ANOTODE

The Web Annotator .

Project plan Revision 3.0

CS Group 1

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Revision Table

Revision	Author	Reviewer	Revision Date	Revision Tracking Notes
1	Saurabh	Abhilash	13-11-16	Initial version
2	Manohar	Abhilash	14-11-16	Added software specifications

Contents

1 Overview

1.1 Purpose,Scope and Objective

The purpose of this document is to provide a plan for the life cycle of the project. The plan will include management, scheduling, estimation and distribution.
Our project aims to make an tool that helps to keep track of the important text that they find while browsing through the web.The basic features are - Highlight, Re- Highlight,Add a custom note,sync the highlights across all the platform.The system will also provide the client with login system. The most important feature is that user of our application will have access to all the data collected by the application installed in various devices at one place.
Our project also aims to build a Chrome extension, Android app and a Website. The basic features of Chrome extension is sign-up,login,Highlight, Re-Highlight. This would help user to keep track of the text that he has found interesting over the internet.
The objective of the project is to provide the user with a system that can serve all the requirements that are mentioned in the software requirement specification.

1.2 Assumption and dependencies

- The users of both the applications should have basic knowledge of English to use the application.
- User should have Chrome Browser to highlight the text.
- Only cash payments are acceptable to the client.
- The client needs an active internet connection to do highlights.
- Internet Connection is required to retrieve the highlights of the in the android application.

1.3 Project deliverables

Phase	Deliverables
Feasibility	• Feasibility report of the selected and rejected projects. • Project proposal of the selected project
Requirement	• SRS Document • Traceability matrix • Project Plan
Design	• Blueprint of the project • System test plan document • Design of the database
Coding and Unit Testing	Individual working modules of the project
Testing	Integrating testing and system testing report

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1.4 Schedule and Summary

Phase	Expected number of days	Planned due date
Feasibility	4	20th August 2016
Requirement	22	27nd September 2016
Design	10	10 st October 2016
Coding and Unit Testing	36	7 th November 2016
Integration and System Testing	7	14 th November 2016

1.5 Evolution of the plan

The project plan is subject to change in future if there are any unfamiliar developments in the project. The project plan shall also be modified if any new methodologies or process models are found more beneficial and can be included in the project.

2 Project Organisation

2.1 External interface

External interface requirements specify hardware, software, or database elements with which a system or components must interface.This section provides information to ensure that the system will communicate properly with external components. If different portions of the product have different external interfaces, incorporate an instance of this section within the detailed requirements for each such portion.

User Interface:

- GUI standard or product family style guide.
- Standards for fonts, icons, button labels, images, color schemes, field tabbing sequences, commonly used controls, and the like
- Screen layout or resolution constraints
- Standard buttons, functions, or navigation links that will appear on every screen, such as a help button
- Shortcut keys
- Message display conventions
- Layout standards to facilitate software localization

2.2 Internal section

The team consists of nine members guided and evaluated by Project Managers Parth Nigam, Anshuman Agarwal and with Professor Asim Banerjee. Team leader is responsible for work distribution and monitoring the work thus done. Other than the team leader, there is no hierarchy among the team, following a flat structure of working. Following is the internal structure for communication amongst the entities related to the project.

Type of communication	**Method used**	**Frequency of meeting**	**Information shared during meeting**
Project related	Face to face	Twice a week approximately	Status of the project, problems in the project, future plan
Sharing of project work and data	Google Drive,Github	When required	All project documentation and reports and code files.
Other Project related discussions.	Slack, Trello	Everyday	Maintaining TO-DOs and discussions.
Meeting with Project Managers	Face to face	Every Saturday in Lab or if required more than that.	Seeking guidance for project related issues and suggestions

3 Managerial Process Plans

3.1 Start-up Plan

The work plans discussed in the subsequent sections can be modified as the requirements of the project may/may not change in the future.

3.1.1 Estimation plan:

The estimation plan we are going to use is the Constructive Cost Model (COCOMO).
COCOMO estimates the effort required in a project in person months.

3.1.2 Project Staff Training Plan

The tools and technologies to be used in the project are decided according to the requirements of the client. The team members need to attain proper knowledge of the tools used in their respective departments. The team members should practice following principles which help in betterment of the team.

3.2 Work Plan

3.2.1 Work Activities:

- Feasibility study
- Interviewing and requirements gathering
- Project planning
- Choosing technologies
- Organise and assign work
- Monitor project progress
- Database design
- UI Design
- Detailed design
- Coding - Front end and Back end
- Unit testing
- Integration testing
- Documentation during every phase
- Reviewing requirements at any point of time

3.2.2 Schedule Allocation

Each phase is allocated a certain time period according to initial requirements. The schedule allocation is described in section 1.4.

3.3 Risk Management Plan

3.3.1 Time constraint

Break down the project into phases. Divide the work amongst the team members and review the progress regularly.

3.3.2 Changes in requirements

Any changes in requirements can be easily accommodated in the next increment of the product.

3.3.3 Technical difficulties

Members must improve their knowledge of tools and technologies being used before the coding phase. Consult experienced developers whenever necessary. Make sure that the requirements are satisfied after every phase so that any existing problem is detected early.

3.4 Quality Control Plan

3.4.1 Management within the group:

The project will be monitored by conducting appropriate meetings among the team members. Team members have been allocated specific tasks involved during the process of software development. At the end of each module or phase, the progress will be evaluated and accordingly there will be proper planning to complete the project in systematic and cost effective manner.

3.4.2 Requirement Management:

Requirement specification document will contain all the requirements as specified by our client. It will be monitored in every phase and will be updated according to the need of the project.

3.4.3 Quality Control:

To maintain the quality of each deliverable, a review process will be followed for each deliverable. During the coding phase, proper coding conventions and standards will be followed.

4 Development Lifecycle Model

Software development life cycle model adopted for this project development is Incremental model.The incremental model applies the linear sequences in a staggered fashion as calendar time progresses. Each linear sequence produces a deliverable increment of the software.The process is repeated following the delivery of each increment, until the completed product is produced.The first increment is usually the core product.The reason to adopt this model is because requirements of the product are clearly defined and understood, also with every iteration an operational product is delivered

For our Anotode, for the first increment we would deliver the application with the local database only with API services only.The user will be able to use all system features view sales and login details. In the second iteration, we

would provide user an interface in web and in Andorid. In the third Iteration, all the features will have been implemented and inculuding in the browser.