






PROJECT PLANNING PHASE

MILESTONE & ACTIVITY LIST

DATE	18 October 2022
TEAM ID	PNT2022TMID47490
PROJECT NAME	PLASMA DONOR APPLICATION

MILESTONES	DESCRIPTION	DATE
☞ Literature Survey (ASSIGNED TO TEAM LEAD: M. SHAKEEL SHERIFF)	Literature Survey is the collection of facts and information from recognized authors and articles. Our literature survey focuses mainly on the growing demand of blood plasma and ways to satisfy the demand through an application that interacts with users to find a donor.	18 September 2022
☞ Empathy Map (ASSIGNED TO TEAM MEMBER: P. HARIKISHORE)	Empathy map is an easy to convey visual about the user's mindset regarding a particular issue. As of our case, it describes the problems and mindset of people who are in need of blood plasma during an emergency.	19 September 2022
☞ Brainstorming and Idea Prioritizing (ASSIGNED TO TEAM MEMBER: M. REUEL JOSHUA)	Brainstorming is the collection of ideas from all members in the team to arrive to a solution for solving a problem. On other hand, prioritizing those ideas helps to find the most needed and common ideas among the team members.	19 September 2022
☞ Proposed Solution (ASSIGNED TO TEAM LEAD: M. SHAKEEL SHERIFF)	Proposed Solution is made in response to the needs of the customer, providing a solution to the problem with uniqueness thereby satisfying the customer needs.	19 September 2022
☞ Problem-Solution Fit (ASSIGNED TO TEAM MEMBERS: P. HARIKISHORE & S. ARUN PRASANTH)	Problem-Solution Fit actually verifies if the proposed solution matches with the customer problems considering the behavioural patterns of the customers. It helps entrepreneurs, marketers and corporate innovators to recognize what would work and why.	19 September 2022
☞ Solution Architecture (ASSIGNED TO TEAM MEMBERS: S. LESLEE REUBEN RAJ & M. REUEL JOSHUA)	Solution Architecture is an intricate process with many branches that connect the space between users' problems and technology solutions.	19 September 2022
☞ Customer Journey (ASSIGNED TO TEAM MEMBERS: M. REUEL JOSHUA & S. ARUN PRASANTH)	Customer Journey is the interaction of the customer with the product features. Out here, our customer feels free to have direct and indirect interactions and queries regarding our application.	03 October 2022

 Functional Requirement (ASSIGNED TO TEAM MEMBER: P. HARIKISHORE)	Functional Requirements describe for the user, the methods to have ties with the application. i.e., account creation methods for the first login, etc. Also assures many Non- functional Requirements like security, reliability, etc.	03 October 2022
 Data Flow Diagrams (ASSIGNED TO TEAM LEAD: M. SHAKEEL SHERIFF)	Data Flow Diagram visualizes how data moves inside the application through pictorial representations using shapes and symbols.	03 October 2022
 Technology Architecture (ASSIGNED TO TEAM MEMBER: S. LESLEE REUBEN RAJ)	This is where all the technological requirements, including both Software and Hardware facilities are sequenced in a proper format like in the Solution Architecture.	03 October 2022
 Prepare Milestone and Activity List (ASSIGNED TO TEAM LEAD: M. SHAKEEL SHERIFF & TEAM MEMBER: P. HARIKISHORE)	Milestones provide a way to more accurately estimate the time it will take to complete your project by marking important dates and events, making them essential for precise project planning and scheduling.	18 October 2022
 Sprint Delivery Plan (ASSIGNED TO TEAM LEAD: M. SHAKEEL SHERIFF & TEAM MEMBERS: P. HARIKISHORE, M. REUEL JOSHUA, S. ARUN PRASANTH & S. LESLEE REUBEN RAJ)	Sprint Delivery Plan means to split the project output to phases called sprints to deliver accordingly at scheduled time. This may be very much useful as each Sprints are carefully reviewed for perfection. This reduces flaws during submission.	18 October 2022