



# PROJECT 2B

Project Management Plan

VERSION 1.0.0

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## Introduction and Purpose

*The project for this unit was to create a mobile application that integrated GPS functionalities to help users reach their fitness goals. The manner in which this was done, was to have a dynamically updating map of the route they were taking, amongst other functionalities. The other parts of this document contain summaries of the project and how the project will be developed.*

## Summary of Project Assumptions

- As the project is designed on a webpage and not a downloaded application, a constant internet connection is required to keep the application running.*

## Client/Users

*The expected target users of this application are users between the ages of 20-40 with a desire to improve their fitness by running or other means of cardio. The application should also be simple enough for users of all levels of technical skills to be able to use it.*

# Deliverables

*By the end of the project, a fully functioning application should be able to be operated on an Android mobile phone. The features that will be delivered are the tabs, recording runs, saving/deleting runs and being able to access run history and statistics.*

## Scope

## Approach/Methodology

*Describe briefly how this project will be handled at a high level*

- *Define roles and responsibilities*

*Project manager: control the project.*

*Test person: testing the app during the project.*

- *Hold a meeting*

*Communicate*

- *Identifies all the deliverables produced on the project,*
- *Benefits of completing the project, as well as the project justification*
- *Analyze project quality:*

*Project Quality: Project quality consists of ensuring that the end product meets the users' specifications, by setting the standard and acceptance criteria, then this planning can use for quality reviews and inspections performed during the project.*

## Timelines

*Detail the milestones of the project as well as when each will be completed by. Also include dependencies of the listed tasks.*

*Describe tools and methods that will be used to manage the project schedule / timing / tasks.*

<i>WEEK NUMBER</i>	<i>TASK SCHEDULE</i>	<i>MILESTONE SCHEDULE</i>
<i>Week 6 (achieved)</i>	<i>Work on user stories in prac. Draw activity diagrams. Both are done individually.</i>	<i>Completed practice user stories</i>
<i>Week 7 (achieved)</i>	<i>Individually drawing wireframes and selecting the best one out of the group. Xavier draws the storyboard</i>	<i>Completed chosen wireframe and storyboard for Assignment 2A</i>

	<p><i>for the selected wireframe whilst receiving input from rest of group members.</i></p> <p><i>Kai and Richard work on the Requirements section of 2A.</i></p> <p><i>Xavier and Andrew work on the Design section. Various other sections are written and agreed on together by all members of the group.</i></p> <p><i>Review Assignment 2A together</i></p>	<i>Reviewed Assignment 2A</i>
<i>week 8 (achieved)</i>	<p><i>Review feedback on Assignment 2A to look for areas of improvement.</i></p> <p><i>Group continues to work on Assignment 2B.</i></p> <p><i>Review code so far</i></p>	
<i>Mid-Semester Break</i>	<i>Complete what work we can, assuming no physical meetings</i>	<i>Complete individual goals on the project</i>
<i>Week 10</i>	<p><i>Discuss about coordinating client presentation.</i></p> <p><i>Finish the remaining parts of the project</i></p> <p><i>Complete code review and made necessary adjustments</i></p>	<p><i>Finish the remaining parts of the project</i></p> <p><i>Completed code review</i></p>
<i>Week 11</i>	<i>Review user interface</i>	<i>Finalise project</i>

	<i>considerations</i>  <i>testing -- figure out what we lack of in the layout, function or advanced tasks.</i>	
Week 12	<i>Submit Assignment 2B to Moodle by Tuesday 3pm.</i>  <i>Have a client presentation.</i>	<i>Tuesday 3pm: Hand in Assignment 2B</i>

## Personnel/HR management

*Xavier will be working on the major parts of the code that are the main functions of the application. He will test the parts he has written (via Brackets) by uploading the code and accessing it on Google Chrome and on the android device. His code will also be checked by the other team members.*

*Richard will be working on the minor parts of the code and on the UI. He will also test the parts he has written the same as Xavier. His code will also be checked by the other team members.*

*Kai will be testing various functions to get results and also physically checks if the GPS function is working. Kai is also working on the documentation of the project. He will re-check the work of other team members and give input on the coding.*

*Andrew will be mainly be working on the documentation of the project. He will also be re-checking the work of other team members and giving input on the coding.*

## Communications management

### ***Intra-team communication***

*We will communicate within the team by utilizing Facebook messenger for low-level technical communication and to share internal documents. Conference calls are used for brief group discussion, reserving face-to-face team meetings for critical discussion and also to share high-level technical details of the project.*

*We will also be using Asana to allocate tasks, set goals and communicate with the progress of the development of the application.*

*We will use Google Drive and Documents to work on documentation and other requirements together.*

# Quality management

*Describe how your team will ensure the quality of different parts of the project.*

Member's name	Required for the project	Features of this part	Expected quality	Action
Xavier and Richard	Structure and design of pages	Layout, link between each pages.	User's interface should be fitted	Physical Testing(week 7)
Xavier	GPS functionality and updates	Updates locations	The mobile phone can detect the current position of the user.	Physical Testing(week 8)
Xavier	Start/stop recording	This feature allows users to start and stop the recording of route taken	Click Start button, the application start recording. Click Stop button, the application stop recording.	Physical testing (week 9)
Xavier	Saving/clearing route	This feature allows users to save or delete their data and clear the the markers and polyline on the map	A route saves it to localStorage Users can clear the route as the route has been stored	Physical testing (week 10)
Xavier	Paths	Using polyline to draw a line	The path function tracking the user and plot the path.	Physical testing (week 11)
Xavier	Start/end point labels	Markers on the map	The first position and final position marked with markers.	Physical testing (week 11)
Xavier	Stored route to display	Save all the data	Distance, speed, duration and calories burnt can be displayed in a table	physical testing (week 11)

# Risk management

List any possible risks associated with the project and how to mitigate (handle) those risks.  
An example is provided below.

<i>Risk</i>	<i>description</i>	<i>Severity</i>	<i>likelihood</i>	<i>plan/response/mitigation</i>
<i>A critical third-party API being unavailable could result in core feature of your application (Google map) not functioning</i>	<i>result in lost users</i>	<i>high</i>	<i>Low</i>	<i>accept that as it is the very nature of risk.</i>
<i>Lack of communication</i>	<i>Team members do not trade instant messaging. Difficult integrating work.</i>	<i>Low</i>	<i>Low</i>	<i>Control--Set up a group page(Asana, Facebook, Google Drive and Github)</i>
<i>User interface do not fit needs</i>	<i>the application does not resize properly for mobile screen size.</i>	<i>Medium</i>	<i>Low</i>	<i>Avoid--testing on different mobile, in order to maintain the best user experience.</i>
<i>A coding failure</i>	<i>Function do not work properly (i.e user cannot save the route has already taken)</i>	<i>High</i>	<i>Medium</i>	<i>control--testing the app, intend to detect the bugs.</i>
<i>Building a app that your target users do not want</i>	<i>Building a app that your target users do not want</i>	<i>High</i>	<i>Low</i>	<i>Maker user story—it is good to seek input from users and understand what type of features and functionality they would be looking for in this tracking app.</i>
<i>develop in a platform that you cannot control</i>	<i>The users cannot run this app on their</i>	<i>High</i>	<i>Low</i>	<i>Avoid--communicate with team members ensure the project on the right track.</i>

	<i>mobile</i>			
<i>Underestimating the project timeline</i>	<i>The developer cannot complete the project on due day.</i>	<i>High</i>	<i>Low</i>	<i>control--Follow the timeline to achieve the objectives. Overestimate the amount of time each phase will take.</i>