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Project Plan

Our basic plan

We, in group 17, have chosen to develop an android application which will give the user directions to the different lecture halls, restaurants etc on the campuses Lindholmen and Johanneberg and further information, like on which floor or in which house a specified place is located on. The user choose from the menu whether he/she wants to search for a lecture hall, see all restaurants, ATM's or which feature is interesting at the moment. If he/she chooses to search for a lecture hall, it's simply to press that button and then enter the hall in a textfield and as a result, the given lecture hall will be marked on a googlemap and if you click on the mark additional information will show up in a little window. You can also choose to get a path marked from where you stand to the given location. The features that will show locations on a map works in a similar way.

For further development we might add features which will give the user information of how many people that are queuing in the restaurants and when the 16-bus will depart. Also we are considering making it possible to book studyrooms from the application and add a personal schedule to the application.

Why we chose this project

We came up with this plan to develop a map for Chalmers early on since we ourselves have all experienced problems with finding the lecture halls, especially when the lecture halls are not on our ordinary campus. There are no easily accessed systems for this purpose on any market and thus we decided to create one by ourselves. Our expectations are that our application will be of use for students, teachers and other people visiting Chalmers on regular or temporary basis.

Tools used/license

We will use the Open Source-license Apache 2.0 in this project because this can be used by people outside of the Apache Software who wants to develop and distribute software applications with the same license-terms. By choosing this license we make it possible for other people to continue the development of our application, adding new features etc, which we want so that other developers can learn something from us and the application might be updated every now and then which will enhance its performance. If a developer extend our code he/she only needs to comment what so we can se the changes.

The only demand for using the Apache License 2.0 is that you include a copy of the license in a text-document and that you write some text in the beginning of the code to explain that this code is covered by the Apache license.

Google Maps API will be used in our application and therefore we have done some research to see what sort of license they use and what demands they have for using their API. Apparently, Google use the Apache License 2.0 and they demand you to offer a free and public service if you use their API, with the exception for mobile applications where you can take a fee for the application if you sell it through a webshop available on the cellphone.

Plan/Goals

The product backlog is attached in a separate document where you can see our original plan and our estimated value for each feature. We chose to focus on the real basics, this is also

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our greatest purpose with this project, which is for the user to be able to search for a lecture hall in a database and for this lecture hall to be shown on a map with additional information and the possibility to mark a path from the users position to the lecture hall. We also want the application to look good for increased user experience and thus some time for the layout seems appropriate.

To reach our goals we structured the sprints/weekly schedule like this:
- Decide what our project will be and get some prior knowledge for the project and learn how to use git - week 1 and 2
- A basic layout with menu and buttons and the feature where the user can search for a lecture hall (handling a database and all) and get a map showing this shall be done - week 3
- The user shall be able to get a path marked on the map to the desired location, will be able to choose to see where micros/restaurants are located and the user shall be able to book a studyroom through the application - week 4
- A table with buses departure from the campus will be available and the user can see how many persons are queuing at the present in the restaurants - week 5
- The user can create a personal schedule and when he presses a lecture the place will be shown using TimeEdit -week 6
- Documentation -week 7

Structure of the group
All members in the group will have the role as developer, but we will also have a scrum-master. Since scrum is new to us in the group we chose to have a rotation schedule for the part as scrum-master so that everybody get the chance to try it. The scrum-master will handle the meetings for that week, making plans for the week and check peoples' progress.

Since it's good to have the opportunity to talk through project related subjects and also to have the opportunity to work with the rest of the group we chose to have two weekly meeting, one on Tuesdays and one on Fridays with a deadline for each Monday. The Tuesday meeting is where the real planning for the week is created and on Fridays we talk through what we've experienced during the week and there is time for programming along with the other members of the group.