ASSIGNMENT 2B

Project Management Plan

VERSION 1.0.0

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Contents

Introduction and Purpose

Do It! is an app designed to help users reach their fitness goals. This document's purpose to give a detailed insight into the features and design of the project. Furthermore, this document will provide clients with an understanding of the apps capabilities, appearance and it's interactions. With the aid of this app the user will be able to track their fitness achievements, recored their heart-rate and store different travel paths. It shall display their development and will help them to stay motivated as they continue towards a healthier lifestyle. This document will discuss the project to ensure our clients have a strong understanding of the possibilities of the app. The application's scope and the way resources are allocated will be discussed as well as looking into associated risk management. This document will act as a reference point for our developers, enabling the app to be created to it's requirements. In addition to this, this document is a tool for stakeholders who intend to buy and/or sell the project and to determine if it is suitable for public use.

Summary of Project

Assumptions

From our initial Functional Specifications Document our Assumptions were as followed:
- The application developed is internet based and therefore, the users of this application will have internet access at all times during the duration of their exercise.
- The user of this application should be able to comprehend English as the application would not have any alternative languages other than english.
- The users of this application will carry their phones when they are running or cycling.

After further insight into the project we have developed our assumptions:
- Not all users will have perfect sight and hearing, therefore the application will give a hearing impaired and colour impaired option.

Client/Users

The applications will mainly target the age demographic of 20-40 years of age. There is a possibility for an older demographic to also use the app. Although this group is not as tech savvy, the application will be easy to follow and understand.

The app will also cater for a range of fitnesses. We shall deliver options for the extremely active and the casual fitness seeker.

Deliverables

On completion of the app, the following will be delivered:

- The application will enable users to record roots and the corresponding times.
- The application will enable users to view their personal bests and personal development.
- The application will enable the user to record their heart rate.

Scope

Approach/Methodology

This application design shall follow a Agile Methodology. This methodology aims to encourage customer involvement and manage change or risk throughout the project. The application shall change and develop and we move through the production stage, therefore this methodology is necessary to ensure the applications is completed. Given this is the case, continued communication will play an important role within our approach.

Timelines

Week 10:
- Come together as a group to discuss about coordinating a client presentation. Start dividing the presentation into four sections for all four members to complete each section. This will be conducted through a face-to-face meeting.
- Begin working on the application using the necessary software (Github, Brackets and chrome).

Week 11:
- Discuss with team about the user interface considerations that are to be gone through during the workshop and pre-reading. This meeting is dependant on the success of week 10's meeting. We can not continue the design on the application with out an understanding of the client requirements.
- Plan and practise on how the the presentation in week 12 should be conducted. (i.e. who will present which point)

Week 12:
- Compile the entire assignment and do a final check to ensure is fully completed before submission.
- The project is due for submission (i.e. the entire project) by Thursday Week 12 3:00 PM (AEST [GMT +10]), or 1:00 PM (GMT+8) to Moodle.

Personnel/HR management

Tharaka Ranaweera and Huilin Xu:
These members of the team will focus their attention on the application's coding and technical functions. They will ensure all requirements are met and that the application is fit for the stakeholders and users needs. They shall begin their role in Week 10 and conclude the application before we begin the presentation. These team members will mainly use brackets and chrome to achieve this goal.

Jennifer Austen and Desmond Chin Ming Chu:
These members shall focus on the theoretical aspect of the project. Ensuring the essential documents and the design requirements of the project are full-filled. Taking guidance from the original Functional Specifications Document, their role is to design the application and enable each member understands the coding needed.

Communications management

Team-Client Communication:
- The main form of communication will be the documents presented within this project. (The Functional Specifications Document, Project Management Plan, etc)

Inter-Team Communication:
- For general communication and discussion our main form of communication will be Facebook. This is suitable for immediate response.
- Face-to-Face will be the way in which we communicate during our weekly meetings. This communication will be used to discuss progress on project and assign further roles.
- For topics that require specialised attention we shall communicate through Email.
- All the teams documents and needed resources will be stored on Google Drive.

The team shall also use a range of software Tools to assign roles and communicate:
- Github: This will be used as the content management system for the project. It will host project repositories, offer social tools and code review.
- Asana: This is used to keep track of tasks and assign goals that we wish to complete.

Quality management

The following Features have been adapted from our User Stories:

Feature	*Description*	*Expected Quality*	*How this quality will be met*
Ability to record the users position and paths.	*The application will be able to track the path taken by the user. This can then be later called on and re-used.*	*High*	*During the coding of the application, we shall focus on creating an appropriate tracking function and enabling it to record the outcome. On completion of the application rigorous testing will take place to ensure all paths and possible outcomes are covered.*
Recording the details of each exercise.	*Active users can record many details about their exercise. These include distance, speed, time, and path taken.*	*High*	*A high quality is expected as we want our users to grain motivation from their progress. To ensure this is meet, we will include high quality functions within the applications code. All this information will be collected and displayed at the users request.*
The application will be a low run cost.	*We will ensure that the application will be free for customers to download and have a very low running cost*	*Medium*	*Given the application will be free to download, the running cost associated will be related to internet use and device selection. The quality has been selected as medium as it is assumed most user will own an appropriate mobile phone with a strong internet connection.*
Familiar Layout and buttons	*We will keep the application in line with the usual display for android phones.*	*HIgh*	*To ensure we keep the layout to an expected appearance we shall use other applications as a benchmark. We will also ensure that we reach the appropriate display through testing to ensure our users understand the application.*

Risk management

P*ossible risks associated with the project and how we intend to mitigate (handle) such risks:*

Risk	*Description*	*Severity*	*Likelihood*	*Plan/response/mitigation*
Internet Failure	*Given our application is based on an internet connection this would majorly effect the run of the app.*	*High*	*Medium*	*In order to overcome this possibility we will have a range of internet accesses available. Using the main form of interest (University internet connection) for the majority of the coding, but in the case of internet failure we have personal internet connection at home and phones as possible hotspots.*

Reduction in Human Resources	*There is a risk that one member of the team will be unable to perform their required tasks,*	*High*	*Low*	*As a team we will ensure each member of the team understands all aspects of the project, This way a member can step up and take on a responsibility of another team member if they are unable to continue.*
Technology failure	*There is a possibility our project mobile phone and software will no longer work as expected.*	*Medium*	*Low*	*If this is the case, each member can test and continue coding the application from their own personal phone or computer.*