Breazy Fit

Project Plan

BREAZY FIT

Github Link:
https://github.com/ChazArvizu/CECS491_Hexadecimators.git

Team Name: Hexadecimators
Team Leader: Chaz Arvizu
Team Members: Carlsean Claricia, Tania Adame, Tyler Kelsey, Andrew De La Rosa, Sean Iida

Submission Date: 10/05/2022

Version History

Version 1.0 - Initially Created: 09/28/2022

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1. Introduction

To complete this project we will be deploying the agile development methodology of Scrum. We will have a Project Backlog that will contain all the work items that need to be completed for a given portion of the project. Within the Scrum methodology work is completed in sprints where within each sprint members from our development team will choose work items from the Project Backlog to complete. At the end of each of the sprints we will have a Sprint Retrospective where we discuss all the positive and negative events that occurred through the sprint.

2. Scope of Work

- Milestone 1
  - Login
  - Logout
  - User Access Control
  - User Management
  - Logging
  - Logging Archive
- Milestone 2
  - Review Milestone 1
  - Authentication
  - Authorization
  - Account Recovery
- Milestone 3
  - Review Milestone 2
  - Research Food APIs and Recipe Databases
  - Meal Scheduling
  - User Trainer Lookup
  - Event Planning
- Milestone 4
  - Review Milestone 3
  - Workout Databases Challenge
  - Caloric and Macronutrient Recommendation
  - Workout and Calorie Tracker
- Testing
  - Review Milestone 4

- Input Validation
- Runtime Error Handling
- User Feedback
- Coding Guidelines Review

Release

- Design Bug Hierarchy
- Adding New Functionality
- Update BoM For Each New Enhancement

3. Resources

In this section the technologies that will be used will be highlighted, which will include their name, purpose and cost. The developers that will complete this project will also be highlighted with their names and skill sets.

3.1 Technologies

Name	Purpose	Cost
Visual Studio Code 1.70+	Integrated Development Environment (IDE)	$0.00
Visual Studio 2022 Community edition	Integrated Development Environment (IDE)	$0.00
.NET 6.x framework	Back End	$0.00
C# 10/11	Programming Language	$0.00
ECMAScript 11+	Scripting Language	$0.00
TypeScript 4.x+	Scripting Language	$0.00
Sql Server 2019 Developer/Express Edition	Database Engine	$0.00
SQL Server Management Studio	Database Client	$0.00
IIS 10+	Web Server	$0.00
Github	Code/Document Repository	$0.00

3.2 Developers

Name	Team Position
Chaz Arvizu	Team Leader / Developer
Carlsean Claricia	Developer
Tania Adame	Developer
Tyler Kelsey	Developer
Andrew De La Rosa	Developer
Sean Iida	Developer

4. Risks

There are many risks that our team could potentially encounter while in the development process of this application. One of the potential risks that our team could encounter is the fact that our team is relatively small and any absence will slow production down. Another risk that could arise are any changes to the requirements that are given, because that could change the functionality of the application. Time constraints given by the client are also a risk to the development of the application because we have to deliver certain deliverables by a given date.

4.1 Risk Table

Risk ID (#)	Risk	Impact (low, medium, high)	Probability (%)
1	Team Member Absence	medium	20
2	Changes to Requirements	medium	20
3	Time Constraints	high	70

4.2 Risk Management

1. Team Member Absence
    a. To manage this risk we will have good communication with the team about any possible external factors that could cause a developer to be absent.

2. Changes to Requirements
    a. We will have to quickly adapt to any requirement changes given to us by the client and restructure out time and work to include the changes
    b. We will also have frequent communication with the client to ensure we hear of any potential changes
3. Time Constraints
    a. We will stick to this project plan and the sprints that are already laid out to ensure we will have enough time to complete.
    b. We will continue to update this project plan to meet the clients needs as to ensure that time constraints do not pose high risk.

5. Internal Road Map

Milestone 1

Sprint 1 | 108 Hours

Login | 35 Hours — Chaz & Carlsean
- Research | 4 Hours
- Creation | 4 Hours
- Implementation | 12 Hours
- Bug Squashing | 15 Hours

Logout | 33 Hours — Tania & Tyler
- Research | 4 Hours
- Creation | 4 Hours
- Implementation | 12 Hours
- Bug Squashing | 13 Hours

User Access Control | 40 hours — Andrew & Sean
- Research | 6 Hours
- Creation | 6 Hours
- Implementation | 12 Hours
- Bug Squashing | 16 Hours

Sprint 2 | 126 Hours

User Management | 48 Hours — Andrew & Sean
- Research | 8 Hours
- Creation | 8 Hours
- Implementation | 14 Hours
- Bug Squashing | 18 Hours

Logging | 42 Hours — Tania & Tyler
- Research | 4 Hours
- Creation | 4 Hours
- Implementation | 12 Hours
- Bug Squashing | 17 Hours

Logging Archive | 36 Hours — Chaz & Carlsean
- Research | 4 Hours
- Creation | 4 Hours
- Implementation | 12 Hours
- Bug Squashing | 16 Hours

Milestone 2

Sprint 3 | 8 Hours

Review and Edit of Milestone 1 | 8 Hours — ALL

Sprint 4 | 145 Hours

Authentication | 53 Hours — Chaz & Tyler
- Research | 5 Hours
- Creation | 7 Hours
- Implementation | 18 Hours
- Bug Squashing | 23 Hours

Authorization | 48 Hours — Carlsean & Sean
- Research | 6 Hours
- Creation | 7 Hours
- Implementation | 15 Hours
- Bug Squashing | 20 Hours

