Project Plan For

Tellagence Capstone Project

Distribution:

Appendices:

Contents

1 Overview

2 Goals and Scope

Goals

Scope

3 Role Description

3.1 Aren Edlund-Jermain

Testing and Validation: Must ensure that software passes tests and meets requirements. Check each stage of process to ensure proper software behavior with unit tests. Stay aware of client specifications and ensure that software project meets those goals. Maintain automatic build system. Write appropriate unit tests for each individual piece of project.

3.2 Derek Hurley

Team Lead and Sponsor Contact: Team Lead must plan meetings, aid in overall design and implementation of the project, mediate conflicts between team members, and generally make sure work is completed in an efficient manner. This involves checking in with each team member frequently and actively monitoring the status of the project. Sponsor Contact must maintain frequent communication with the team sponsors to gather requirements and keep them aware of the project status. This also involves asking questions and looking for feedback on all elements of the project.

3.3 Huy Tran

Documentation Lead: Documentation Lead must ensure the following. First, having a agreed template for a document which is suitable for each team member to add their contents into it. Second, there are sufficient, up to date documents for all parts of the project. At the end of each development phase, Documentation Lead must ensure that all documents for all parts are integrated into one comprehensive document.

3.4 Jonathan Harker

Issues and Ticketing Lead: Ensure that deadlines are met, bugs are resolved in a timely manner, and the project moves forward as planned.

3.5 Long Nguyen

Architectural Design and Tech Lead: Prosect the scope of the entire project and construct architecture. Coordinate with all programmers to keep improving architectural design. Do major research on GUI tech and demo for other members.

3.6 Tien Le

System Administrator Lead: Keep all of the computers running 24/7, software and package installation, backup cron job, testing code and html5 research.

4 Task Schedule

4.1 Interface Milestones:

Design and Architecture: 1 week

Task Description	Assignee	Start Date	Due Date
List Rendering Metrics for Display	Derek	2012-1-8	2012-1-11
Search and Filtering Rules	Aren	2012-1-8	2012-1-10
User Input: Sidebar Controls	Aren	2012-1-10	2012-1-12
User Input: Mouse and Keyboard	Aren	2012-1-12	2012-1-14
User Input: Bounds and Areas of Page	Aren	2012-1-12	2012-1-14
Layout Diagrams: Sketches	Derek	2012-1-11	2012-1-14
Workflow and Interactive/Static Areas	Derek	2012-1-11	2012-1-14

Initial Canvas/Page Layout: 3 weeks

Task Description	Assignee	Start Date	Due Date
HTML5 Template Laid Out	Derek	2012-1-15	2012-1-21
Canvas/Page Elements Passed to Javascript	Derek	2012-1-22	2012-1-28
Search Input Caught and Classified	Aren	2012-1-15	2012-1-21
Help Message Areas Functioning	Derek	2012-1-29	2012-2-4
Sidebar Controls Shown, Stubbed Out	Aren	2012-1-21	2012-2-4

Responsive Event Handlers: 2 weeks

Task Description	Assignee	Start Date	Due Date
Sidebar Controls Trigger Events	Aren	2012-2-5	2012-2-9
Keyboard Input Events on Test Shape	Derek	2012-2-5	2012-2-11
Click/Drag Input Events on Test Shape	Aren	2012-2-9	2012-2-14
Hover/Scroll Input Events on Test Shape	Aren	2012-2-14	2012-2-18
Input Bounds and Areas to Test Shape/Page	Derek	2012-2-12	2012-2-18

Finalized Canvas/Page Layout: 2 weeks

Task Description	Assignee	Start Date	Due Date
Hook up Renderer to Interface to Pass Visual	Derek	2012-2-19	2012-2-25
Verify Events with Rendering	Aren	2012-2-19	2012-2-25
Display Metrics on Visual	Derek	2012-2-26	2012-3-3
Hook up Search to Data backend	Aren	2012-2-26	2012-3-3

4.2 Rendering Milestones:

Prototype basic objects: 1 week

Task Description	Assignee	Start Date	Due Date
Basic objects (node, link)	Huy	2012-1-8	2012-1-11
Arrange objects	Long	2012-1-12	2012-1-15

Prototype Features/Views with Random Data: 2 weeks

Task Description	Assignee	Start Date	Due Date
Feature 1 (select nodes)	Huy	2012-1-15	2012-1-20
Feature 2 (zoom in/out)	Long	2012-1-15	2012-1-20
Feature 3 (arrange nodes)	Long	2012-1-20	2012-1-25
Feature 4 (integrate with filter,search)	Long	2012-1-25	2012-1-29
View 1 (subview with 1 nodes)	Huy	2012-1-20	2012-1-25
View 2 (subview with multiple nodes)	Huy	2012-1-25	2012-1-29

Design/Architecture: 1 week

Task Description	Assignee	Start Date	Due Date
Finalize the design/architecture	All	2012-1-29	2012-2-3
Finalize data needed	All	2012-2-3	2012-2-5

Basic Rendering: 3 weeks

Task Description	Assignee	Start Date	Due Date
Complete/improve feature 1 (select nodes)	Huy	2012-2-5	2012-2-10
Complete/improve feature 2 (zoom in/out)	Long	2012-2-5	2012-2-10
Complete/improve feature 3 (arrange nodes)	Long	2012-2-10	2012-2-15
Complete/improve feature 4 (filter/search)	Long	2012-2-15	2012-2-19
Complete/improve view 1 (1 node)	Huy	2012-2-10	2012-2-15
Complete/improve view 2 (multiple nodes)	Huy	2012-2-15	2012-2-19
Integrate rendering with interface	Huy	2012-2-19	2012-2-26
Intergrate all and test	Long	2012-2-19	2012-2-26

Advanced Rendering: 1 week

Task Description	Assignee	Start Date	Due Date
Add 3D feature	Huy	2012-2-26	2012-3-4
Add Time animation feature	Long	2012-2-26	2012-3-4

4.3 Finished/Extraneous:

Task Description	Assignee	Start Date	Due Date
Reload Capstone Machines/Servers	Tien	2011-11-4	2011-11-11
Setup Redmine and Git Repo	Jon	2011-11-4	2011-11-14
Mirror Redmine Repo on Github	Jon	2011-11-4	2011-11-14
Research/Prototype HTML5 Canvas Work	Long	2011-11-7	2011-11-20
Install and Setup Buildbot	Aren	2011-11-11	2011-11-18
Make Template for Project Plan	Aren	2011-11-14	2011-11-15
Add Role to Project Plan	Each	2011-11-16	2011-11-18
Add Tasks/Milestones to Project Plan	Each	2011-11-22	2011-11-27
Add Risk Management to Project Plan	Huy	2011-11-22	

5 Risk Management

There are four main issues in risk management which we classified.

- First, sponsor issues include several problems. For not communicating, we can make phone calls, or talk to course instructor. Besides, if the data provided by sponsor are ill defined, we can use fake numbers for processed data. In the worst case, if the sponsors disappeared, then we would go to their office, and talk to course instructor.

- Second, back up for Redmine issue can be handled by setting up Githup which clones every changes in Redmine, also by using local copies.
- Third, there are three main problems in team member issues. If a team member did not communicate or present, then you would talk with other team members. Also, if a team member could not complete a task, we can break it up among other members. For buttheads, you can report to team lead or course instructor.
- Finally, development issue includes lack of experience of team members in designing and coding. It can be handled by doing easy stuff first which are 2D rendering, zoom in feature, then hard stuff later (3D rendering, zoom out feature). Also,we need to make sure architecture to be nailed down.

6 Delivery Plan

7 Quality Assurance