

ITPM: Assignment 1 T18

Team members:

Name	ID
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Major:
CSEN

Project Charter: *Update-ly*: Tokyo 2020 Olympics Updates Application

Background

Project management is the area of using techniques and tools to apply knowledge and skills to perform the required project activities. The Information Technology field requires project management expertise to easily manage their projects flow and execution. One of the major international leading sports events in the world are the Olympics with a thousand athletes participating in multiple competitions in various sports categories. The Olympics take place every four years. Moreover, with the everyday busy life, the followers of the Olympics may find it difficult to keep track of these competitions, its details, and accomplishments. This can be considered a problem for all of the previous Olympics, especially to people who are interested in the scores and results updates yet don't often have the time to watch those competitions. With that being said, Tokyo 2020 Olympics aims to be more reachable via the utilization of technology. This is why we are developing this "*Update-ly*" mobile application to ease the process of receiving notifications of any updates as per desired by the user.

Project Goals

- Gather Olympics 2020 data in real-time to update the application database match by match.
- Keep track of medals received and categorize them by sports and by country.
- Be able to select a country to follow all of its updates via mobile notifications such as:
 - Competitions with their timings, scores, and leaderboards.
 - Athletes.
 - Medals.

Key Stakeholders

Client	Mori Yoshiro, Tokyo 2020 Olympics President
Sponsor	GUC
Project manager	Omar Elmoghazy
Project team members	<ul style="list-style-type: none"> • Data Engineers: Burton Selph, Deandrea Six, Sergio Ramos • Databases Engineers: Lewis Hamilton, Ray Allen • Back-end Team Leader: Raymond Holt • Back-end Engineers: Frank Ben, Ashanti Blust, Marce Mcfarlain, Lue Green, Laura Sean, Fred Avant, Leah Stelle, Shirley Paxton, Tesha Elling, Sam Kallas. • Android UI/UX Developer: Mark Garcia. • Android Team Leader: Luis Garcia • Android Developer: Fred Canter, Krissy Propst, Mariel Luman, Julia Pruden. • IOS UI/UX Developer: Amy Santiago. • IOS Team Leader: Santi Cazorla • IOS Developer: Haley Parkin, Roberto Jain, Hyacinth Bohner, Reyna Carone. • Software Testing: Maria Green, Owen Tim, John Cena. • Deployment Team: Ben Black, James Sean, Randy Ortan

Project Milestones

- Back-end implementation that includes handling data flows and data categorization by sport, country, and athletes. (01.06.2020 - 15.07.2020)
- Creating a notification system based on user preferences on which data to get updates from. (15.06.2020 - 14.09.2020)
- Designing the frontend of the application for both Android and IOS. (15.06.2020 - 14.09.2020)
- Testing the application and bug fixes as well as documentation. (15.09.2020 - 30.09.2020)
- Deploying it to the required platform by the project client. (01.10.2020-13.10.2020)

Project Budget

The sponsor has allocated \$1,000,000 for this project. The majority of the costs will be assigned to the IT engineers working on this project and to the project manager. Any external needed cost will be supplied if needed.

Approval Signatures

Mori Yoshiro

GUC

Rafael Nadal

Mori Yoshiro, Project Client

GUC, Project Sponsor

Rafael Nadal, Project
Manager

The Project Charter form is crafted by the simple project management tool www.casual.pm

Project Scope Statement: *Update-Iy*: Tokyo 2020 Olympics Application

Project name	Update-Iy: Tokyo 2020 Olympics mobile application for updates and notifications.
Project Sponsor	GUC
Project Manager	Omar Elmoghazy
Project Approval	01.05.2020

Product Scope Description

➤ In Scope:

- A mobile application that keeps the Olympics' supporters updated all the time.
- Information about all types of medals in all sports.
- Option to follow certain countries including all their events' timings, scores, and athletes.
- Real-time ranking of countries according to their medals.

➤ Out of Scope:

- The registration process to attend the games, availability of tickets, and payment.
- The on-ground details and information about the competitions such as:
 - Location of the event
 - Entrance gate
 - Location of utility units

Project Deliverables

- A mobile application that provides real-time updates of Tokyo 2020 Olympics events.
- The application will be available to both IOS and Android platforms.
- A notification system that will notify users with whatever updates they choose; whether selected countries or athletes.