Account Recovery | 44 Hours — Tania & Andrew
- Research | 4 Hours
- Creation | 4 Hours
- Implementation | 12 Hours
- Bug Squashing | 16 Hours

Milestone 3

Sprint 5 | 14 Hours

Review Milestone 2 | 6 Hours — ALL

Research Food APIs & Recipe Databases | 8 Hours — ALL

Sprint 6 | 182 Hours

Meal Scheduling | 54 Hours — Carlsean & Tania
- Research | 6 Hours
- Creation | 8 Hours
- Implementation | 18 Hours
- Bug Squashing | 22 Hours

User Trainer Lookup | 68 Hours — Chaz & Andrew
- Research | 8 Hours
- Creation | 6 Hours
- Implementation | 25 Hours

- Bug Squashing | 29 Hours

Event Planning | 60 Hours — Tyler & Sean

- Research | 8 Hours
- Creation | 6 Hours
- Implementation | 25 Hours
- Bug Squashing | 29 Hours

Milestone 4

Sprint 7 | 4 Hours

Review Milestone 3 | 4 Hours — ALL

Sprint 8 | 96 Hours

Workout Databases Challenge | 34 Hours — Carlsean & Chaz

- Research | 4 Hours
- Creation | 4 Hours
- Implementation | 14 Hours
- Bug Squashing | 16 Hours

Caloric & Macronutrient Recommendation | 30 Hours — Tania & Tyler

- Research | 2 Hours
- Creation | 3 Hours
- Implementation | 11 Hours
- Bug Squashing | 14 Hours

Workout & Calorie Tracker | 32 Hours — Andrew & Sean

- Research | 3 Hours
- Creation | 4 Hours
- Implementation | 12 Hours
- Bug Squashing | 13 Hours

Testing

Sprint 9 | 4 Hours

Review Milestone 4 | 4 Hours — ALL

Sprint 10 | 42 Hours

Input Validation | 10 Hours — Andrew

Runtime Error Handling | 12 Hours — Carlsean & Tyler

User Feedback | 8 Hours — Tania

Coding Guidelines Review | 12 Hours — Chaz & Sean

Release

Sprint 11 | 210 Hours

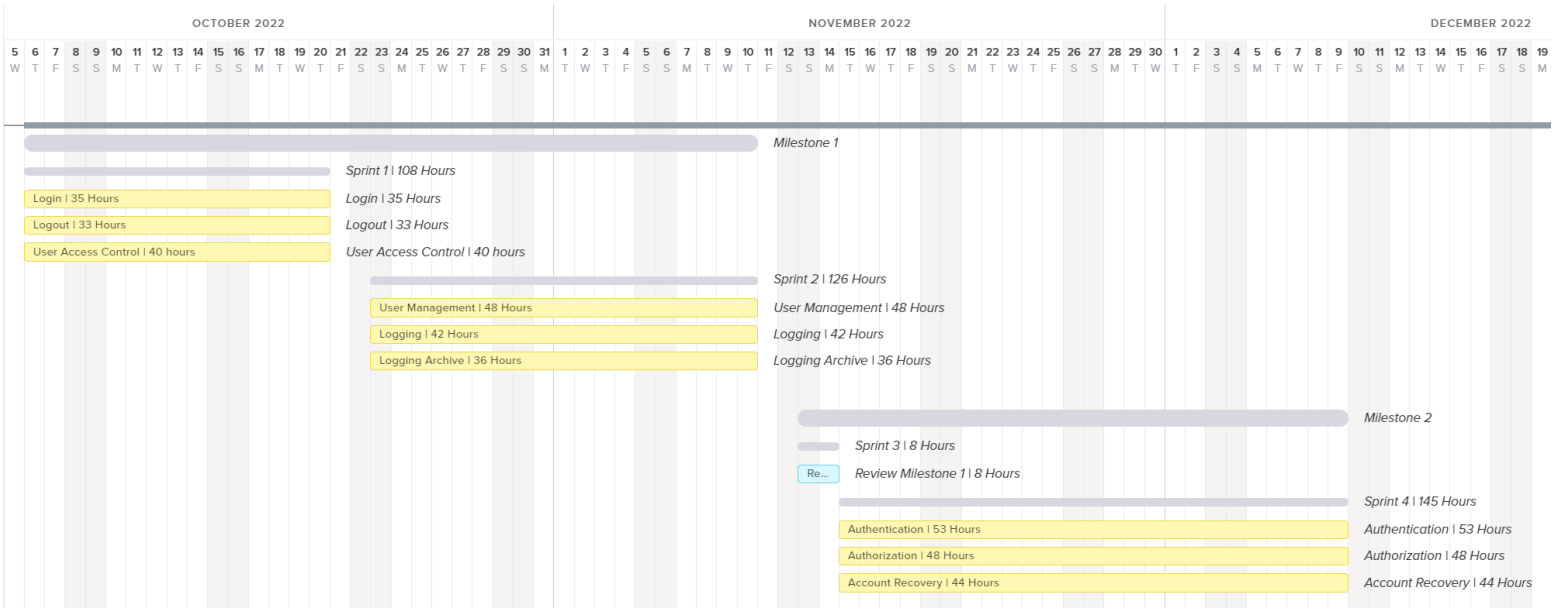
Design Bug Hierarchy | 110 Hours — Chaz & Carlsean & Sean

Adding New Functionality | 100 Hours — Andrew & Tania & Tyler

Update BoM For Each New Enhancement — ALL

6. External Road Map Timeline

Fall Semester 2022



Spring Semester 2023