

# Agile Processes Group Project - Gymflow MTU

**Olann Lally** - R00228730: Documentation

**Arnas Kavaliauskas** - R00226119: Documentation

**Liam Ó Dubhgáin** - R00230462: Visual Paradigm

**Maja Majstrzyk**- R00236514: Visual Paradigm

## Motivation

The MTU Arena is currently under construction, and to help it perform successfully, signing in and out of the gym, and viewing who is in the gym, should be as easy and accessible as possible for both members and staff.

## Objective

A Website will be designed, allowing students and staff quick and efficient access from anywhere to see how many people are currently in the gym, as well as let them sign in and out with ease

## Scope

Resources -> 4 team members working x amount of hours weekly

Deliverables -> Login, password updates feature (every 3 months), registration system, limited number of wrong password inputs, review system, booking/cancelling/searching feature, tracking BMR system

Out-of-scope -> members may not update the system on routine workout therefore BMR calculations may be inaccurate, user emotions may not be taken into account (moods may vary intensity of workout)

## Stakeholders

MTU Students

MTU Staff

Locals

Arena Members

### **Cost Benefits**

- Due to the limit of the budget, we cannot build any more advanced AI features into the system.
- Besides the money, time is another main cost of the project. If the amount of the users surge exponentially we may need to consider the utilisation of clusters, which demands additional staff with special skills; but again due to time and money constraints the utilisation of clusters will not be possible in this project.
- This project will minimise the time the workers in the arena will spend organising all the data and looking for it.
- Due to the time limit the functions of the website will not be as diverse as would be liked.

### **Risk Assessment**

- Assigning team members to parts of the project where the member may have insufficient knowledge.
- Time, it is vital time is distributed weekly in accordance with the project requirements in order to complete the project in the given time.
- Communication can vary from every team member, clear communication is essential between members in order to avoid any misunderstanding of parts of the project.

### **Critical Success Factors**

- Collaboration of team members is vital in completing a project.
- Communication is necessary between team members.
- Time management is essential for members to complete their part of the project weekly.
- Strong leadership → roles must be given to each team member in advance of the next sprint.

Appendix

Potential Risks / Negative Impacts				
Potential Risks / Negative Impacts	Risk	Likelihood	Impact	Mitigation & Contingencies
	Communication	Possible	▼ It could be difficult to work as a team if the team can't communicate what they are working on or explain how what they made works.	Clear and effective communication will lead to less confusion and time or effort wasted.
	Time	Likely	▼ Time constraints could make it difficult to get the project done. Some members have club activities or work which could make it challenging to find time to work on the project.	Creating a schedule for separate work, hobbies, and project work and sticking to it will mitigate time wasted.
	Assigning team members	Unlikely	▼ Assigning the wrong person to the wrong task could make the project worse if the person doesn't have the same level of experience in a topic as another.	Assigning the correct person to the correct role based on their experience with the topic will make it so the best person is given for each task.

Critical Success Factors		
Critical Success Factors	Critical Success Factor (CSF)	Description
	Ability to develop frontend	A well designed <b>frontend</b> will be developed, which requires the knowledge of HTML, CSS <b>JavaScript</b> and more
	Ability to develop backend	A Restful <b>backend</b> will be developed, which will require knowledge of what a Restful <b>backend</b> is as well as the technologies associated with
	Testing talent	The software will need to be tested throughout the development cycle, therefore someone with experience with unit testing is needed
	Organizational	There will be heavy time constraints for this project, because of this work and meetings must be done regularly
	Collaboration	Collaboration of team members is vital in completing a project.
	Communication	Communication is necessary between team members.
	Time management	Time management is essential for members to complete their part of the project weekly.
	Strong leadership	Roles must be given to each team member in advance of the next sprint.

Project Success Criteria	
Project Success Criteria	Success for the CIT Smart Multifunctional Sports Arena Web app will be achieved when a fully tested <b>webapp</b> , and all documentation, are fully deployed on time. Success will be determined by the Project Sponsor, <b>Jing Hua Ye</b> , who will also authorize the completion of the project.

Resource Requirements	
Resource Requirements	Description
Facilities	Meeting Facilities
Equipment	Laptops and monitors

Project Initiator / Sponsor		
Project Initiator / Sponsors	Role	Responsibilities
	Project Initiator	▼ <b>JHA</b>
	Project Sponsor	▼ -Resolve issues in a timely manner -Provide direction, senior-level support and guidance -Give feedback on project