

Stellaris Technology presents:

The Highway hospice mobile application Project roadmap

(Template and information provided by Flowu)

1. Project goals

- To automate donor signup process for the 2000s club lottery giveaway
- To create a platform that allows for seamless donations
- Increase donor engagement with Highway Hospice, encouraging repeat donations and increasing number of new donors

Business Objectives

- Automate manual donor sign up methods, like through email and walk in's, through the app
- Consolidate all methods of sign up into the application, as well as convert previous sign up to work with the application (CSV files, physically written paper, email, etc)

2. Key stakeholders

Highway hospice

Donors

Development Team

3. Key Milestones

| Milestone | Deadline |
|-------------------------------|-------------------|
| Finalization of Requirements | 30 April 2025 |
| UI / UX Design Approval | 31 May 2025 |
| Application Development | 31 August 2025 |
| Testing | 30 September 2025 |
| Google play submission | 31 October 2025 |
| Completion of documentation | 30 November 2025 |
| Pitching the app to companies | 10 December 2025 |

4. Assess Risk and dependencies

4.1 Key risks

4.1.1Regulatory Non-compliance

Mitigation - Consult highway hospice legal team on lottery regulations, payment regulations and banking information storage

Documentation – Maintain auditable logs for all transactions and user actions

4.1.2 Payment gateway errors

Mitigation – Consult with payment portal providers in Phase 2, and include a backup option in case of a down system

4.1.3 Security vulnerabilities

Mitigation – Encrypt sensitive data throughout the app, use user authentication, conduct frequent security testing

4.2 Critical dependencies

4.2.1 Payment gateway API integration (Zapper, Payfast)

4.2.2 Legal Approval for integration of lottery mechanic and winner selection process

4.2.3 Google play compliance

5. Project Roadmap timeline

| Phase | Timeline | Buffer | Key activities |
|---------------------------|---------------------------------------|-----------|--|
| 1. Discovery and planning | 1 March 2025 to 30 April 2025 | + 1 Week | - Finalize requirements |
| 2. Design and prototyping | 1 May 2025 to 31 May 2025 | + 2 Weeks | - Iterate on UI/UX designs |
| 3. Development | 1 June 2025 to 31 August 2025 | + 2 Weeks | - Multiple sprints for core features |
| 4. Testing | 1 September 2025 to 30 September 2025 | + 1 Week | - Beta testing - User testing - Compliance check |
| 5. Google play submission | 1 October 2025 to 30 October 2025 | + 4 Weeks | - Buffer allowed for multiple google play submissions |
| 6. Documentation | 1 September 2025 to 30 November 2025 | + 2 Weeks | - Done from the beginning of phase 1, but focused on from end of testing |
| 7. App pitch | 1 December 2025 to 20 December 2025 | +1 Week | - Refine pitch - Design posters and banners |

6. Deliverables

6.1 Phase 1

Requirement document

Wireframes

6.2 Phase 2

UI/UX Design Mockups

Clickable prototype

Technical design documentation

6.3 Phase 3

Alpha app build

Test cases

6.4 Phase 4

Use case refinements

6.5 Phase 5

Google play submission

6.6 Phase 6

Technical documentation

Design documentation

Use case documentation

Legal documentation

6.7 Phase 7

Live app on Play Store

App keynote

Gantt Chart (Low resolution version provided here, made in Excel. Full gantt chart can be viewed on the MS projects file or the full image provided)

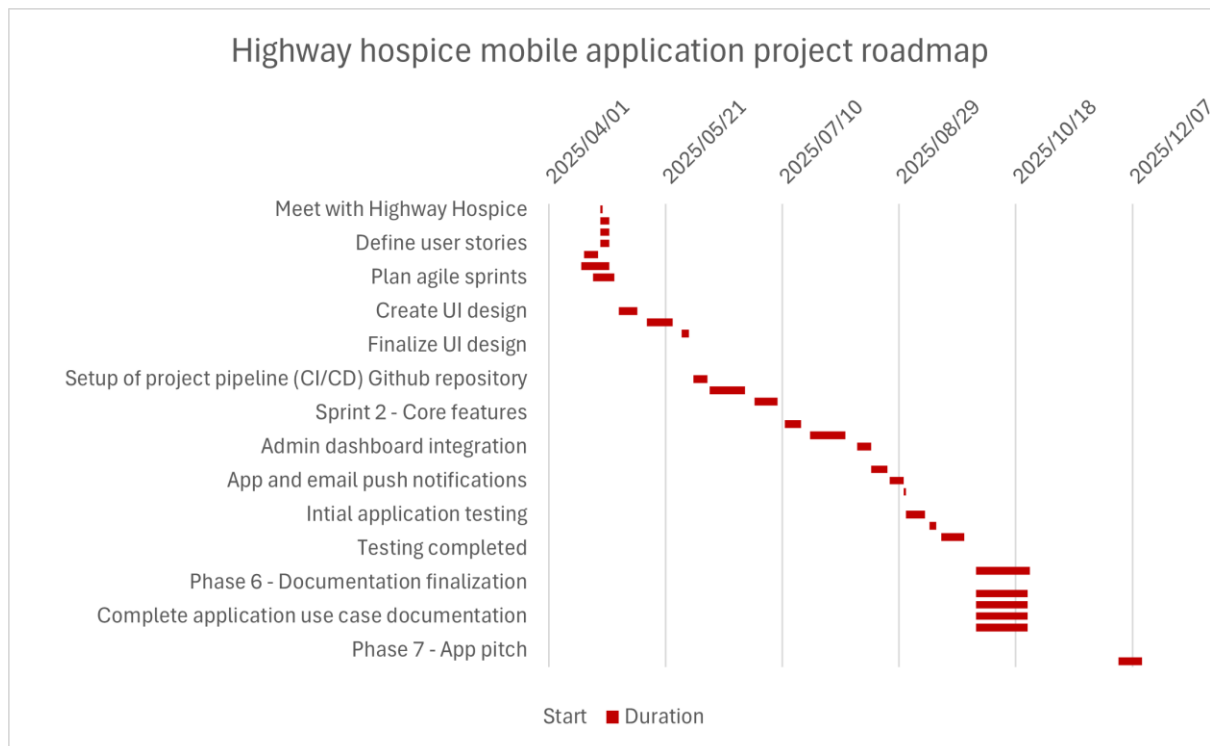


Figure 1 – Project roadmap for the highway hospice mobile app

Conceptualization

Mitigation - Refers to the after effects of a disaster and what we can do to prevent it from occurring in the first place TechTarget(n.d.)

References

R. Ryan. 2025. How to create a project roadmap that actually works. FlowU.com, 21 March 2025. [Online]. Available at: <https://www.flowlu.com/blog/project-management/project-roadmap/> [Accessed 27 April 2025]

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