Ship Us Safe project

Project Management Plan

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TEAM 078

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Introduction and Purpose

This application has been designed to assist AuHumane's supporters in booking ships and planning for a route on a budget. Firstly, the application allows users to make new bookings. In the process of booking,users can choose the ship from list or add their ship with required information. In addition, users could choose the starting point and destination from the list or adding new starting point and destination by inputting location place yourself. Meanwhile, user could choose the departure time. Secondly, users are allowed to choose adding waypoint or deleting previous waypoint between starting point and destination. Then waypoint will become one of the journey. Thirdly, user can see some travel estimations such as estimated arrival time, estimated total distance, ship's range as well as estimated cost. Finally, user can check their all booking information before they are confirmed.

The purpose of this document is to display an outline of the project control and project execution of this developing application through the planning, designing and construction phases. This document will provide the reader an insight into the purpose of this app's design, the intended audience and of the application and a manufacturing timeline.

This project plan includes the methods of communication among team members, the platforms used for collaboration and sharing work progress and the overall management of the development of this app. Secondly, the contact details of each team member and their different responsibilities for this project. Finally, risk management is also included

Project Information

Background and intended use

AuHumane is an organisation which specialises in helping people rescue from life-threatening and dangerous conditions. They currently want to collaborate with other organisations to facilitate safe extradition of refugees. They have problem to take track of all logistical related information, and these problems can be resolved by the development of an application. With the help of that application, every AuHumane's supporter has access to application to book ships and book route on a budget.

This application is designed for the user to utilise on their tablet. The application is capable of displaying clear booking information. However the application should also be subject to urgency. For the actual use of the application, the user should understand some basic functionalities: The user is able to view all the available ships and choose the one the user needs. In the case when the user can not search up the specific ship, the user is allowed to add up new ships to the existing ship list. The user is also needed to choose the starting port and destination port in the world, or to add any missing ports to the existing port list. The user is also required to select departure date and time which may be used if the user wants to postpone the booking in later steps. After selecting the ships and ports, an initial route is created and shown on the map. The user is then free to choose any waypoints on the map and by doing this, new route will be automatically displayed on the map. The user is also able to view the climate condition on the route, and the estimated arrival time, estimated travel distance and cost will be displayed. After this, the name of the ship and port, the total cost and the departure date together with the estimated arrival date will be shown again for the user to reconfirm. The user is able to either confirm or cancel the plan. The user is also able to view the plan of routes that he has selected and delete or postpone the plans for a couple of days if he wants. The ship list and port list can also be viewed in the app, and the user is free to add his own ships or ports.

When the user has finished their booking, several details will be provided such as depatural time, ship choice, starting point, destination,waypoint, estimated arrival time, estimated cost as well as distance needed.

Scope

There are still some scope for the application. Firstly, the ship list and port list can not be automatically updated. Any new ships or ports can only be manually added by the user. Moreover, the DarkSky API only has the coordinates for some places in the world, and as the user is able to add waypoints at anywhere in the world, the weather condition can not always be correctly shown. Some points on the map can give an API error where the callback of the weather forecast cannot be retrieved. This is possibly due to their latitude or longitude coordinates being out of range or accuracy of longitude or latitude value for each point.

