEN CIRCUMSTANCES** | PROJECT COMPLETION AND HAND IN | Due to unforeseen or already known quandaries, group members may not be able to meet the pre-set deadline. This could equate to failure or late submission. | 8 | 5 | Regular meetings should have already highlighted irregularities in the project or in-complete work. If they’re any unforeseen circumstances the Tutor should be notified. | -Loss of Data  -Absent members  -Time management |

## Appendix B

Full project plan, which provides all tasks broken down into sub-tasks and includes milestones and deadlines.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task No.** | **Task Description** | **Start Date** | **Duration (days)** | **End Date** |
| 1.0 | DESIGN PHASE |  |  |  |
| 1.1 | Create GUI designs | 04/11/13 | 5 | 08/11/13 |
| 1.2 | Create logical designs and physical designs | 04/11/13 | 5 | 08/11/13 |
| 1.2.1 | Create logical designs (DFDs) | 04/11/13 | 2 | 05/11/13 |
| 1.2.2 | Create physical designs (ERDs) | 06/11/13 | 3 | 08/11/13 |
| MILESTONE 1 (08/11/13)- App designs and models completed | | | | |
| 1.3 | Develop prototypes | 11/11/13 | 18 | 29/11/13 |
| 1.3.1 | Make a paper prototype | 25/11/13 | 1 | 25/11/13 |
| 1.3.2 | Test paper prototype with clients and obtain valuable feedback | 26/11/13 | 2 | 27/11/13 |
| 1.3.3 | Make a second prototype based on feedback from first model | 28/11/13 | 1 | 28/11/13 |
| 1.3.4 | Test second prototype with clients and obtain feedback | 29/11/13 | 1 | 29/11/13 |
| MILESTONE 2 (29/11/13) - Design prototyping completed | | | | |
| 1.4 | Contingency time | 02/12/13 | 5 | 09/12/13 |
| 2.0 | IMPLEMENTATION PHASE |  |  |  |
| 2.1 | Create a list of tasks which need to be coded | 06/01/14 | 1 | 06/01/14 |
| 2.2 | Separate chosen tasks into areas which will become functions | 06/01/14 | 3 | 08/01/14 |
| 2.2.1 | Create function names | 06/01/14 | 1 | 06/01/14 |
| 2.2.2 | Create function purposes and basic description | 07/01/14 | 1 | 07/01/14 |
| 2.2.3 | Create function inputs and outputs | 08/01/14 | 1 | 08/01/14 |
| 2.3 | Develop pseudo functions | 09/01/14 | 9 | 17/01/14 |
| 2.3.1 | Write content of functions using Structured English | 09/01/14 | 6 | 14/01/14 |
| 2.3.2 | Specify parameters for functions | 15/01/14 | 2 | 16/01/14 |
| 2.3.3 | Write variable and function data types | 17/01/14 | 1 | 17/01/14 |
| MILESTONE 3 (17/01/14) - Code design completed | | | | |
| 2.4 | Implement Program | 20/01/14 | 53 | 13/03/14 |
| 2.4.1 | Develop physical prototype 1 | 20/01/14 | 12 | 31/01/14 |
| 2.4.1.1 | Program basic search of staff database | 20/01/14 | 5 | 24/01/14 |
| 2.4.1.2 | Program ability to view campus maps | 27/01/14 | 2 | 28/01/14 |
| 2.4.1.3 | Implement basic design of feedback form | 29/01/14 | 3 | 31/01/14 |
| MILESTONE 4 (31/01/14) - Basic functionality for interim review | | | | |
| 2.4.2 | Develop physical prototype 2 | 03/02/14 | 19 | 21/02/14 |
| 2.4.2.1 | Program news and information feature | 03/02/14 | 5 | 07/02/14 |
| 2.4.2.2 | Complete staff search and ease of contact method | 10/02/14 | 5 | 14/02/14 |
| 2.4.2.3 | Implement bus route information and timetables | 17/02/14 | 5 | 21/02/14 |
| 2.4.2.4 | Include opening hours of buildings | 17/02/14 | 6 | 21/02/14 |
| 2.4.3 | Develop final physical prototype | 24/02/14 | 18 | 13/03/14 |
| 2.4.3.1 | Program all remaining functionality | 24/02/14 | 12 | 07/03/14 |
| 2.4.3.2 | Create log in page for authentication | 10/03/14 | 4 | 13/03/14 |
| 2.5 | Clear up program to make it more efficient | 14/03/14 | 1 | 14/03/14 |
| 2.5.1 | Remove all commented out code | 14/03/14 | 1 | 14/03/14 |
| 2.5.2 | Build code into release mode to remove debug information | 14/03/14 | 1 | 14/03/14 |
| MILESTONE 5 (14/3/14) - Build fully functioning program | | | | |
| 2.6 | Contingency time | 17/03/14 | 5 | 21/03/14 |
| 3.0 | TESTING PHASE |  |  |  |
| 3.1 | Create test plan | 24/03/14 | 5 | 28/03/14 |
| 3.2 | Client testing | 31/03/14 | 5 | 04/04/14 |
| 3.3 | Review work if necessary | 07/04/14 | 5 | 11/04/14 |
| MILESTONE 6 (11/4/14) - Test program's features | | | | |
| 4.0 | EVALUATION PHASE |  |  |  |
| 4.1 | Evaluate product against original specification | 14/04/14 | 5 | 18/04/14 |
| 4.1.1 | Discuss how original ambitions were achieved | 14/04/14 | 1 | 14/04/14 |
| 4.1.2 | Discuss how aims and objectives were achieved | 14/04/14 | 1 | 14/04/14 |
| 4.1.3 | Explain how following criteria has been met: speed, effectiveness, reliability, ease of use and functionality | 14/04/14 | 2 | 15/04/14 |
| 4.1.4 | Collect facts, figures and measurements from final product | 15/04/14 | 1 | 15/04/14 |
| 4.1.5 | Compare opinions and feedback from final build users/testers | 16/04/14 | 1 | 16/04/14 |
| 4.1.6 | Write overall evaluation and abstract section | 17/04/14 | 2 | 18/04/14 |
| 4.2 | Proof read document and prepare for hand in and demonstration of product | 21/04/14 | 3 | 24/04/14 |
| MILESTONE 7 (23/4/14) - Hand in report and demonstration | | | | |

Figure 1.0 – A graph to show the breakdown of tasks displayed in the above Gantt chart.