

# PROJECT PLANE

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Find My Device

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## Methodology

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**We will use agile methodology.**

### Why

The iterative nature of agile development means features are delivered incrementally, enabling some benefits to be released early as the product continues to develop.

Small incremental releases made visible to the product owner and product team through its development help to identify any issues early and make it easier to respond to change. The clear visibility in agile development helps to ensure that any necessary decisions can be taken at the earliest possible opportunity, while there's still time to make a material difference to the outcome.

### How

We will divide our system into 5 sprints each sprint has its requirement phase, Design phase, Implementation phase, Test phase and Deployment phase.

Each sprint has Millstone.

### Millstones

Name	Start Date	End Date	Duration
Establish the connection, sign up and login from web, PC, Android	3 – 11 – 2015	12 – 11 – 2015	8 days
CRUD operations on Devices	14 – 11 – 2015	20 – 11 – 2015	6 days
Control From PC	29 – 11 – 2015	16 – 12 – 2015	14 days
Control From Android	20 – 12 – 2015	07 – 03 – 2015	57 days
Find the Location	07 – 03 – 2015	30 – 03 – 2015	18 days

### Notes

From 21 – 11 – 2015 📅⌚ 30 – 11 – 2015

Midterm Exams

From 09 – 01 – 2015 📅⌚ 28 – 01 – 2015

Final Exams

## **Sprint 1: Establish the connection, sign up and login**

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**Start date: 03 – 11 – 2015**

**End date: 12 -11 – 2015**

Name	Start date	End date	Duration
Requirement for sign up from web and login from Web, PC, Android	3 – 11 – 2015	3 – 11 – 2015	1 day
Design the Component of sign up and login	4 – 11 – 2015	4 – 11 – 2015	1 day
Implementation	5 – 11 – 2015	10 – 11 – 2015	4 days
Testing	10 – 11 – 2015	11 – 11 – 2015	2 days
Deploying	12 – 11 – 2015	12 – 11 – 2015	1 day

### **Implementation time plane**

Method Name	Expected Time by hours
Create data base	4
Sign up web	5
Login service	6
Login web	4
Login desktop	4
Login android	4

## **Sprint 2: CRUD operations on Devices**

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**Start date: 14– 11 – 2015**

**End date: 20– 11 – 2015**

Name	Start date	End date	Duration
Requirement for CRUD Operations	14– 11 – 2015	14– 11 – 2015	1 day
Design the Components of Device	15 – 11 – 2015	15 – 11 – 2015	1 day
Implementation	16 – 11 – 2015	18 – 11 – 2015	3 days
Testing	19 – 11 – 2015	19 – 11 – 2015	1 days
Deploying	20 – 11 – 2015	20 – 11 – 2015	1 day

### **Implementation time plane**

Method Name	Expected time by hours
Add device desktop	3
Add device android	3
Delete device	3
Select devices	3
Update device	3
Delete device	3

## **Sprint 3: Control Desktop**

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**Start date: 29 – 11 – 2015**

**End date: 16 – 12 – 2015**

Name	Start date	End date	Duration
Requirement	29 – 11 – 2015	30 – 11 – 2015	2 days
Design	30 – 11 – 2015	2 – 11 – 2015	2 day
Implementation	3 – 12 – 2015	15 – 12 – 2015	9 days
Testing	15 – 12 – 2015	15 – 12 – 2015	1 days
Deploying	16 – 12 – 2015	16 – 12 – 2015	1 day

### **Implementation time plane**

Method Name	Expected duration
Virtual view	8
Select file	12
Select folder	12
Copy file	12
Copy folder	12
Delete file	12
Delete folder	12

## **Sprint 4: Control from android**

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**Start date: 20 – 12 – 2015**

**End date: 07 – 03 – 2016**

Name	Start date	End date	Duration
Requirement	20 – 12 – 2015	25 – 12 – 2015	6 day
Design	25 – 12 – 2015	26 – 12 – 2015	2 day
Implementation	15 – 02 – 2016	02 – 03 – 2016	13 days
Testing	02 – 03 – 2016	07 – 03 – 2016	4 days
Deploying	07 – 03 – 2016	07 – 03 – 2016	1 day

### **Implementation time plane**

Method Name	Expected duration
Virtual view	11
Select file	15
Select folder	15
Copy file	15
Copy folder	15
Delete file	15
Delete folder	15