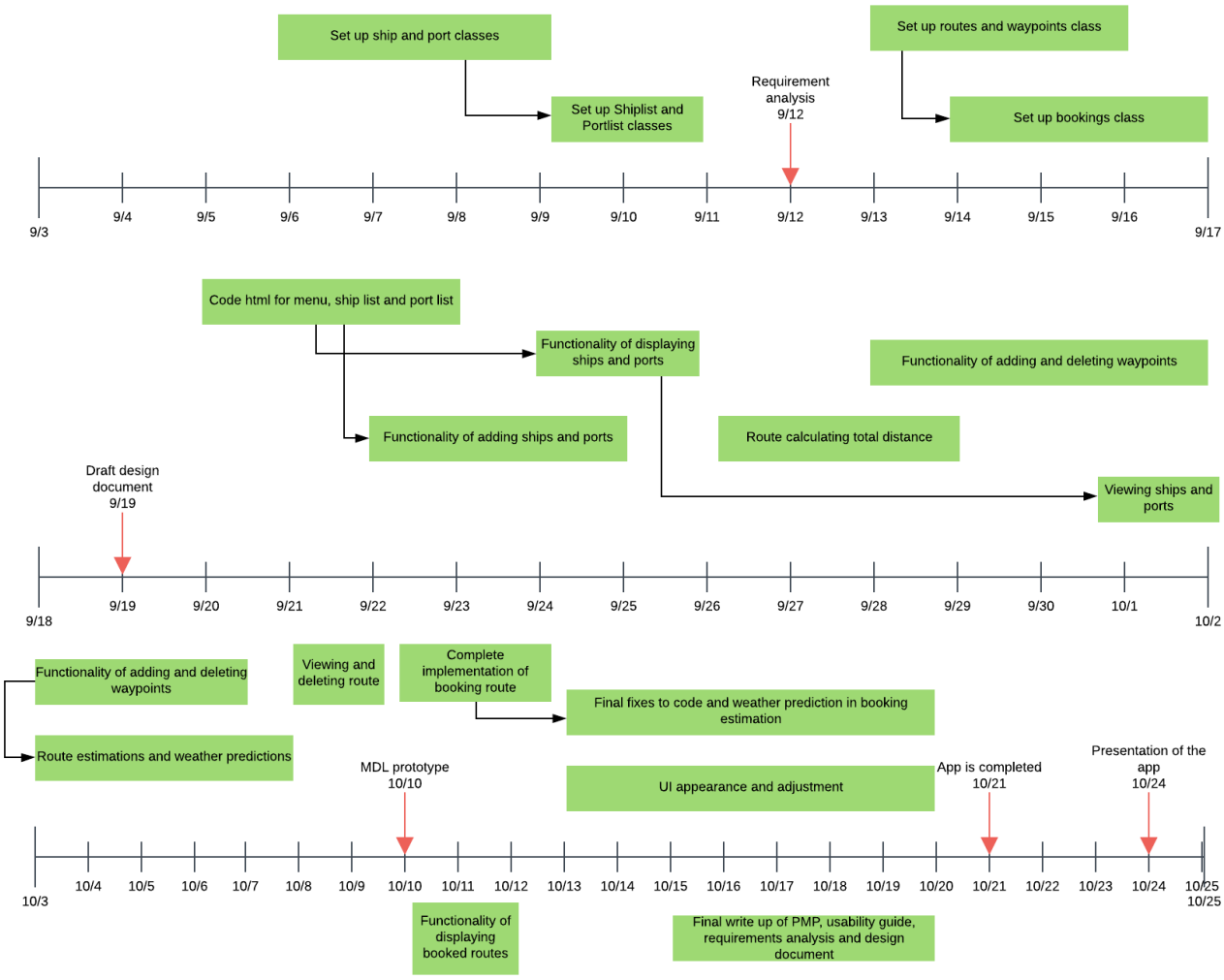
In addition, speaking of the route between the starting point and waypoint or route between waypoint and waypoint or route between waypoint and the destination, the route is always a straight line shown on the map. In reality, real routes cannot be a straight line. In the end, the distance will affect other results shown on the application.

The app is unable to simulate the weather forecast of the map. More details could be shown on the map, such as the pressure lines which implies what the forecast will actually be. However this is not supported by mapbox.

Deliverables

At the end of this project, one fully functioning app should be delivered that users could have booked ships and make route between the starting point and destination. User can add their new booking.

User can choose ship from list or add their own ship and choose starting point and destination on the map. User should also decide the departure time. In addition, user can also add waypoints in the route. Finally, all booking information need to be doubled checked by user.



Personnel/HR Management

Current Team Members:

-Jason Tay:

- Team roles: Team leader, app developer.
- Phone : 0423037522;
- Email : jtay0034@student.monash.edu
- Responsibilities: Project planning, coding

Zhiyue Li:

- Team Roles : App developer; document writer
- Phone: 0432216586
- Email: zlii0010@student.monash.edu
- Responsibilities:
- Responsible for keeping the User guide and Project Management Plan on track and ensure that they are done on quality. Coding little bit. Take minutes every week and record them formally.

Stephen Cheng:

- Team roles: App developer;
- Phone: 0416662329
- Email: hche0088@student.monash.edu
- Responsibilities: Coding

Steven Yang:

- Team roles: App developer, UI designer
- Phone: 0404970581
- Email: hyan0063@student.monash.edu
- Responsibilities: Project planning, coding

Decision on Processes

In this project, we applied several software which help us make decisions. They are going to be discussed in detail below.

Asana

a. Every time when any of the team members volunteered to work on certain tasks in the project or is asked to complete certain tasks, he could assign this task to himself or by other team members. All tasks are discussed before they are allocated to any one in the team.

b. In the comment section in the Asana, team members can describe what he has done or what problems he has needed to be solved later.

c. Every team member should have checked the Asana every 2 days in case he has left behind or miss any task assigned to him.

