

Project Plan

The project charter represents the first blueprint of the system. It is a statement of intent by your client of their desire to develop a software solution.

Team Name:

*<Paste your team name and team logo here.>
<The about/credits page of your app must show these details.>*

Team Members:

<Full name and Student Ids of all the team members.>

The Client:

<The company and project sponsor who you are doing the project for (include contact information).>

Business Purpose:

<A short descriptive statement about the purpose of the project. It should be very short, no more than 5 - 10 sentences. Focus on the problem you're trying to solve with this App>

Project Roles/Responsibilities:

<These represent the roles and names of each member of the team and the responsibilities that each has. Include users who will assist with the project.>

Features List:

<The Features List is a list of abilities/capabilities that the solution will have. The features are stated from the perspective of the user. An example might be "the system must provide for on-line entry of all orders".>

Event Table:

<The event table displays a list of actors and the events they generate. The business events that are to be a part of the software solution are arranged in rows while key pieces of information about each event are given in columns. The following is an example of an event table.

Generate an event table dividing the work of the entire project into 3 different event tables. Each one for each sprint. Remember that each sprint is a development cycle of 2 weeks. Everything promised

in the sprint's event table must to completed by the end the 2-week period to finish the project on time.>

SPRINT 1

Use Case#	Use Case Name	Event	Trigger	Source	Response	Destination
UC01	Display Item Availability	Customer wants to check availability of item	Item inquiry	Customer	Item availability details are displayed	Customer
UC02	Produce Report	Scheduled time for summary report	End of month		Customer report is generated	Marketing

SPRINT 2

Use Case#	Use Case Name	Event	Trigger	Source	Response	Destination
UC01	Display Item Availability	Customer wants to check availability of item	Item inquiry	Customer	Item availability details are displayed	Customer

SPRINT 3

Use Case#	Use Case Name	Event	Trigger	Source	Response	Destination
UC01	Display Item Availability	Customer wants to check availability of item	Item inquiry	Customer	Item availability details are displayed	Customer

Technical features (select all that apply):

- ☐ Support of multiple screen sizes/densities.
- ☐ Use of non-static Fragments
- ☐ Multi-threading using the AsyncTask and/or Intent Service classes
- ☐ Using local storage capabilities including BOTH SharedPreferences and SQLite databases
- ☐ Using networking with a web service (i.e. Facebook, Twitter, Instagram, etc.)
- ☐ Using Multi-media (Camera, Video, Sound, etc.)
- ☐ Location Based Services and/or other phone sensors
- ☐ Advanced graphics/animations in Android (i.e. a game!)
- ☐ Using the Support Library
- ☐ Using Google Play service