Briscola Online

**Briscola**

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# Project summary

clear starightforward project, solution and expected results inckóluded

up to 300 words

Kratek povzetek predlaganega projekta, tja do 300 besed.

Navedite povzetek projekta z jasnim opisom problema in predvidene rešitve, ki jih projekt predvideva. Podajte kratek opis poteka projekta in njegovih pričakovanih rezultatov.

To je interni dokument za vaje pri predmetu Tehnologija programske opreme na UL FRI in ni namenjen za javno uporabo.

# Kazalo

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# Motivation #tihana

We played this game a lot when we were children, therefore we would like to spread this traditional card game to the forthcoming generation. Nowadays when more and more people have access to the Internet we can only prolong tradition by integrating them into this new world of ours.

## Problem description and the suggeted solution

- problem analysis (description + reasons)

- Briscola – games (current state, main limitations, unused/new opportunities, risk analysis – expected risk factors, competition approach – why are we different?)

- short description/step-by-step of the suggested solution

- references (where are the data from)

- explain how our solution help towards solving the problem, why is worth investing into it, list of our advantages compared to others

# Project goals and expected results #leon

Describe the purpose of this project, it's goals and expected results.

What should this project achieve?

What are the goals of this project?

Which are the results of the project and are they measureable? Why are they relevent?

## Goal description

goals + suggested solution (describe)

## Expected results

Sub-chapter should contain a description of the expected concrete results of the proposed project. Results should be specific, measurable, achievable, given available resources and realistic given the time.

Provide a project that will be completed no later than 11 January 2017, that is expected to last about two months. The amount of work on the project to be 2 to 3 (person per month) depending on the size of the group.

# Project plan

## Introduction/general description #leon

## This subchapter includes an objective description of the work plan of the proposed project, focusing on the methodology and standards. Work plan should be divided into individual project phases that follow the logical sequence of the project lifecycle.

## Overlook of phases and activities

## Briefly describe the phases of the project and conduct activities for the entire project, which should follow the logical sequence of the project lifecycle. Tip: The project should contain 2 to 3 phases, which include more than 5 individual activities. Avoid the larger, longer lasting activities. In addition to the specific activities of a specified project, do not forget to activities Project management.

## Description of activities

In this subsection describing all project activities. The description of each activity should be placed in the table (the table if necessary, copy). Each activity should be reasoned and should include verifiable opening and closing activities, the anticipated duration of activity (number of calendar working days) and the expected volume of work, expressed in man-months (CM). Activity may, where appropriate, divide it into sub-activities and tasks.

For better transparency can describe any activity on a new page.

In the first table in red for example, an imaginary activity (the stated objectives, outcomes, milestones, job description ... have no real meaning, said they only help you easily imagine what falls under each item); Replace text with your appropriate text and change the text color to black.

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Table of activities** | | | | | | | |
| **Activity mark:** | **A1** | **Beginning date** | **3.11.2016** | **End date** | **8.11.2016** | **Duration** | **6 days** |
| **Activity title:** | **Project proposal and specification** | | | | | **Activity scope** | **0,13** |
| **Goals** | | | | | | | |
| * Concept of the final product * Create detailed project proposal * Definition of basic requirements | | | | | | | |
| **Activity description** | | | | | | | |
| Members of the group will specify the details of the project outcome. This phase will be followed by the process of defining the architectural needs of the product and lay down the primary foundation of such an architecture. It means declaring the used technologies, platforms also development tools and platforms. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A1 is a first activity in the project and has no dependencies. This activity is on the critical path. | | | | | | | |
| **Results** | | | | | | | |
| Requirements specification, project proposal | | | | | | | |