Google Drive

Every shared document is saved in this Google Drive folder named ‘Assignment 2’ including requirement analysis, project management plan, user guide and the design document. Every time one of the team members has modified any section in these documents, he will state what he has done in the message group and the rest of the team members are going to check later to ensure the document quality. Team members should have checked the work within 2 days.

Moreover, if team members have any other perspective on any section in the document, he could comment on it and state it again in the message group. In such a way, the other 2 members need to have a check it again and then this issue would have been discussed in the team meeting session.

Changes to the code (Git)

a. When one of the team members finished his own code and decided to update his code, he can push it to Git. In other words, the latest code will be stored in the server in the Git. In addition, he should inform of the team what he has done and tick off what he has done on Asana.

b. When one of the team members is about to push the changes into project, he should ensure he explained clearly and precisely what he has done in the comment part. After he has uploaded code to git, other team members could pull it down from the git and check whether that part works well or not.

c. If one section in whole part does not work well, the Git still allow team member to go back to the previous version to figure out particular issue.

Communications Management

In this project, we have used several methods of communication. They are all going to be discussed below in more detail.

Methods Management

a) Facebook Message Group Chat

Every team member should check his messages for updates every 5 hours to ensure that he is up to date on the current progress of the team. If he cannot respond to message which is sent to him and needs his response in time, other team members should call him right now if there is some emergency needed to be discussed.

b) Phone number

Since every team members have already share phone numbers with team members, one team member might directly call the other if he did not respond in a message within 3 days or it is a real emergency needed to be discussed.

c) Asana

Team members can communicate through the comment section of Asana. Every team member should check Asana every two days to ensure that he is up to date on the current progress of the team.

d) Meeting Schedule

The team decided to conduct meeting every Thursday. If there is a need for an extra meeting, team members could request for an extra meetings on the Facebook Group Chat or the comment section in Asana, and wait for replies from other team members.

e) Minute Taking

i) 12/ 09/2019

In the first meeting, all requirements for the project have been analysed and discussed in groups including coding, project management plan and user guide. During the meeting, we also group all our confusion about unclear points in the project so as to ask demonstrator in the prac. We want to ask more information about design and features that need to be implemented for this application.

ii) 19/09/2019

In the second meeting, team members decide to build up the wireframe and Storyboard for the app. We have already come up with basic features and write them down on the paper. Then before the prac, we try to draw wireframe for each screen . Moreover, we also list some specific features on each page. Speaking of storyboard, we just make wireframe in order or make it sense to some extent.

Lastly, before the prac, we have created one design document on google drive. Jason has used Lucidchart to draw the class diagrams before prac. We also attached it to the Design document.

iii) 26/09/2019

In the third meeting, because of mile stone, we decide to add some MDL into the app. Based on our previous design, we have decided which MDL should be added into the app. In addition, since we have already finished parts of MDL before prac, we thought we could start on different javascript file in the prac and share it with each team members through Git.

iv) 03/10/2019

In the fourth meeting, we move on adding the map as background which allows users to choose waypoint on the map. In addition, we mainly group all function together to test whether the app work well or not. We have discussed how to work on arrival time including its function. We figure it out together.

v) 10/10/2019

In this meeting, we aimed to finish everything related with waypoint. In this meeting, we succeeded in marking the waypoint in different colour on the map. Moreover, the weather estimation is completed. Application also has succeeded in route being displayed and viewed on the map. We decide to work on the functionality of displaying booked routers and complete implementation of booking route.

vi) 17/10/2019

In this meeting, we aimed to type up our usability and project management plan documents while finishing off the app. At this stage, our app had issues for weather forecasting and we tried to fix it but it is yet to work consistently.

Risk Management

Team availability

Availability for team meetings can be limited as some members are unable to attend the meeting due to circumstances such as other work to do outside of our project, sickness and meetings outside our project. Limited availability is likely because most of us have to deal with work from other units in Monash University. To deal with lack of availability, we use facebook and messenger to contact each other for project discussion.

Difficulty or Amount of task on each person

Every team member has received different amounts of work or task that are in different difficulty level. As a result, it is not likely to imagine that any of us will speed not the same amount of time on this assignment. It might not be completely fair and someone might have compliant on it. The best way to solve this kind of issue is that team members should have talked about how they have felt during every week.

Time management

Sometimes it is difficult to manage the time over task completions due to underestimating the difficulty of the task that requires greater effort or prolonged time. It is not always the case that the actual time completion of the task would be close to the planned time of completion based on the planned due dates for the task. A good approach to this problem is to have a back-up plan in case the timeliness of completion is too long. For example, we can have a different member doing the same task for someone who may struggle with it. Sometimes it is better to be lenient by planning due dates to be later but not too late to make tasks more manageable.