

HomeView

Project Plan

Uniting Streaming Services on One Site

October 27, 2021

Unite
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1. Overview

1.1. Project Overview

Our team is aiming to solve a browsing and convenience problem. Subscribers of multiple American streaming services experience difficulty in trying to find a specific title to watch or to experience something new. As cited by Wonder (research company), the average Netflix user spends around 20.75 minutes of their day, or 126 hours of their year, spent searching for titles to watch. Moreover, searching for new movies or shows involves logging in to each platform individually, and dealing with separate browsing catalogs. In addition, although American streaming services already offer a free way for users to view their catalog, users are able to view each of their subscription's catalog collectively on our site, rather than taking more time to view each individually. Our product will serve as an organized, customized database and comfortable American streaming service navigator. The vision of HomeView is to provide clients with an effortless stream searching experience while also unifying all different American streaming services.

1.2. Document Overview

The following document contains relevant information regarding the entire timeline, roadmap, risks and its mitigations, resources, and its constraints.

1.3. Assumptions and Constraints

#	Assumptions
1	User has access to an internet connection
2	User has access to a system capable of running Google Chrome 93 or up
3	User owns an email address
4	User is subscribed to at least one streaming subscription service
#	Constraints
1	Project deadline is May 2022
2	Team Unite has five members
3	Team members are full time students
4	No budget

2. Resources

2.1. Team

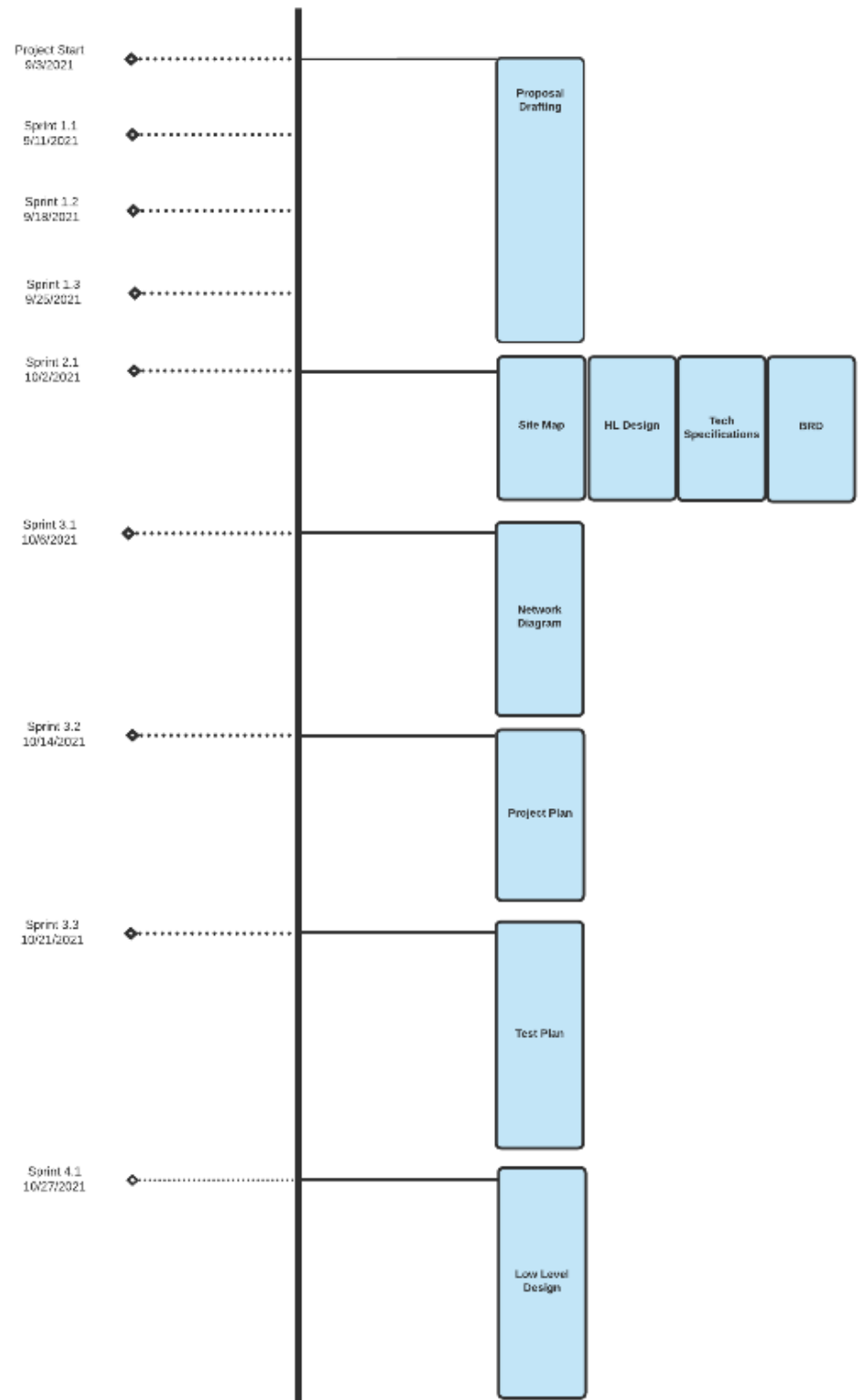
Name	Role
Christian Lam	Full Stack Developer
Daniel Monge	SCRUM Master / Full Stack Developer
Eric Truong	Team Leader / Full Stack Developer
Erina Lara	Full Stack Developer
Michael Lamera	Full Stack Developer