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| **Table of activities** | | | | | | | |
| **Activity mark:** | **A2** | **Beginning date** | **3.11.2016** | **End date** | **7.11.2016** | **Duration** | **5** |
| **Activity title:** | **Project management, risk management** | | | | | **Activity scope** | **0,1** |
| **Goals** | | | | | | | |
| * Create project management plan * Create risk management plan | | | | | | | |
| **Activity description** | | | | | | | |
| Members of the group will discuss the methods to manage the proposed project effectively. The will develop startegies for communication, collaboration and means of shared work processes. Also these discussions will include a subprocess of collecting risks, afterwards these risks will be evaluated and analyzed by one of the group members. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A2 is a first activity in the project and has no dependencies. | | | | | | | |
| **Results** | | | | | | | |
| Part of project proposal, effective means of project management | | | | | | | |

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| **Table of activities** | | | | | | | |
| **Activity mark:** | **A3** | **Beginning date** | **9.11.2016** | **End date** | **13.11.2016** | **Duration** | **5** |
| **Activity title:** | **Training in information design** | | | | | **Activity scope** | **0,1** |
| **Goals** | | | | | | | |
| * Learn the fundamentals * Aquire sufficient knowledge to influence the product toward succession | | | | | | | |
| **Activity description** | | | | | | | |
| During the activity members will undergo a self-study induced training in the field of information design. Each member's personal goal shall be to aquire a general understanding on information design, futhermore get to know with the aspect of the field that will be useful afterwards in the forthcoming phases of the project. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A3 following directly the activities A1 and A2. This activity is on the critical path. | | | | | | | |
| **Results** | | | | | | | |
| Improved staff knowledge on information design. | | | | | | | |

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| **Table of activities** | | | | | | | |
| **Activity mark:** | **A4** | **Beginning date** | **14.11.2016** | **End date** | **18.11.2016** | **Duration** | **5** |
| **Activity title:** | **Information design** | | | | | **Activity scope** | **0,1** |
| **Goals** | | | | | | | |
| * Lay down global information design principles * Construct product's information design * Modify the list of used technologies and development tools | | | | | | | |
| **Activity description** | | | | | | | |
| Members of the project meet to create the foundation of the project's information design. The main problem to solve here is how to design the product to attract more users. Develop or choose proper methods, best practises to ensure user engagement with the final product. According to the previous subprocess modify the list of the required technologies and expand the products feature toward the desired outcome. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A4 following directly the activities A3. This activity is on the critical path. | | | | | | | |
| **Results** | | | | | | | |
| A better product specification. | | | | | | | |

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| **Table of activities** | | | | | | | |
| **Activity mark:** | **A5** | **Beginning date** | **9.11.2016** | **End date** | **13.11.2016** | **Duration** | **5** |
| **Activity title:** | **Tutorial development** | | | | | **Activity scope** | **0,1** |
| **Goals** | | | | | | | |
| * Make a detailed plan for the tutorial * Implement the defined introduction * Test the resulting subproduct | | | | | | | |
| **Activity description** | | | | | | | |
| During plannig, implementation and testing the team focuses on to make this process result comprehensive and informative. The actions will be taken are contain choose a proper environment for the tutorial, determine it's depth, make a linear eventline in consideration of the essence of the subproduct purpose. Implementation and testing follows the design process. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A5 following directly the activities A1 and A2. | | | | | | | |
| **Results** | | | | | | | |
| Tutorial | | | | | | | |

**List of products #mia**

Description of individual products and at what stage they are ready. All products of the project Write down in the table below. Each of the important parts of the project ends with the product, which represents a concrete result and proof of the work done. Product may report prototype, conference or demonstration, book, specification, and the like. In cases where the product does not present the report but another activity, it is recommended to write the report no matter what (eg. For the conference as a collection of the material being presented; the demonstration as a brief technical description). Headlines results should be appropriately descriptive.

Product code to represent the sequence of development of individual products according to timeline of the project. Product designation, moreover, indicates the activities in which they arise. Code should consist of letters from and to the relevant product, for example, from 2.1 for the first product activity 2nd

The date the product was expected date when the product will be created. Nature of the product is the report (PO), services or goods (P), demonstration / prototype (DP) or other (O).