## **Sprint 5: Find the location**

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**Start date: 07 – 03 – 2016**

**End date: 30 – 03 – 2016**

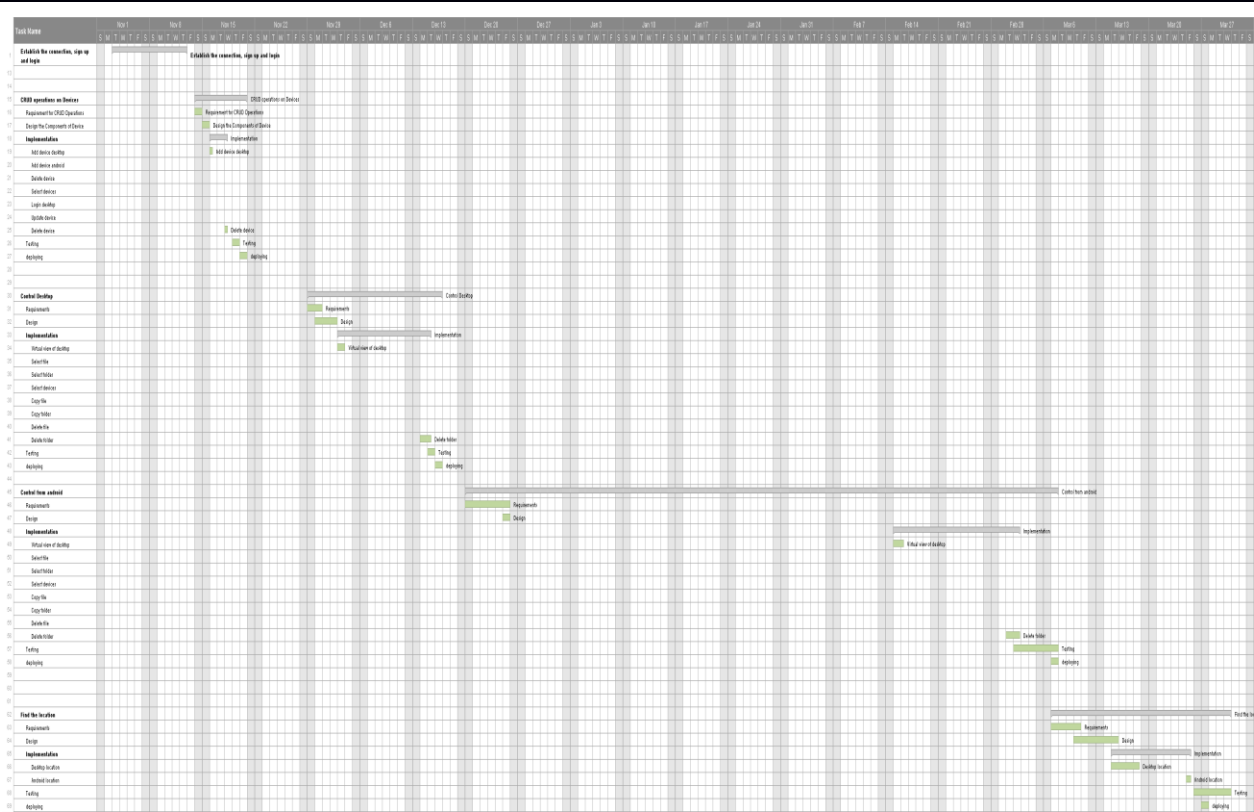
Name	Start date	End date	Duration
Requirement	07 – 03 – 2016	10 – 03 – 2016	4 day
Design	10 – 03 – 2016	15 – 03 – 2016	4 day
Implementation	15 – 03 – 2016	25 – 03 – 2016	9 days
Testing	26 – 03 – 2016	30 – 03 – 2016	4 days
Deploying	30 – 03 – 2016	30 – 03 – 2016	1 day

### **Implementation time plane**

Method Name	Expected duration
Desktop location	30
Android location	5



Gantt chart:



## Technologies:

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### General:

- 1) git hub
- 2) Trello

### Front-end:

- 1) JSF
- 2) Java Script
- 3) JQuery
- 4) CSS
- 5) Ajax

### Bach-end

- 1) Java
- 2) Hibernate JPA implementation
- 3) Spring
- 4) Web service
- 5) JPQL
- 6) Mysql
- 7) Native Android