

Project Plan

Project Name: Tresearch

Application Type: Web Application

Trial By Fire

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1. Introduction

1.1 Purpose

The Project Plan intends to provide the necessary path to the implementation of our system whilst adhering to proper Scrum methodology. The Project Plan breaks down all information pertaining to the development of the Project on a low level. Phases represent significant periods of time in the semester which are then broken into Sprints consisting of the work items as well as the task breakdowns. Initial work item effort point estimates are provided based on an hour approximation. The Project Roadmap represents a high level view of the Project Plan that focuses on milestones, features, and the general timeframe.

1.2 Project Overview

Tresearch is an interactive mind mapping tool for documenting users' learning journey. Users can create their own knowledge tree(s) to document what they are currently learning and have learned throughout their life. Knowledge trees are made up of nodes that consist of a title, description/summary, and optional tag. Branches that come off of nodes point to nodes that utilize or require knowledge from the previous node. Users can view any other user's public knowledge trees to see what they are learning or have learned and how. If a user finds another user's tree or a portion of their tree to be particularly useful or helpful, they can rate a particular node or section of the tree and they can also copy that section over to their own tree. Users can add additional information to their public profiles such as what they are currently learning, and where they are working/what they currently do or have done. Users can utilize a search function in order to find people whose trees contain a certain topic or keyword/phrase, and can also utilize a filter to narrow searches by users who are learning said topic, are using said topic (i.e. in their work or otherwise), by rating, and by tags.

1.3 Risks

Risks that may be encountered throughout the development of the project are among the following. Scope creep risk, the risk in which there is an unexpected change to the Project Scope that may result in additional costs and resource allocation. Effort point risk, where initial estimates given for work items are inaccurate thereby resulting in less or more time spent which may offset other tasks set in Sprint planning. Technology risk, the risk that technologies and the versions specified are no longer viable for production in the future. Cost risk, in which features implemented in the cloud service require more payment than expected.

1.4 Risk Management

The issue of Scope Creep Risk will be addressed through determining the severity of potential risks and how much they would affect the Project. Effort Point Risk will be dealt with through each cycle of Sprint Planning to properly determine the effort points that work items and their respective tasks will take and allocate the team resources to manage them as best as possible. The Technology Risk will be addressed by going through the DARR process for new

technologies essential to the Project development. The Cost Risk will be dealt with monetary contributions from the team necessary to continue the cloud service hosting.

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