The table below shows the red already recorded one case of a product; Replace it with a suitable your product (and do not forget to change the text color to black).

|  |  |  |  |
| --- | --- | --- | --- |
| **List of project products** | | | |
| **Version** | **Name of the product** | **Release date** | **Product type** |
| IZ 1.1 | Specifikacija zahtev | 4.11.2016 | PO |
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## Timetable #valentin

[Link to the Gantt-chart.](charts/TaskForce%20-%20Briskola%20-%20Gantt.pdf)

[Link to the cost estimation.](charts/COCOMOII_estimation.png) (Reference: http://csse.usc.edu/tools/COCOMOII.php)

## Dependencies #valentin

[Link to the PERT-chart.](charts/TaskForce%20-%20Briskola%20-%20PERT.pdf)

**Analysis and Risk Management Plan #valentin**

**Risk identification and analysis**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Risk | Risk type | Risk affects | Description | Probability | Impact |
| Server unavailability | Tools / Organiza-tional | Project | A server-side architecture with the required performance for the determined budget won't be available. | High | Catastrophic |
| Product competition | Requirements | Business | The envisioned product is not competent enough due to a new software release in the field. | Low | Catastrophic |
| Technological advancement | Technology | Business | A used technology is replaced by a more advanced one. | Very low | Catastrophic |
| Time underestimate | Estimation | Project, product | The required time to develop the desired outcome is underestimated. | High | Serious |
| Team member unavailability | People | Project | Due to some reasons one or more teammember is unable to work on the project. | Moderate | Serious |
| Specification delays | Tools | Project,  Product | Crucial implementation specification will be delivered late. | Moderate | Serious |
| Client-side resource unavailability | Tools | Project | At some cases there won't be enough client side resource for the web application or won't supports well the browsers used by the target audience. | Low | Serious |
| Lack of knowledge | People | Project, product | The required knowledge to realize the project is unavailable. | Very low | Serious |
| Specification change | Requirements | Project, product | Due to unforeseen consequences the specification of the delivered software will be changed. | Low | Serious |
| Size underestimate | Estimation | Project | The scope of the application is larger than it was forecasted. | Moderate | Tolerable |
| Technology undeperformance | Technology | Product | One of chosen technologies cannot deliver the estimated performance. | Low | Insignificant |

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| --- | --- |
| Legend for specific columns of the table above | |
| Column name | Possible values |
| Risk affection types | project, product, business |
| Risk type | technology, people, organizational, tools, requirements, estimation |
| Risk probabilities | very low (< 10%), low (10–25%), moderate (25–50%), high (50–75%), very high (> 75%) |
| Risk impacts type (with description) | catastrophic (threaten the survival of the project), serious (would cause major delays), tolerable (delays are within allowed contingency), insignificant |

**Risk planning**

|  |  |
| --- | --- |
| Risk | Strategy |
| Server unavailability | Indicate in requirement change that this project's outcome is a prototype which will run on localhost during the demostration, but won't be available for public use. |
| Product competition | Create a mayor change of features that overcomes on the new product if possible. Alternatively use the available marketing tools to gain increased market share over the competent software. |
| Technological advancement | Currently used technologies will still be able to deliver the proper outcome of the project, but the launch of a process thread which aims the replacement of the old technology in the near future is necessary. |
| Time underestimate | Investigate possible code reuse or integratation of already written components. Look for proven solutions, solid implementations of the emerging problems. Invest more working hours into the project to deliver the outcomes on time. |
| Team member unavailability | Possibly assign multiple members to different development processes, raise the members overalll understanding of the project. Allocate the unavilable person's work in the given time period between other team members. |
| Specification delays | Look for another component that can be further pushed toward the final state, while the required specification arrives. If it isn't possible raise the number of persons working on the specification. |
| Client-side resource unavailability | Develop the application in a performance efficient way and try to minimize the use of client side resources. |
| Lack of knowledge | Add an other member with proper insight on the given topic to the people currently working on the problem, or reallocate work according to the emerged uncapabilities. |
| Specification change | Properly research and define both present and the most possible customer requirements. Prepare the project in a way that it's extension won't come at a high price. |
| Size underestimate | Create a detailed and well organized implementation plan and a proper project scope can be defined. |
| Technology undeperformance | Chose implementation methods, languages and tools with proper insight on their performance, integratibility and compatibility. |