Acceptance Criteria

The project will be accepted when it is agreed by the GUC team and the client that the deliverables meet their needs.

The project acceptance criteria includes:

- Post-deployment testing so that no bugs will disturb the user's performance.
- All required notifications flow smoothly with the least delay possible and no false information.
- Flowing of the application with no long buffering screens.

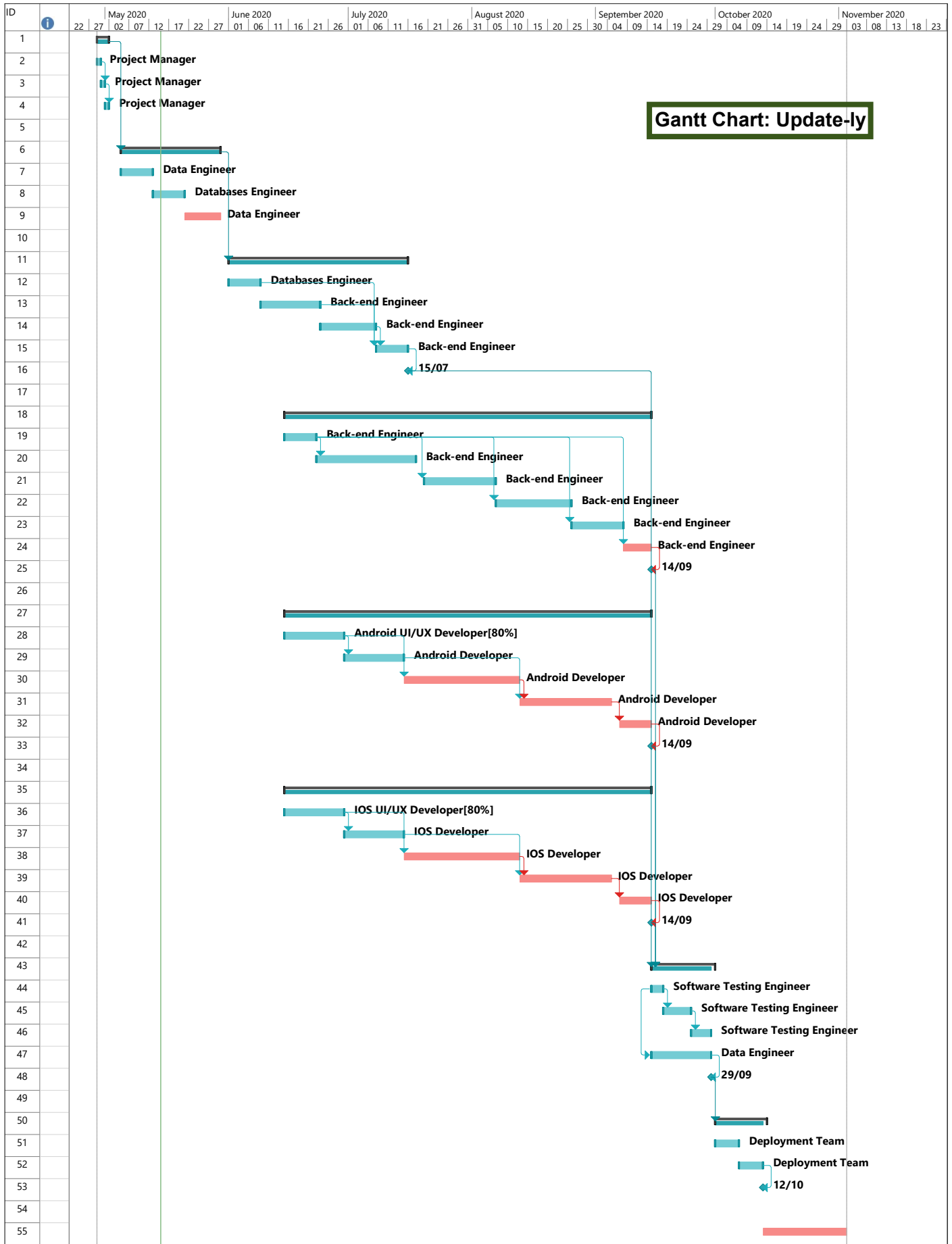
Constraints, Assumptions, Risks, and Dependencies