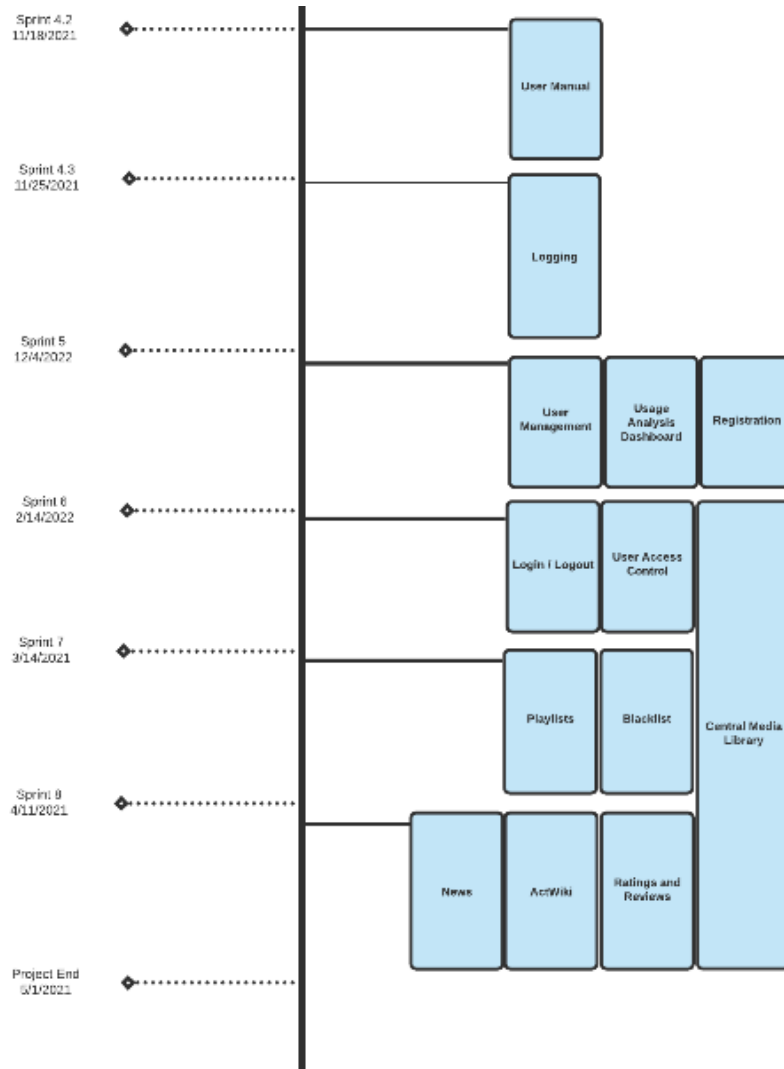
2.2. Document Resources

Document	Link
Timeline	https://lucid.app/lucidchart/460c3ef9-374a-4dee-a3a4-4b1442c977ec/edit?view_items=ms7X_Us66qCk&invitationId=inv_d167f3e1-c6f4-4b6d-af3a-661aad61c5c0
Roadmap	https://lucid.app/lucidchart/82fec267-e8bd-4d26-8bdc-1aecd64eb7ba/edit?viewport_loc=-20%2C-35%2C1579%2C832%2C0_0&invitationId=inv_bbbfa89f-482a-4b37-af61-213b108735ce

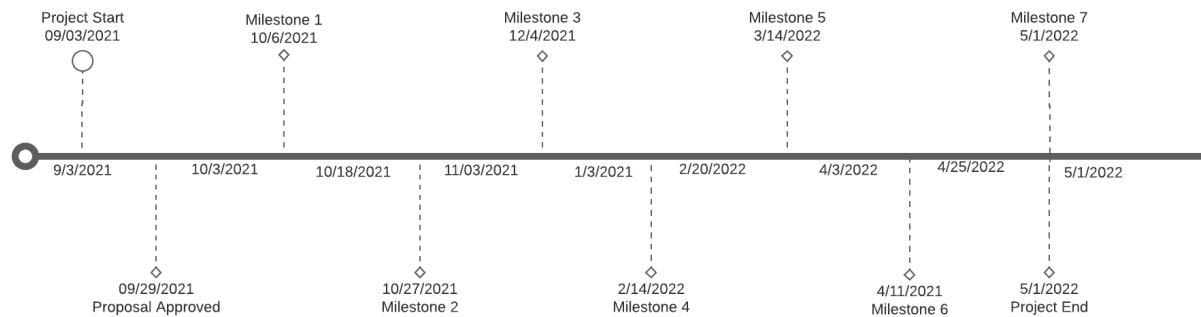
3. Project Timelines

3.1. Project Timeline





3.2. Roadmap



Note: Milestone deliverables after Milestone 3 and dates after 12/4/2021 are anticipated and are subject to change, due to a new semester

Milestone	Description	Deliverables	Completion Date
Project Start	Marks the starting date of the planned project	N/A	9/3/2021
Proposal Approved	Proposal is approved and submitted.	Project Proposal	9/29/2021
Milestone 1	Milestone 1 deliverables are submitted.	Site Map, High Level Design, Tech Specifications, Business Requirements Document	10/6/2021
Milestone 2	Milestone 2 deliverables are submitted.	Project Plan, Test Plan, Network Diagram	10/27/2021
Milestone 3	Milestone 3 deliverables are submitted.	Low Level Design, User Manual, Logging	12/4/2021
Milestone 4	Milestone 4 deliverables are implemented.	User Management, Usage Analysis Dashboard, Registration	2/14/2022
Milestone 5	Milestone 5 deliverables are implemented.	Login/Logout, User Access Control, Central Media Library	3/14/2022
Milestone 6	Milestone 6 deliverables are implemented.	Playlists, Blacklist, Central Media Library	4/11/2022
Milestone 7	Milestone 7 deliverables are implemented.	Central Media Library, News, ActWiki, Ratings and Reviews	5/1/2022
Project End	Project code is ready for	Finished product	5/1/2022

	deployment.		
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3.3. Hour-Sprint Distribution

Sprint 1		
9/11/2021 - 9/25/2021	Project Proposal 21 hours	Productive 21 hours

Sprint 2		
10/2/2021 - 10/6/2021	BRD, Tech Spec, HL Design, Site Map 99 hours	Productive 99 hours

Sprint 3		
10/7/2021 - 10/27/2021	Project Plan, Test Plan, Network Diagram 173 hours	Productive 68 hours Non-productive 105 hours

The following hour-sprint tables will be updated as more sprints are completed.

