Ride Along

Project Plan

Team Specs

Jesus Cerda (Lead)

Jason Barber

Giovanni Contreras

Rainier Marlone Getuaban

Vi Nguyen

November 22, 2023

Change Log v0.2

Version Number	Date of Revision	Summary of Revisions
v0.0	November 3, 2023	● Initial Creation of the Project Plan
v0.1	11/21/2023	● Revision from feedback from Frank ○ Included Project Timeline ○ Added to Risk and Mitigation ■ Added impact and probability descriptions
v0.2	11/22/2023	● Roadmap ● Teamwork Capacity ● Gantt Chart ● Risk and Mitigation ○ Added more risks and mitigations
v0.3	3/28/2023	● Updated to reflect new project plan ○ Added: ■ Updated Project Plan ■ Updated Roadmap

Purpose

The purpose of the Project Planning document is to give a detailed and general overview of how and when the project will be completed. The document will provide imperative project dates, estimated times for features and work items, and identify risk and risk mitigation for our project. In addition, the project plan will serve as a schedule for our project and as a guideline to track progress for each Sprint.

Resources

Human Resources

Project Manager: Oversee the progress of the project development, ensure that features and functionalities are delivered with all requirements, within the allowed budget, and met the deadline

Scrum Master: Oversee the dynamic of the team, and resolve any blockage that developers have

Full Stack Developer: For this project, the developer will work both the front end and back end ensuring the cohesiveness of the product

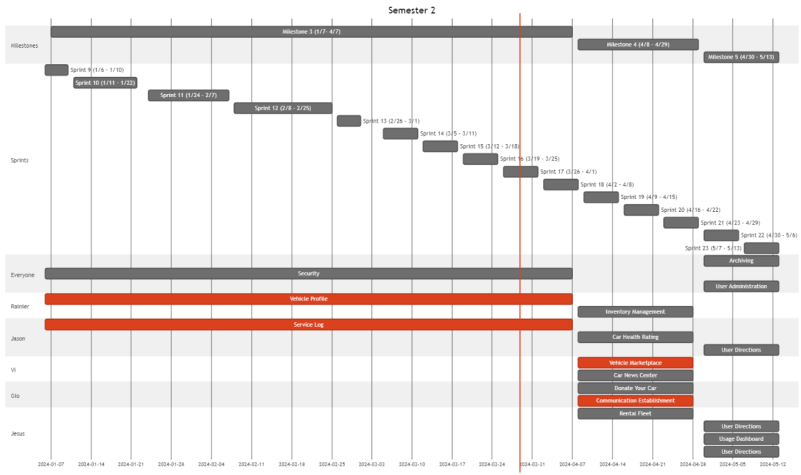
QA: creating unit tests assisting in developing, and debugging following Red-Green-Refactor principles

Name	**Role**
Jesus Cerda	Project Manager/Full Stack Developer/QA
Jason Barber	Scrum Master/Full Stack Developer/QA

Giovanni Contreras	Full Stack Developer/QA
Rainier Marlone Getuaban	Full Stack Developer/QA
Vi Nguyen	Full Stack Developer/QA

Gantt Chart

The Gantt chart is a tool to help assess a project's planning and scheduling by giving a breakdown of how long the feature will take to complete as well as who is assigned to such a feature. In addition, Gantt charts are useful for identifying critical points in our project which are outlined in orange.


