

COMP2003

Computing Group Project

2021-22

Project Name: MVP Web Application

Project Client: ECO Badge

Group:

| GROUP A | |
|----------------|----------------|
| Team Member | Role |
| Josh Fruin | Product Owner |
| Callum Organ | Scrum Master |
| Alex Cleverley | Client Liaison |
| Thomas Mahoney | Technical Lead |

Executive Summary:

This document exists to present a brief overview of the project and under the circumstances that a third party wants to become knowledgeable about the project, this document can be used as a point of entry:

The main objective of this project is to create a Minimum Viable Product for the client ECO Badge so they can showcase their idea to stakeholders to achieve two separate outcomes:

1. Consumer and customer research.
2. Attract the attention of potential investors and businesses interested in the ECO Badge scoring scheme.

The project will be developed in an Agile manner, with sprints lasting a period of two weeks each. It is expected that a major feature should be delivered at the end of each sprint and presented to ECO Badge's representatives to gain feedback to iterate upon. These sprints will be carried out between January and early May.

The greatest resource that this project will require between these two points is: time. Group A has only a few months to fully develop a working and tested web application that covers ECO Badge's minimum requirements.

Resources

The **four team members** mentioned on the previous page are the greatest asset to providing ECO Badge with a successful MVP application – with success being determined by how many of the requirements have been met. As parts of the project cannot be outsourced, it is up to the knowledge and determination of the Group to make the project by themselves from start to finish.

Time is a resource that will overall determine how far through the requirements Group A can get. With more time, a greater solution could possibly be developed, however, the duration of this project is limited to 4 months.

Risks

The risks that pose the biggest threat to this project are those to do with productivity and group members not completing allocated tasks within the sprint period. Not following the strict schedule could cause the more innovative, but less desired (as they are more aesthetic/usability-based functionality) user stories and features to be pushed back.

Technical risks can be found within the Risk Assessment Document.

Initially Proposed Timeline

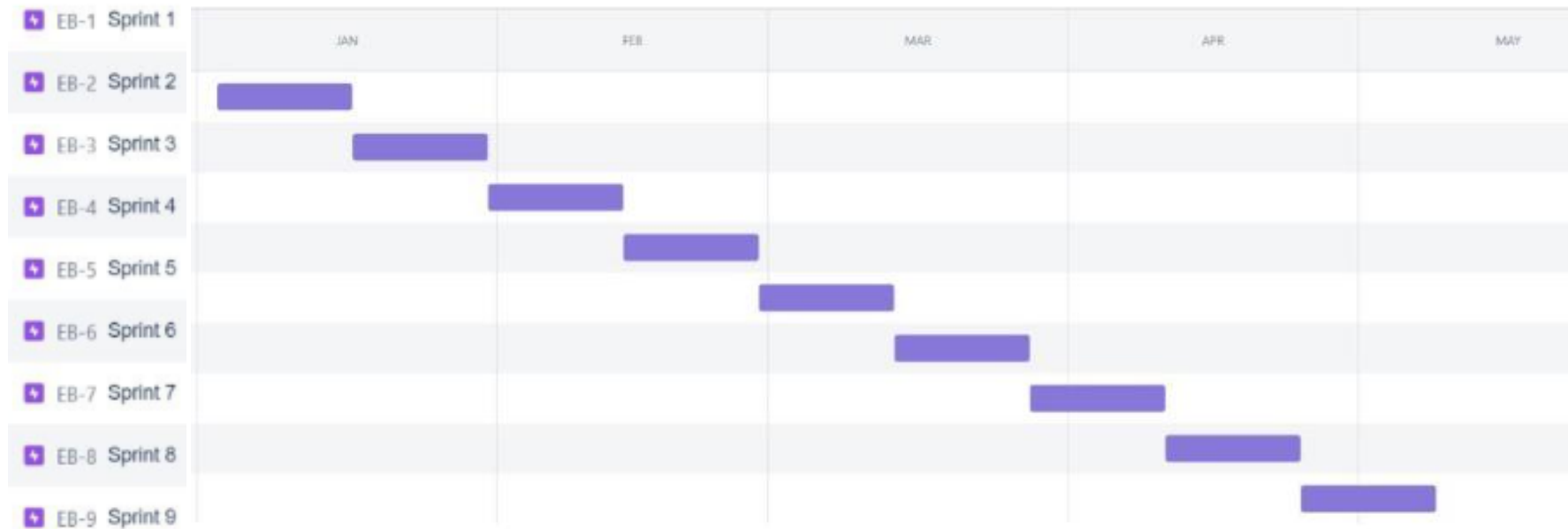


Figure 1: Initial sprint plan

The above images illustrate the original Roadmap plan for the project. However, this plan was disregarded after the first week due to a rise of inactivity from Group Members. In total, there were 9 originally planned sprints, which would've allowed for a single major backlog feature to be developed per sprint.

Final Timeline

| Sprint | Start Date | End Date |
|--------|------------|----------|
| 1 | 03/01/22 | 16/01/22 |
| 2 | 16/02/22 | 09/03/22 |
| 3 | 09/03/22 | 23/03/22 |
| 4 | 23/03/22 | 20/04/22 |
| 5 | 20/04/22 | 27/04/22 |
| 6 | 27/04/22 | 19/05/22 |

Figure 2: Timeline that was carried out instead.

The proposed timeline was not flexible and did not account for breaks away from the project and therefore, the actual Timeline of the project has dropped by 3 sprints. This meant that the extra functionality was not implemented, and some of the main functionality, such as sign ins was also not incorporated into the project.

More on sprints can be read from within the Sprint Planning document.