Team Big Data

Authentication

Low Level Design

Date: 12/2/2022

Team Leader:	Joseph Armas
Team Members:	Joshua Gherman
	Rhoy Oviedo
	Frank Curry
	Ghabrille Ampo
	David DeGirolamo

Git Repository: https://github.com/JosephArmas/cecs-491A-Team-Big-Data

Version History

Current Version: V3

Table of Contents

Road Map

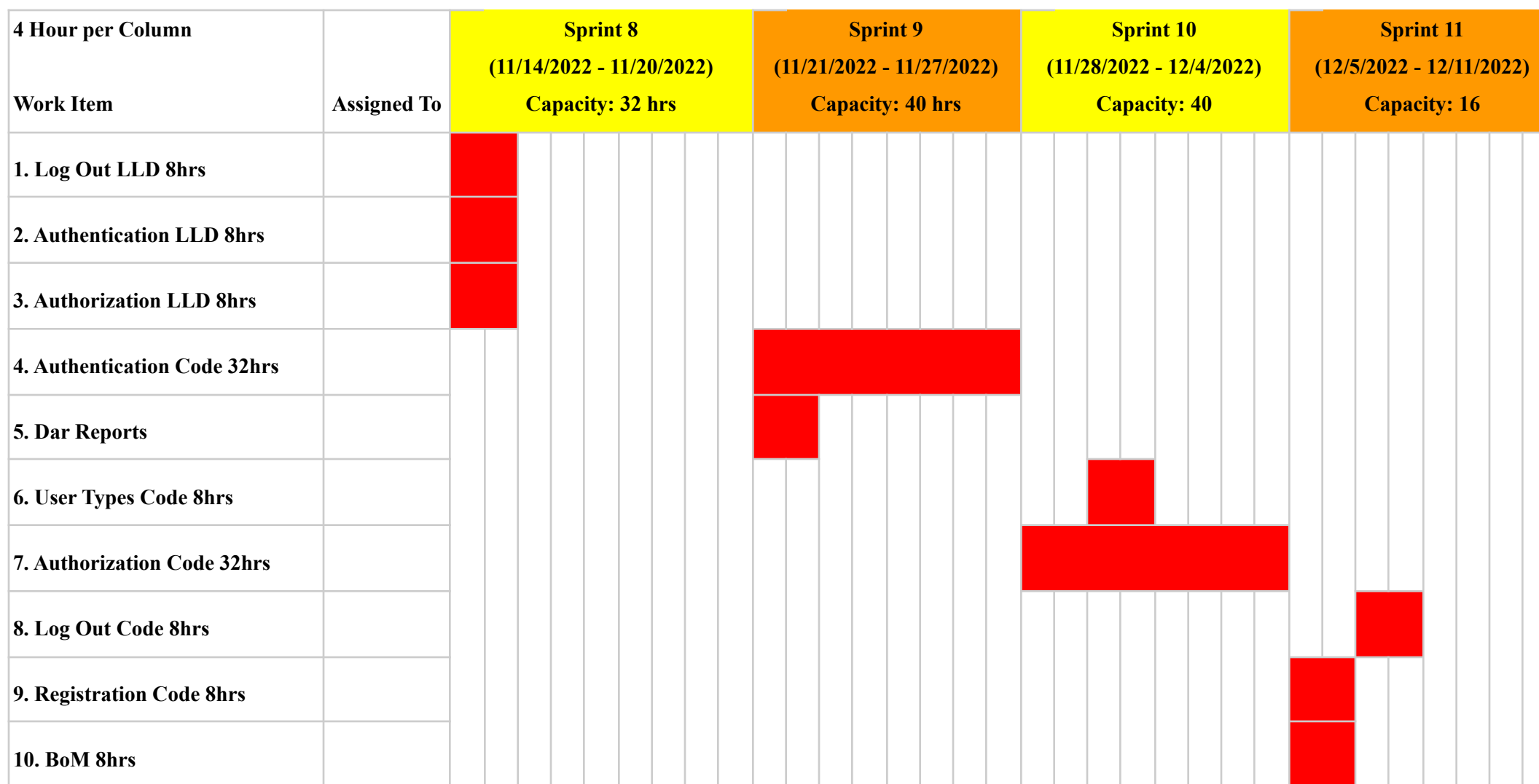Total Project Timeline: August 22, 2022 - May 21, 2023

Total Sprints: 24

Total Hours: 960 hours

Hours per Week: 40 hours

Every column is a week	November	December	January	February	March	April	May

Semester #	Milestone Item							
1	3. Account Security Part 1	Milestone 3 (11/14/22 - 12/11/22)						
	Includes: Authentication, Authorization, Log out, User types, BoM							
2	4. Account Security Part 2				Milestone 4 (1/23/23 - 2/19/23)			
	Includes: Account Recovery, Account							