Semester 2
Milestones
Sprints
Everyone
Rainier
Jason
Vi
Glo
Jesus
Milestone 3 (1/7 - 4/7)
Milestone 4 (4/8 - 4/29)
Milestone 5 (4/30 - 5/13)
Sprint 9 (1/6 - 1/10)
Sprint 10 (1/11 - 1/22)
Sprint 11 (1/24 - 2/7)
Sprint 12 (2/8 - 2/25)
Sprint 13 (2/26 - 3/1)
Sprint 14 (3/5 - 3/11)
Sprint 15 (3/12 - 3/18)
Sprint 16 (3/19 - 3/25)
Sprint 17 (3/26 - 4/1)
Sprint 18 (4/2 - 4/8)
Sprint 19 (4/9 - 4/15)
Sprint 20 (4/16 - 4/22)
Sprint 21 (4/23 - 4/29)
Sprint 22 (4/30 - 5/6)
Sprint 23 (5/7 - 5/13)
Archiving
Security
User Administration
Vehicle Profile
Inventory Management
Service Log
Car Health Rating
User Directions
Vehicle Marketplace
Car News Center
Donate Your Car
Communication Establishment
Rental Fleet
User Directions
Usage Dashboard
User Directions
2024-01-07
2024-01-14
2024-01-21
2024-01-28
2024-02-04
2024-02-11
2024-02-18
2024-02-25
2024-03-03
2024-03-10
2024-03-17
2024-03-24
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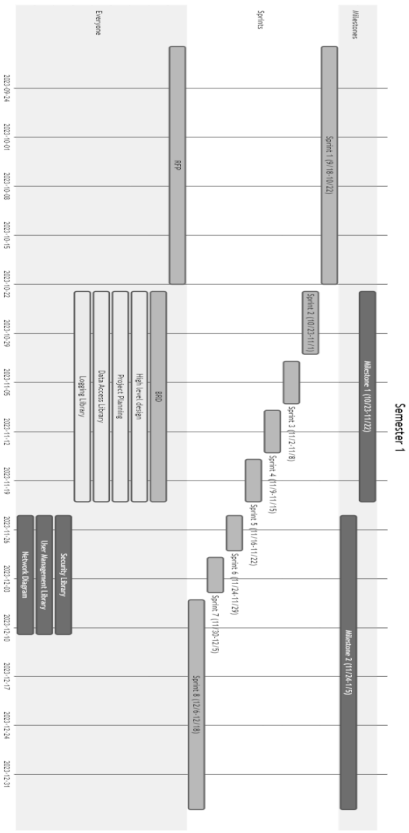
2024-04-28
2024-05-05
2024-05-12



Team Work Capacity

Number of Team Members: 5

Member	Jason	Jesus	Rainier	Vi	Giovanni

Hours	12	12	12	12	12

Total Team Capacity in a week: 60 productive hours

Risk Management

Overview

Risk Management relates to any unforeseen risks associated with the Ride Along web application which we try to mitigate the potential impact they could have on our project development. Each risk will be categorized by Risk, Description, Impact, Probability, Mitigation Strategy, and Risk Limit.

Risk Analysis

Impact

- High → A risk with the ability to significantly influence the project's timeline, outcome, or deployment of the project.
- Medium → A risk with the ability to moderately influence the project's timeline, outcome, or deployment of the project.
- Low → A risk with the ability to have a small impact on the project's timeline, outcome, or deployment of the project.

Probability

- High → The likelihood of the risk occurring is between 75 – 100%
- Medium → The likelihood of the risk occurring is between 25% – 74.99%
- Low → The likelihood of the risk occurring is between 0.1% - 24.99%

Risks and Mitigations

1. We are behind schedule or we don't have enough time to complete the project
    - **Probability**: High
    - **Reason:** It may be due to team members falling behind or there is too much work to complete within a certain time
    - **Impact:** High impact
    - **Mitigate:** Communicate with the client if we are behind and may need to descope or be able to put in extra hours.
2. A team member's availability changes
    - **Probability**: High chance of happening
    - **Reason:** A team member may be sick or is involved in an accident that leads to

them being unable to work for a certain time
    - **Impact:** Medium impact
    - **Mitigate:** An unavailable team member would have to communicate with the rest of the team and may have to change work assignment for the sprint
3. A team member drops out of the project
    - **Probability**: High to medium
    - **Reason:** Team member may leave the project due to an unforeseen accident
    - **Impact:** High impact
    - **Mitigate:** Communicate with the client that we may have to descope the project due to having one less member
4. The APIs we are using will no longer supported by the end of next semester
    - **Probability**: Medium
    - **Reason:** Maybe because they have shut down or are no longer in business
    - **Impact:** Medium impact
    - **Mitigate:** In case this should happen we should already have a backup API prepared ahead of time
5. Natural Disaster
    - **Probability:** Low
    - **Reason:** There is no way to predict natural disasters but there are ways to mitigate the damages
    - **Impact:** Depending on how strong the natural disaster it may halt all progress until it is resolved
    - **Mitigate:** We can't do much to prevent natural disasters other than trying to keep our team members safe and healthy
6. Changing or Requesting Technologies
    - **Probability:** High
    - **Reason:** Due to unforeseen factors we may need to change or request technologies we are using
    - **Impact:** Medium
    - **Mitigate:** Try to submit our DAR reports as soon as possible and research our technologies
7. Client changes requirements
    - **Probability:** High
    - **Reason:** The client may want to have something changed on the product or may want to get rid of a feature
    - **Impact:** Medium-High depending on what the client wants to change
    - **Mitigate:** We would have to reallocate resources to implement the new requirements and have flexible code so that the new requirements can be easily implemented.

Project Roadmap