**AppsolutDistribute - Project Plan**

**What**

AppsolutDistribute is app for groups/teams to communicate and share information by creating a group on a server and have exclusive information within the group/team.

**Why**

For teams to share information without making it public and not be forced to use several apps/programs to fulfill the group/team need.

**How**

Users can create groups and select functionality like chat, file sharing, calendar sharing, position sharing (and possibly other future features) to ease group/team collaboration.

**Responsibilities**

SCRUM project model is used in project.

|  |  |
| --- | --- |
| Role | Who |
| Product Owner | Team |
| Scrum Master | Change responsibility every week (for each team member to experience the Scrum Master Role) |
| Main responsibilities | Responsible person (all members are doing everything to learn) |
| Developer | TEAM (all project members are developers) |
| Test | Anton Kostet |
| Architecture | David “Harry” Harald |
| GUI | Stefan Arvidsson |
| Database | Mattias Isene |
| Server setup | Michael Henriksson |

**Milestones**

|  |  |
| --- | --- |
| Date | Milestone |
| 7/9 – 2012 23:59 | * 3 project proposals |
| 17/9 - 2012 10:00 | * GitHub repository mailed to supervisor ([sandklef@chalmers.se](mailto:sandklef@chalmers.se)) * Project Description of chosen project |
| 24/9 - 2012 10:00 | * Documents   + Updated Project description with license information   + Project Plan (this document) * General   + Source code   + .apk (app possible to install – limited functionality) * SCRUM   + User stories for a number of sprints ahead   + Product Backlog   + Sprint Backlog   + Sprint Planning |
| 1/10 - 2012 10:00 | * General   + Source code   + .apk (app possible to install – limited functionality) * SCRUM   + Architecture specification (overview document to held new developers and supervisors to understand the source code)   + User stories for a number of sprints ahead   + Product Backlog   + Sprint Backlog   + Sprint Planning   + Documented Definition-Of-Done   + 10 traditional requirements |
| 8/10 - 2012 10:00 | * General   + Source code   + .apk (app possible to install – limited functionality) * SCRUM   + Architecture specification (overview document to held new developers and supervisors to understand the source code)   + User stories for a number of sprints ahead   + Product Backlog   + Sprint Backlog   + Sprint Planning   + Documented Definition-Of-Done   + Started User Manual   + Developer Manual |
| 15/10 – 2012 10:00 | * General   + Source code   + .apk (app possible to install – limited functionality) * SCRUM   + Architecture specification (overview document to held new developers and supervisors to understand the source code)   + User stories for a number of sprints ahead   + Product Backlog   + Sprint Backlog   + Sprint Planning   + Documented Definition-Of-Done   + Started User Manual   + Developer Manual |
| 22/10 – 2012 10:00 |  |

* **16/9:** First iteration of requirements and test cases done
* **23/9:** First iteration of system design/architecture
* **30/9:** First code prototype, focus on list and map views, and viewing annotations. The
* content provider and the service layer should only transport information to the requesting
* layers without evaluation (requirement “uncluttered map”).
* **7/10:** Requirements, tests and architecture revisited. Contribution and user related
* requirements implemented. Service layer evaluates content (uncluttered map).
* **10/10:** Last touches
* ● **19/10:** Final hand in
* ● **21/10:** Release party

**Meetings with supervisor**

Team meetings with Henrik Sandklef every Tuesday 10:20-10:35 in group room 3209 (EDIT house Johanneberg).