Constraints	<ul style="list-style-type: none"> ● Updating the application daily on the games timing, the scores, and the promoted athletes for the upcoming rounds. ● The project team should be dedicated to submit their sprints on time. ● Large number of people will use this application so it has to be bug-free and endure many users.
Assumptions	<ul style="list-style-type: none"> ● All project team members will be available and work readily to develop these project tasks and their deliverables at the required time with the allowed budget.
Risks and Dependencies	<ul style="list-style-type: none"> ● Databases could crash from the real-time overflow of data if not handled properly.

WBS Update-ly: Tokyo 2020 Olympics Updates Application

Level 1	Level 2
1. Initialization Phase	1.1. Forming the team 1.2. Developing project charter 1.3. Developing scope statement
2. Data Collection Set-Up Phase	2.1. Gather data from Tokyo 2020 2.2. Databases set-up 2.3. Real-time data piping implementation
3. Back-end App Design Phase	3.1. Connect our database to the app 3.2. Handling data flow 3.3. Data categorization 3.4. Bug and time-out fixes 3.5. Back-end Design Complete
4. Notification System Phase	4.1. Collect user preference for updates 4.2. Notifications for events Start 4.3. Notifications for winning events 4.4. Notifications for medals 4.5. Notifications for during event updates 4.6. Notifications for selected athletes 4.7. Notification System Complete
5. Android Front-end App Design Phase	5.1. Create UI/UX design 5.2. Sign-up and Log-in 5.3. Develop all app pages 5.4. Develop and review app functionalities 5.5. Developing a responsive design 5.6. Android Front-end complete
6. IOS Front-end App Design Phase	6.1. Create UI/UX design 6.2. Sign-uo and Log-in 6.3. Develop all app pages 6.4. Develop and review app functionalities 6.5. Developing a responsive design 6.6. IOS Front-end complete

