Project Plan: ToDoMe

0. Team information

- Caroline C. S. Kverne: Team-leader, developer
- Erik Ormevik: Developer
- Marius Christoffer Hornslien: Developer
- Mathias Maagerø Svendsen: Developer, database specialist

1. Problem

1.1. Opportunity

Problem statement:

The everyday student struggle to stay motivated throughout studies. Most students also fail to study for learning-benefits, but simply study to be done with it.

Motivation to the problem:

Students use a lot of time reading passively, when we instead could read more efficiently. Scientifical research has shown that active reading supplemented with exercises is an efficient way to study. The problem often arises when you don't look at the exercises for several days, maybe weeks/months later. If something could have reminded you to go back and look at what you learned all that time ago, we assume many students would have an easier time remembering and learning the curriculum.

We, along with other students, want to be motivated to study more efficiently, and have fun doing so. We also want easier access to planning tools that work in our day to day lives as students. We want to make a more interactive task manager that motivates you to complete your tasks. We think professors and lecturers would like for their students to be more proficient in their subjects, and thus a program/web page allowing them to create quizzes and challenges for students, would be beneficial for both parts.

1.2. Stakeholders

List of stakeholders

- Students
- Professors
- Universities
- The team.

Persona of targeted end-users

The targeted end-users are students who need a simple and interactive task manager to organize all their different tasks, chores, subjects, and daily activities, all in a learning experience.

The target end users are also professors who want to track their students' learning and encourage learning outside of classes.

1.3. Requirement

Story ID	Story	Estimate	Priority
T1	As a user, I want to have a task manager that allows me to set up and organize tasks for myself.	8	1
T2	As a user, I want the system to keep track of my finished tasks and total score.	4	2
T3	As a user, I want to track my own progress in subjects, as well as compare it to my friends'.	5	3
T4	As an administrator, I want to create quizzes for my students to encourage learning outside of classes.	3	4

T5	As an administrator, I want see the results from quizzes previously posted.	2	5
T6	As a user, I want to see the results from the quizzes I take immediately after completing them.	1	6
T7	As a user, I want to be sure my password is kept safe.	2	7
T8	As a user, I want to be able to make my tasks public or private.	2	8
T9	As a user, I want to achieve prizes by doing my specified tasks.	2	9
T10	As a user, I want the system to remember my achievements.	4	10
T11	As an administrator, I want to notify my students whenever a new quiz has been added.	1	11
T12	As a user, I want to run the program on different devices such as my computer and phone.	6	12

2. Solution

2.1. Deliverables

Date of delivering	Description - What to deliver
03.02.2017	Project Plan and backlog Poster

10.02.2017	Report in progress: Requirement & Architecture
24.02.2017	Sprint code: First sprint
10.03.2017	Sprint code: Second sprint
24.03.2017	Sprint code: Test plan
07.04.2017	Sprint code: User test
20.04.2017	Video
27.04.2017	Final product and presentation

A set of technologies

Trello, Slack, GitHub, HTML, JS, CSS, SQL, Python, Django (framework).

Technical constraints to develop and deploy the software system:

- Make use of HTML, Javascript, etc. in order to create a high level of end-user interface.
- Make use of database (Django framework)

2.2. Work

Activity plan with an estimated working hour attached to each task

Release Due date	**Story # or other task**	**Description** ***Remarks***	**Estimated resource use**	**Actual resource use**
24.02.2017	Sprint code: First sprint,	Basic infrastructure with database.	20 h	

	T1	User must be able to add tasks. Simple/basic user interface.	8 h	
10.03.2017	Sprint code: Second Sprint		30 h	
	T2, T3, T4, T5, T6	User must be able to see their total score so far, their results from the quizzes and their progress in subjects so far. The system must have a high-score list. Administrator must be able to create quizzes for their enrolled students and see the results from the tests.		
24.03.2017	Sprint code: Test plan	Implement certain “nice to have”-features and finalize the website.	42 h	
	T7, T8, T9, T10, T11, T12	User login must be secure. User will have the option to make tasks private or public. Make user reward system. Finalize the achievement system. Notification system for students.		

		Make sure the system scales well.		
05.04.2017	Beta product finished	System must be able to function enough for users to use on a daily basis, without major issues. Minor bugs allowed.	5 h	
07.04.2017	Sprint code: User test	Force future users to test our system.	8 h	
20.04.2017	Video	Make an epic promotional video of amazingly professional quality. Also prepare a presentation of the product.	5 h	
27.04.2017	Final product	Release final product, containing no flaws, for users to utilize.	2 h	
	Total	**4x30 h**	**120 h**	

2.3. Team

Team members + roles and responsibilities:

- Caroline C. S. Kverne: Team-leader, developer
- Erik Ormevik: Developer
- Marius Christoffer Hornslien: Developer
- Mathias Maagerø Svendsen: Developer, database specialist

2.4. Way of working

Practices and tools used

- Slack, Trello, GitHub, Google Drive ++
- Tools for development and communication - include links

We have decided to use Trello for development and Slack for communication, alongside GitHub for code-sharing.

Trello (https://trello.com/b/Zo4r8aUJ/todome)

Slack (www.slack.com)

GitHub (https://github.com/)

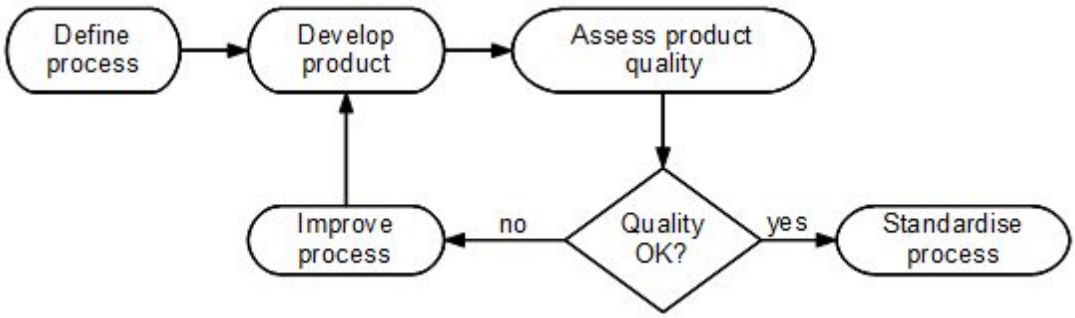
Work-related communication on Slack, all other on Facebook.

Risk assessment plan

Risk	Means to prevent	Action and responsible
Schedule slips	Meetings twice a week.	Clear work plan and good communication between team members. All team members responsible for participating in meetings, team leader responsible for keeping track of total progress.
Product misunderstanding	Clear communication between product developers and end-users.	Have a dialogue with end users about what to expect and what they want from the final product. All team members.
Misuse of personal information	Secure website	Make sure passwords are kept safe in database,

		and that tasks set to private are not accessible by others. All team members.
Abuse of the reward system	User test	Conduct a proper user test that tests different scenarios. All team members.
Product not being used	Identify customer needs	Proper exploration phase to identify customer needs. Conduct user tests throughout the development phase to make sure customer needs are satisfied.

Quality assurance plan



We aim to follow the model depicted above, regarding quality assurance.
We will also continuously conduct end-user tests in order to get feedback on user interface and functionality.

Standards we work for:

- Simple and easy user interface.
- Accessible
- Microscopic or no delay