Project Plan & Timeline - Rails Assessment

We are required to design, build, deploy and present a Ruby on Rails application (*App*) in a group. The app must be a two-sided marketplace.

The project will be broken up into five key stages:

1. Brainstorm

- a. Brainstorm ideas for potential two-sided marketplace apps.
- b. Finalise idea and get ok from Garret.
- c. Research website designs and templates and narrow down designs that are similar to the look we would like.
- d. Create moodboard of colour schemes and font selection for website.

2. Plan

- a. Check how we will use the minimum requirements:
 - i. Create using Ruby on Rails.
 - ii. Use Postgresql database in development and production.
 - iii. Feature authentication (eg. Devise).
 - iv. Feature authorisation (i.e. users have restrictions on what they can see and edit).
 - v. Feature some type of file (eg. images) uploading capability.
 - vi. Implement a payment system for your product. (e.g. Stripe).
 - vii. Use appropriate gems.
 - viii. Deploy to Heroku.
- b. Write user stories.
- c. Decide which features are part of core functionality and which should be stretch goals to be completed if time allows.
- d. Create wireframe of mobile and desktop versions of site.
- e. Create user workflows
- f. Create ERD design
- g. Get approval for wireframes and ERD from Garret.

3. Develop

a. Gather and write content required.

- b. Create Rails MVC architecture models, controllers and views
- c. Implement required file structure.
- d. Write html and css code for website pages.
- e. (If there's time) Implement stretch goals.

4. Test

- a. Test automated and manual
- b. Validate html and css code.
- c. Check for accessibility considerations.
- d. Test website for responsive design and breaking points.

5. Present

- a. Collate materials from planning stage and other documentation.
- b. Create a powerpoint presentation to show how we created the app, from brainstorming to testing and completion.
- c. Give the presentation and walk-through live application and its features.
- d. Field any questions from the audience.

Timeline

Day	Task
1 (29/4)	 ➢ Brainstorm ideas for app ➢ Form User Stories ➢ Create moodboard ➢ Create wireframes ➢ Create ERD ➢ Create user workflows ➢ Finalize wireframes and ERD with Garret for go ahead
2 (30/4)	 Put Project Plan and documentation into place Add crows feet to ERD Finalise wireframes Develop rails scaffold Generate Models
3 (1/5)	 Figure out what controllers and views we need Do routes for all endpoints Make new git branches Finalise wireframes

	 Install devise and change seeds file Create listings controller - create, view and edit a listing
4 (2/5)	 Edit listings functionality Implement authorization so designers can only view your own listings etc. Implement authentication Add login and signup links to homepage Link listings to quotes Change signup page to include other required fields Implement AWS and test file upload
5 (3/5)	 ➤ Change sign up form with fields required ➤ Add printer info page ➤ Work on authorization for each user type ➤ Add redirect links to pages ➤ Setup stripe ➤ Add authorization for jobs page ➤ Add content to homepage and sign up links ➤ Change sign-up form so printer or designer is pre-selected ➤ Make sure all required fields are entered in forms
6 (4/5)	 ➤ Fix picture validation on listings ➤ Changed Devise login page to have our 2 sign-up links
7 (5/5)	 Added stripe payment feature and button Implemented authorization so edit links are only visible to applicable user
8 (6/5)	 Review and fix quote validation Follow designer and printer workflows and note issues Fix bugs Work on project documentation Implemented successful stripe payment
9 (7/5)	 Work on project documentation Added feature for successful payment to create new job
10 (8/5)	 ➤ Work on HTML and CSS styling ➤ Test and fix pages with any bugs ➤ Fill content for home page
11 (9/5)	 ➤ Work on HTML and CSS styling ➤ Added images and content to relevant pages ➤ Test deploying to Heroku ➤ Deployed on Heroku

	> Work on project documentation
12 (10/5)	 Test responsive design Work on html and css code. Automated and manual testing Finalize project documentation
13 (11/5)	➤ Deploy final app to Heroku
14 (12/5)	➤ Project deadline on Canvas
15 (13/5)	> Present project to class