Reference: Ian Sommerville.2011.Software Engineering.9th edition.Pearson

# Project management #tihana

# Section should contain information on the organization and method of project management, mode of communication between the consortium members on the progress of work, mode of conflict resolution, how to ensure quality. It should include a description of the administration of the project, structure and method of decision-making, ways of cooperation and flow of information. The description should be consistent with the description of the relevant planned activities.

# Description of the consortium #tihana

Section should contain the description of the individual and consortium partner and its role in the project. The description should primarily answer the question why it is necessary and desirable participation of each partner in the project (its added value). Briefly describing the essential knowledge, scope of work and experience, which are essential for the successful completion of the project. Give the description of the conceptual and operational complementarity of partners.

Explanation: Description of the consortium is a very important part of every project proposal, because in a way, gives justification to the consortium qualified, without superfluous members (duplication of roles) and able to implement the project. However, in our case (with TPO) a description of the consortium is not meaningful and can be omitted (group of coursework consists of students who listen to this subject, and the composition of the group do not always look at the competencies of each student). Alternatively, you can specify individual members to participate in the project proposal, and their references (where projects have worked and what experience they have already acquired; projects in this context the seminar work in other subjects).

# Budget for the project #mia

In this chapter, the project budget. Predict resource consumption and associated costs.

Divide the cost of the project direct costs (labor, services, investment in hardware or software, operators) and indirect costs (the latter may also be a flat, eg. A flat-rate indirect costs amount to 20% of labor costs).

Provide costs for each activity separately. Use the table below.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Financial plan** | | | | | | | | |
| **Version** | **Activity title** | **Activity scope (ČM)** | **DIRECT COSTS (in EUR)** | | | | **INDIRECT COSTS (v EUR)** | **TOTAL** |
| **work** | **service** | **investments** | **travel expenses** |
| A 1.1 | Funkcionalne zahteve za arhitekturo zahtev | 0,6 | 1.200,00 | 50,00 | 1.500,00 | 100,00 | 240,00 | 3.090,00 |
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# All direct costs in the table above, excluding labor costs, specifically rationale (eg. € 50 for registration of internet domain, € 1,500 for the purchase of a computer for development, € 100 for a visit to Maribor conference for two people, and the like).

# References

Provide all references that you used in the project proposal. Form should follow the examples presented below. The text of the references used in several ways: one [1], more references together [2, 3, 4], or refer directly to the author and his work, as proposed by [5].

[1] Avtor1, Avtor2 in Avtor3. Naslov članka. Naslov revije; 2008; 18(2). str. 1-5.

[2] Urednik. Naslov knjige. Založba; 2005.

[3] Avtor. Naslov članka. V: Urednik. Zbornik konference; 2004 junij 4-7; Kraj, Država. Založnik; 2004. str. 5-15.

[4] Avtor. Naslov knjige. Založba; 1995.

[5] Avtor. Naslov. Spletna stran; 2001. http://www.url.si/pot/dokument.html [11/11/2013]

# Appendix 1

In addition describe further the division of labor in the context of the preparation of this document. In the table, give all the tasks that the authors have not performed together (ie. Not equally contribute to the task). For each task, indicate how much work (in percentages) is in this task carried out by each of the authors. An example is written in red in the table. The head of the table, record the names of all authors. If necessary, a table and add new rows. delete columns.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Tihana Britvić** | **Mia Filić** | **Valentin Hidasi** | **Leon Makorič** |
| Summary | 30% | 60% |  | 10% |
| List of products | 100% |  |  |  |
| PERT chart |  |  | 30% | 40% |
| Gantt chart |  | 100% |  |  |
| Risk management | 10% | 20% |  |  |
| ... |  |  |  |  |
|  |  |  |  |  |