Sprint 4		
10/27/2021 - 12/4/2021	Low Level Design, User Manual, Logging - hours	Productive - hours Non-productive - hours

Sprint 5		
12/4/2022 - 2/14/2022	User Management, Usage Analysis Dashboard, Registration - hours	Productive - hours Non-productive - hours

Sprint 6		
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2/14/2022 - 3/14/2022	Login/Logout, User Access Control, Central Media Library - hours	Productive - hours Non-productive - hours
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Sprint 7		
3/14/2022 - 4/11/2022	Central Media Library, Playlists, Blacklist - hours	Productive - hours Non-productive - hours

Sprint 8		
4/11/2022 - 5/1/2022	Central Media Library, News, ActWiki, Ratings and Reviews - hours	Productive - hours Non-productive - hours

4. Project Maintenance and Control

4.1. Requirements Management

In order to track our progress for the project and to ensure timely execution and completion of all deliverables and requirements necessary for the project, our team will be utilizing the SCRUM methodology. We will commit to sprint reviews and client meetings to discuss and apply client feedback or changes to the project after every sprint.

4.2. Time and Budget Control

For each milestone, we have gathered the scheduled completion date for our deliverables, as well as the estimated dates for upcoming milestones. Our budget for this project is \$0, therefore we will only be utilizing free software and hardware to create and deploy our product.

5. Risk Assessment

All risks will be listed in order of greatest priority first and least priority last, along with their mitigation.

Risk Impact will be defined as either:

- High (Has a widespread, severe, or critical impact towards the entire scope of the project in which the entire project may be compromised)
- Medium (Has a serious, or focused impact towards significant parts of the project in which some services of the project may be compromised)
- Low (Has a minor, insignificant impact towards the project in which the entire scope of the project is still able to function and services are not gravely affected)

Risk Probability will be defined as either:

- High (Likelihood of happening is likely or almost certain)
- Medium (Likelihood of happening is possible or unlikely)
- Low (Likelihood of happening is negligible or rare)

Priority	Risk	Description	Impact	Probability	Mitigation
1	Group members becoming unavailable	There is a possibility that a member could be absent from doing any self-assigned task and/or does not communicate with the team	High	Medium	After the first instance of a group member not responding to the team or not completing a task that was self-assigned, the team will allow a one-day grace period for the member to get back to them. If they fail to get back to the team, then the team will notify Professor Vong.
2	Unforeseen circumstances	There is a possibility that a member would be unable to work on the project due to an	High	Low	All documents and source code will be uploaded to GitHub allowing all members to be able to access any work that needs to be finished.

		uncontrollable situation, such as a car accident, familial matters, health reasons, or the like			Additionally, all tasks will be finished in a timely manner.
3	Unfamiliarity with programming languages, software, and/or hardware	There is a possibility that a member may be unfamiliar with a certain programming language, framework, or hardware	High	High	If a member is unfamiliar with any of the tech stack materials or programming languages, hardware, or software, then the member will have to spend extra time researching about said topic along with learning about said topic from a knowledgeable member
4	Member dropping or failing a semester	There is a possibility of a member not receiving a passing grade in the first semester and not being able to take the second part of the course	High	Medium	Work with the member to produce quality work in a timely manner
5	Members having personal issues with another member	There is a possibility of multiple members having disagreements on project-related issues or personal issues	Low	Low	Identify and discuss the issue with each member individually to discover the root cause of the issue. If the issue is project-related, discuss possible solutions with the team. If the issue is personal, ensure that each member remains