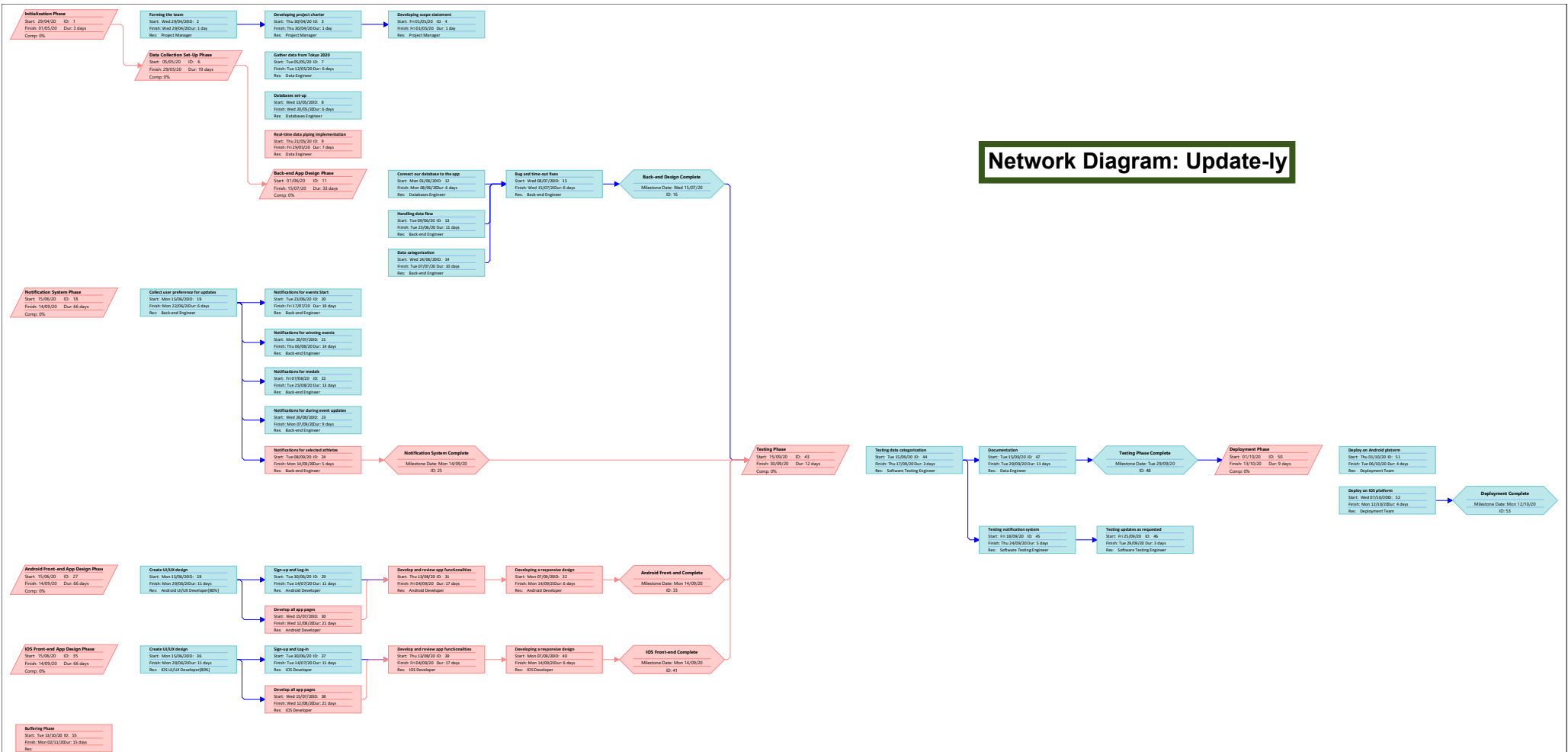
7. Testing Phase	7.1. Testing data categorization 7.2. Testing notification system 7.3. Testing updates as requested 7.4. Documentation 7.5. Testing Phase Complete
8. Deployment Phase	8.1. Deploy on Android platform 8.2. Deploy on IOS platform 8.3. Deployment complete
9. Buffering phase	



Project: Update-ly
Date: Fri 15/05/20

Task		Inactive Milestone		Start-only		Critical Split	
Split		Inactive Summary		Finish-only		Progress	
Milestone		Manual Task		External Tasks		Manual Progress	
Summary		Duration-only		External Milestone			
Project Summary		Manual Summary Rollup		Deadline			
Inactive Task		Manual Summary		Critical			