Deletion, User Management		
5. UI	**Milestone 5 (2/20/23 - 3/19/23)**	
Includes: UI, Litter Map, Analytics		
6. App Features Part 1	**Milestone 6 (3/20/23 - 4/16/23)**	
Includes: Pinning, Alerts, Reputation		
7. App Features Part 2		**Milestone 6 (4/17/23 - 4/23/23)**
Includes: Events, Picture Upload, User Service		

<u>Gantt Chart</u>

4 Hour per Column Work Item	Assigned To	Sprint 8 (11/14/2022 - 11/20/2022) Capacity: 32 hrs	Sprint 9 (11/21/2022 - 11/27/2022) Capacity: 40 hrs	Sprint 10 (11/28/2022 - 12/4/2022) Capacity: 40	Sprint 11 (12/5/2022 - 12/11/2022) Capacity: 16
1. Log Out LLD 8hrs		■			
2. Authentication LLD 8hrs		■			
3. Authorization LLD 8hrs		■			
4. Authentication Code 32hrs			■		
5. Dar Reports			■		
6. User Types Code 8hrs				■	
7. Authorization Code 32hrs				■	
8. Log Out Code 8hrs					■
9. Registration Code 8hrs					■
10. BoM 8hrs					■

4 Hour per Column Work Item	Assigned To	Sprint 12 (1/23/2023 - 1/29/2023) Capacity: 8	Sprint 13 (1/30/2023 - 2/5/2023) Capacity: 40	Sprint 14 (2/6/2023 - 2/12/2023) Capacity: 40	Sprint 15 (2/13/2023 - 2/19/2023) Capacity: 40
11. Account Recovery LLD 8 hrs		■			
12. Account Recovery Code 32hrs			■		
13. Account Deletion LLD 8hrs			■		
14. Account Deletion Code 32hrs				■	
15. User Management LLD 8hrs				■	
16. User Management 32hrs					■
17. UI LLD 8hrs					■

4 Hour per Column Work Item	Assigned To	Sprint 16 (2/20/2023 - 2/26/2023) Capacity: 40	Sprint 17 (2/27/2023 - 3/5/2023) Capacity: 40	Sprint 18 (3/6/2023 - 3/12/2023) Capacity: 40	Sprint 19 (3/13/2023 - 3/19/2023) Capacity: 40
18. UI 32hrs		███			
19. Analytics LLD 8hrs		█			
20. Analytics 32hrs			███		
21. Litter Map LLD 8hrs			█		
22. Litter Map 32hrs				███	
23. Pinning LLD 8hrs				█	
24. Pinning 32hrs					███
25. Alerts LLD 8hrs					█

4 Hour per Column Work Item	Assigned To	Sprint 20 (3/20/2023 - 3/19/2023) Capacity: 40	Sprint 21 (3/27/2023 - 4/2/2023) Capacity: 40	Sprint 22 (4/3/2023 - 4/9/2023) Capacity: 40	Sprint 23 (4/10/2023 - 4/16/2023) Capacity: 40
26. Alerts 32hrs		████			
27. Reputation LLD 8hrs		█			
28. Reputation 32hrs			████		
29. Events LLD 8hrs			█		
30. Events 32hrs				████	
31. Picture Upload LLD 8hrs				█	
32. Picture Upload 32hrs					████
33. User Services LLD 8hrs					█

4 Hour per Column Work Item	Assigned To	Sprint 24 (4/17/2023 - 4/23/2023) Capacity: 32	Sprint 25 (4/24/2023 - 4/30/2023) Capacity: 0	Sprint 26 (5/1/2023 - 5/7/2023) Capacity: 0	Sprint 27 (5/8/2023 - 5/14/2023) Capacity: 0
34. User Services 32hrs					

4 Hour per Column Work Item	Assigned To	Sprint 28 (5/15/2023 - 5/21/2023) Capacity: 0	Sprint 28 (5/15/2023 - 5/21/2023) Capacity:0																					

Team Work Capacity

Total number of team members: 6

Member	Ghabrille	David	Rhoy	Joseph	Josh	Frank
Hours Per week	8	8	8	8	8	8

Total Team Capacity Per Week: 48 hours

Feasibility and Risk Mitigation Strategies

● Weekly sprint capacity is set to 40 hours per week which is less than the total team capacity of 48 hours. This allows for some members within the week to take less capacity for personal needs.

● Utification is planned to be finished by 4/23/2023 which gives the team 5 weeks of unassigned sprints ending at 5/21/2023.

● Based on Thanksgiving break, we will have a sprint during spring break but can become an unassigned sprint if wanted by the team.

Acceptable Levels of Risk

● We can be behind schedule on 4 app features and allow them to have a week extension.

● We can have at least 1 person gone per sprint and still be able to finish on time if the team still follows a 40 hour sprint capacity.

<u>References</u>

Kukhnavets, Paolo. "Gantt Chart vs. Roadmap: What Is the Difference?" Gantt Chart GanttPRO
    Blog, 26 Oct. 2022,https://blog.ganttpro.com/en/gantt-chart-vs-roadmap/
    #:~:text=Many%20think%20that%20a%20project,your%20project%20goals%20and%
    20vision.