					professional and keeps personal issues or emotions outside of the work setting.
6	Project not meeting specifications	There is a possibility of the project not having a finished feature or the feature does not live up to expectations	Medium	Medium	Ensure that all members carefully follow the use cases outlined in the Business Requirements Document to ensure that the features meet the specifications
7	Client and user dissatisfaction with product	There is a possibility of the client and user having issues with a certain feature or does not live up to expectations	High	Low	Hold weekly meetings with the client in order to receive updated client feedback regarding all aspects of the project and its deliverables
8	Streaming services requiring us to cease the project	There is a possibility that streaming services would disapprove of their application being used and would request the project to halt	High	Low	Ensure that project specifications and implementations are not in violation of any of the streaming services' policies by reviewing each services' documentation and policies
9	Project giving inaccurate information on links	There is a possibility that the original webpage would be edited causing users to be sent to an	Medium	Low	If at any point a change must be made to a webpage, any links that were given out beforehand must be updated to ensure it is up to date

		error page			
10	Data breach	There is a possibility that a security flaw would be present and adversaries would be able to steal sensitive information	High	Medium	We will ensure that our databases will be accessible only by people who are required to interact with it, and any data being stored will be encrypted
11	Developers ignore given tasks	One of the developers may decide to slack and not complete tasks	High	Medium	The other members will find out why they are stuck and how the problem can be solved. If the slacking continues the member will be removed
12	Low Stakeholder/Client Engagement	Client or stakeholder we are collaborating with is not engaging with the team at the frequency necessary to maintain high productivity levels. Slow response can impede delivery timeframes.	High	Medium	Clear agreements with the client or stakeholders around response times and have an effective selection of delivery and project goals/priorities
13	Lack of Ownership	Team fails to assign direct ownership of a task to a team member. Then, no one has sole responsibility for the task being	Medium	Low	Set ownership and responsibilities of tasks to only one team member. Other team members can contribute, but only one person is responsible for the task being delivered.

		delivered and no one is accountable for the successes and failures of it.			
14	Poor Quality Code	Code has the possibility of being poor quality. Meaning it's difficult for other developers to review and make changes. Code may have also been rushed and released without testing and be full of bugs that could have been prevented.	High	Medium	Implement clear coding standards and guides. Have code reviews with team members. Test all of the code before release.
15	Communication services being interrupted	The services we use to communicate and plan out our progress of the product can affect the scrum process	High	Low	Ensure that all members are signed up for and use a backup communication service, such as phone-calling, texting, Slack, or Discord.
16	Spring semester schedules	New schedules next semester could change the team's capacity	High	Medium	Ensure that all members of the team are able to enroll in the same 491B class section. If a member is not able to enroll in the same section, a meeting with the 491B Professor must be held to request for a

					replacement team member or to review possible alternative solutions.
17	Clients misunderstand product	Clients can mistake that the product allows them to watch any tv show / movie on one site, however we direct them to a specific streaming site	Low	Low	Ensure that User Manual and product's About section accurately provides a detailed explanation regarding the usage and purpose of the product
18	Requirements for the project could change	The client could result to asking for more features to implement	High	Low	Developers will prepare for the idea of future implementations throughout meetings with the client
19	Features may be too difficult	Features become too challenging and will delay completion and delivery	High	Medium	Developers will ensure they will seek help from each other and try to accomplish the obstacle
20	Database files are lost	Losing the files for the databases will lose all the clients information	High	Medium	Constantly create copies of the files within the database servers.
21	Memory space limit	The necessary storage amount provided could be less than anticipated	High	Low`	Acquire more memory from the service providers if needed
22	Funding needed	Funds may be needed to help	Medium	Low	Developers would possibly put in a small amount of

		polish the product			funds for the product
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6. References

Risk Assessment

<https://www.castsoftware.com/research-labs/risk-management-in-software-development-and-software-engineering-projects>

<https://www.edureka.co/blog/risk-analysis-in-software-testing/>

<https://codebots.com/way-of-working/what-are-the-10-biggest-risks-in-software-development>

Project Timeline

<https://www.projectmanager.com/project-timeline>

Project Roadmap

<https://www.projectmanager.com/blog/tips-for-project-roadmap>