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# Version

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| --- | --- | --- | --- |
| **Date** | **Issue** | **Description** | **Author** |
| 17/08/2020 | 0.1 | Initial draft | Diego C. |
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# Project Dates

## Project Commencement Date

25th March 2020

## Project End Date

21st November 2020

# Project Justification

Hairdressing lecturers at North Metropolitan TAFE Balga are currently using mannequins to teach students. A more efficient way of handling this would be by using a mobile app that would allow users to upload pictures and visualise in real time how they would look like with a different hair style or hair colour.

This feature differs from filters used in social media apps such as Snapchat in the sense that it is more accurate and takes various face shapes and skin tones into account by using Machine Learning tools to improve the results.

This project would greatly aid clients in their classroom activities.

# Project Scope

* The design, development, tests and deployment processes of the Android app (with a cross-platform codebase) will be completed within their respective timeframes outlined in the next section
* The app is expected to work on Android Pie (9) and later.
* Performance will be considered to make the app as responsive as possible, considering the computationally intensive tasks to be executed by the back end.
* Users will be able to upload pictures and change their hair styles and hair colours based on their face shape selection
* Users will be able to save the results locally on their phones or upload them to the API to be retrieved later
* Users will be able to view the history of their changes for each picture uploaded

# Project Deliverables

|  |  |
| --- | --- |
| *Scope Document* | The document outlining the scope of the project including the initial plan and management of issues, changes and communication. |
| *Requirements Document* | The document outlining the requirements of the project including risks and functional requirements. |
| *Coding Standards Document* | The document outlining the coding standards to be adhered to during the development phase of the project(s). |
| *Design Wireframes / Concepts* | Visual concepts demonstrating ideas of layouts and visual elements of the project(s). |
| *Final Applications* | The final tested, evaluated and deployed applications. |

# Project Completion Criteria

## Project Success

In order to ensure that the application is successfully deployed, it will be thoroughly tested during and after the development stage. Such tests will be carried out in the form of unit tests, functional tests and profiling tests.

Feedback from the clients will be discussed by the development team during Scrum meetings and through communication channels, such as Slack. Based on such feedbacks, the project plan will adapt to eventual changes so that the requirements are closely followed.

# Project Objectives

As primary objective of this project, the mobile app to be developed needs to be user-friendly and intuitive. For that purpose, it also needs to be performant, so that loading screens will be minimal, and users should be able to make changes to pictures that they have uploaded as previous changes are processed by the API and loaded in the background.

As secondary objectives, security measures and maintainability are also important considerations that will be analysed by the development team to ensure that the app conforms with the expectations of the clients and can be easily adaptable if new features need to be introduced in the future.

## Constraints

The app was initially planned to be fully cross-platform, but since no one in the development team has a Mac it would be difficult or not possible to accomplish such goal. Because of that, it will be developed only for Android, but the code base will stay cross-platform so that other developers will be able to launch it on iOS in the future if required.

Because of holidays and mid-semester breaks, it is expected that the development process may slow down at times, but the schedule will be adapted to such circumstances and the deliverables will be completed on time, nonetheless.

More specifically, between 25/09 and 05/10, developers will be on a break between terms 3 and 4.

Also, it is expected that any costs incurred should be handled by North Metropolitan TAFE, such as cloud infrastructure (AWS).

Assumptions  
  
It is assumed that clients are aware that the development team comprises of students that will be busy working on other assignments, so the project plan will not change based on unreasonable requests or feedback.

Also, such feedback should be provided as soon as possible (preferably within a week of receiving a prototype or another scheduled deliverable) so that there will be no significant delays in the development process.

If no feedback is received from the clients within a reasonable time frame (I.e. one week), it will be assumed that they are satisfied with the work in progress and development will continue according to the current project plan and scheduled tasks.

# Milestones

* *Analysis/Design phase of the project will be completed on or prior to 13th August 2014*
* *Development/Build Phase of the project will be completed on or prior to 1st October 2014*
* *Testing Phase of the project will be completed on or prior to 1st November 2014*
* *Deployment Phase of the project will be completed on or prior to 20th November 2014*

Due to the nature of the project, the above stated dates are only an initial estimate. Any changes to these milestones will be forwarded to the Lecturer and Client at least 7 days in advance and updated accordingly on the Project Schedule upon approval.

# Project Approach

* Analysis of the project(s)
* Design of the project(s) by way of prototyping and wireframes.
* Using existing database infrastructure to retrieve information for the applications.
* Development of the applications including a game.
* Deployment of the final applications.

# Primary Plans

The primary plan will be maintained through the Project Schedule which will be updated and changed as required by the Project Manager. Dates in the schedule are subject to change depending on the needs of the project and such changes will be logged and categorized in the Change Request Log as required.  
Scheduled Meetings

Team meeting to be held on Wednesdays prior to starting work on the project to establish objectives for the coming week.

Team meeting to be held on Thursday afternoons to establish what was achieved that week.

Client meetings to be arranged at regular intervals (3-4 weeks) subject to availability of the client.

# Issue Management

Issues will be monitored through the use of an Issues Log describing the issue, status, creator and resolution.

Issues logged throughout the project will be communicated with the Lecturer during the weekly status report.

# Change Management

Changes to the project after the preliminary sign off will be logged in a Change Request Log in which the changes will be noted and categorized.

Changes logged throughout the project will be communicated with the Lecturer during the weekly status report.

Changes to the Project Scope will be logged and upon approval by all stakeholders, implementation of the changes will take place.

# Communication Management

Team communication will be face to face during TAFE hours. Outside of TAFE hours, team communication relating to the project will be through Facebook, Email or SMS.

Questions for the client will be forwarded to the Project Manager to be reviewed by the Project Manager and Lecturer prior to being forwarded to the Client.  
  
The Project Team will have daily status meetings to review completed tasks, determine current objectives and bring to light any minor issues to be resolved.  
Project documents to be maintained on the shared Google Drive folder with specific documentation for each project to be placed in the appropriate folder.  
  
Project code will maintained using GitHub with code for each specific project stored in its own repository.

# Stakeholders

## Client – City of Gosnells

Paul Farina  
Community Events Officer

Adrian Jarvis  
Coordinator Leisure Planning

Danny Perry

## Project Sponsor – Central Institute of Technology

Nichola Kerr  
Lecturer

## Project Team – Central Institute of Technology

Stuart Watt  
Project Manager

# Sign Off