Network Diagram: Update-ly



ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors	Resource Names
1		Initialization Phase	3 days	Wed 29/04/20	Fri 01/05/20		Top Management
2		Forming the team	1 day	Wed 29/04/20	Wed 29/04/20		Project Manager
3		Developing project charter	1 day	Thu 30/04/20	Thu 30/04/20	2	Project Manager
4		Developing scope statement	1 day	Fri 01/05/20	Fri 01/05/20	3	Project Manager
5							
6		Data Collection Set-Up Phase	19 days	Tue 05/05/20	Fri 29/05/20	1	Project Manager
7		Gather data from Tokyo 2020	6 days	Tue 05/05/20	Tue 12/05/20		Data Engineer
8		Databases set-up	6 days	Wed 13/05/20	Wed 20/05/20		Databases Engineer
9		Real-time data piping implementation	7 days	Thu 21/05/20	Fri 29/05/20		Data Engineer
10							
11		Back-end App Design Phase	33 days	Mon 01/06/20	Wed 15/07/20	6	Back-end Team Leader[80%]
12		Connect our database to the app	6 days	Mon 01/06/20	Mon 08/06/20		Databases Engineer
13		Handling data flow	11 days	Tue 09/06/20	Tue 23/06/20		Back-end Engineer
14		Data categorization	10 days	Wed 24/06/20	Tue 07/07/20		Back-end Engineer
15		Bug and time-out fixes	6 days	Wed 08/07/20	Wed 15/07/20	12,13,14	Back-end Engineer
16		Back-end Design Complete	0 days	Wed 15/07/20	Wed 15/07/20	15FF	
17							
18		Notification System Phase	66 days	Mon 15/06/20	Mon 14/09/20		Project Manager
19		Collect user preference for updates	6 days	Mon 15/06/20	Mon 22/06/20		Back-end Engineer
20		Notifications for events Start	19 days	Tue 23/06/20	Fri 17/07/20	19	Back-end Engineer
21		Notifications for winning events	14 days	Mon 20/07/20	Thu 06/08/20	19	Back-end Engineer
22		Notifications for medals	13 days	Fri 07/08/20	Tue 25/08/20	19	Back-end Engineer
23		Notifications for during event updates	9 days	Wed 26/08/20	Mon 07/09/20	19	Back-end Engineer
24		Notifications for selected athletes	5 days	Tue 08/09/20	Mon 14/09/20	19	Back-end Engineer
25		Notification System Complete	0 days	Mon 14/09/20	Mon 14/09/20	24FF	Back-end Engineer
26							
27		Android Front-end App Design Phase	66 days	Mon 15/06/20	Mon 14/09/20		Android Team Leader[80%]
28		Create UI/UX design	11 days	Mon 15/06/20	Mon 29/06/20		Android UI/UX Developer[80%]
29		Sign-up and Log-in	11 days	Tue 30/06/20	Tue 14/07/20	28	Android Developer
30		Develop all app pages	21 days	Wed 15/07/20	Wed 12/08/20	28	Android Developer
31		Develop and review app functionalities	17 days	Thu 13/08/20	Fri 04/09/20	29,30	Android Developer
32		Developing a responsive design	6 days	Mon 07/09/20	Mon 14/09/20	31	Android Developer
33		Android Front-end Complete	0 days	Mon 14/09/20	Mon 14/09/20	32FF	
34							
35		iOS Front-end App Design Phase	66 days	Mon 15/06/20	Mon 14/09/20		iOS Team Leader[80%]
36		Create UI/UX design	11 days	Mon 15/06/20	Mon 29/06/20		iOS UI/UX Developer[80%]
37		Sign-up and Log-in	11 days	Tue 30/06/20	Tue 14/07/20	36	iOS Developer
38		Develop all app pages	21 days	Wed 15/07/20	Wed 12/08/20	36	iOS Developer
39		Develop and review app functionalities	17 days	Thu 13/08/20	Fri 04/09/20	37,38	iOS Developer
40		Developing a responsive design	6 days	Mon 07/09/20	Mon 14/09/20	39	iOS Developer
41		iOS Front-end Complete	0 days	Mon 14/09/20	Mon 14/09/20	40FF	
42							
43		Testing Phase	12 days	Tue 15/09/20	Wed 30/09/20	16,25,33,41	Project Manager
44		Testing data categorization	3 days	Tue 15/09/20	Thu 17/09/20		Software Testing Engineer
45		Testing notification system	5 days	Fri 18/09/20	Thu 24/09/20	44	Software Testing Engineer
46		Testing updates as requested	3 days	Fri 25/09/20	Tue 29/09/20	45	Software Testing Engineer
47		Documentation	11 days	Tue 15/09/20	Tue 29/09/20	44SS	Data Engineer
48		Testing Phase Complete	0 days	Tue 29/09/20	Tue 29/09/20	47FF	
49							
50		Deployment Phase	9 days	Thu 01/10/20	Tue 13/10/20	48	Deployment Team
51		Deploy on Android platform	4 days	Thu 01/10/20	Tue 06/10/20		Deployment Team
52		Deploy on iOS platform	4 days	Wed 07/10/20	Mon 12/10/20		Deployment Team
53		Deployment Complete	0 days	Mon 12/10/20	Mon 12/10/20	52FF	
54							
55		Buffering Phase	15 days	Tue 13/10/20	Mon 02/11/20		

Task View: Update-Iy

References List:

- Project Charter and Scope statement templates were obtained from www.casual.pm
- The WBS with the Gantt chart and the network diagrams were developed using Microsoft Project.