

POLITECNICO DI MILANO MSC COMPUTER SCIENCE AND ENGINEERING

SOFTWARE ENGINEERING 2 ACADEMIC YEAR 2016-2017

$\begin{array}{c} \text{Project Plan Document} \\ \textbf{\textit{PowerEnJoy}} \end{array}$

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1 | Introduction

1.1 Revision History

Version	Date	Summary
1.0	22/01/2017	First release of the document

1.2 Purpose and Scope

1.3 Definitions, Acronyms, Abbreviations

PowerEnJoy is the name of the system that has to be developed.

System sometimes called also *system-to-be*, represents the application that will be described and implemented. In particular, its structure and implementation will be explained in the following documents. People that will use the car-sharing service will interact with it, via some interfaces, in order to complete some operations (e.g.: reservation and renting).

Renting it is the act of picking-up an available car and of starting to drive.

Ride the event of picking-up a car, driving through the city and parking it. Every Ride is associated to a single user and to a single car.

Reservation it is the action of booking an available car.

Car a car is an electrical vehicle that will be used by a registered user.

Not Registered User indicates a person who hasn't registered to the system yet; for this reason he can't access to any of the offered function. The only possible action that he can carry out is the registration to get a personal account.

Registered User interacts with the system to use the sharing service. He has an account (which contains personal information, driving license number and payment data) that must be used to access to the application in order to exploit all the functionalities.

Employee it's a person who works for the company, whose main task is to plug into the power grid those cars that haven't been plugged in by the users. He is also in charge of taking care of the status of the cars and of moving the vehicles from a safe area to a charging area and vice versa if needed.

Safe Area indicates a set of parking lots where the users have to leave the car at the end of the rent; the set of the Safe Areas is pre-defined by the system management. These areas are spread all over the city.

Plug defines the electrical component that physically connects the car to the power grid.

Charging Area is a special Safe Area that also provides a certain number of plugs that connect the cars to the power grid in order to recharge the battery.

Registration the procedure that an unregistered user has to perform to become a registered user. At the end, the unregistered user will have an account. To complete this operation three different types of data are required: personal information, driving license number and payment info.

Search this functionality lets the registered user search for available cars within a certain range from his/her current position or from a specified address.

RASD is the acronym of Requirements Analysis and Specification Document

DD is the acronym of *Design Document*

ITPD is the acronym of Integration Test Plan Document

PPD is the acronym of *Project Plan Document*

1.4 Reference Documents

- Project Assignments 2016-2017
- RASD v1.1
- DD v1.1
- ITPD v1.0

2 | Project Size Estimation

This section talks about the estimation of the size of the project, giving an estimation of lines of code that must be writter. This evaluation comes from the evaluation of the lines of code that occure to write only the Business Logic part, leaving out the User Interface part.

Function Point is the approach used to simulate how the project will be expensive in terms of lines of code.

From this estimation it will be easy to find how much time will be spent on developing the Business Logic part of the project.

2.1 Size Estimation: function point

Functionalities that are to be developed and their complexity are provided by the Function Point approach.

Internal Logic Files & External Logic Files

		Data Element				
		1-19	20-49	50-2222		
Record Elements	1	Low	Low	Adw		
	2-5	Low	Adw	High		
	6+	Adw	High	High		

External Outputs & External Inquiries

		$Data\ Element$				
		1-19	20-49	50-2222		
Record Elements	1	Low	Low	Adw		
	2-5	Low	Adw	High		
	6+	Adw	High	High		

External Input

		Data Element				
		1-19	20-49	50-2222		
Record Elements	1	Low	Low	Adw		
	2-5	Low	Adw	High		
	6+	Adw	High	High		

Complexity Weights

		Comp	plexity	Weight
Function Type	Acronimous	Low	Mid	High
Internal Logic Files	ILFs	7	9	15
External Logic Files	ELFs	5	7	10
External Inputs	EIs	2	4	6
External Inquiries	EQs	4	5	7
External Outputs	EOs	2	3	4

2.1.1 Internal Logic Files: ILFs

Some functionalities store information into the PowerEnjoy system, in order to remember data and let the system use and manage them.

The login is one of these functionalities: the system has to store the *User Data* in order to recognize him. When the data is stored, it will be composed by many fields explaining the personal information.

Safe Area, Parking Area and Car Data are inserted by the system at each time a new station or vehicle is added into the system.

Differently, *Registration* and *Reservation* are continuously added, through a new operation on the app.

ILFs	Complexity	Low
User Data	Mid	9
Safe Area Data	Low	7
Parking Area Data	Low	7
Reservation Data	Mid	9
Car Data	Low	7
Registration Data	Avg	9

2.1.2 External Logic Files: ELFs

The application manages the interaction and the system acquires information from the external services used. *Payment Data* and *Map Data* are considered External Logic Files, because they are provided by external component.

Because of these components are not part of our system, PowerEnjoy will obtain information thanks to external APIs in order to link internal to external data.

ELFs	Complexity	Low
Maps Data	Mid	7
Payment Data	Mid	9

2.1.3 External Inputs: EIs

These sections underline the methods called by an operation of the User on our application. The action is so called a client-server action, because the system reacts to an User operation. There are two different type of these changes:

- **UI Action**: the user click some buttons, or insert some text on the User Interface of the application, or on the car screen.
- Physical Action: the user plugs the car in a Parking Area.

EIs	Complexity	Low
Login	Mid	4
Create Reservation	High	6
Delete Reservation	Mid	4
Plug In	Low	2
Enable MoneySavingOp-	Low	2
tion		

2.1.4 External Inquiries: EQs

These operation that involves an input and an output are the *Ride* actions: when it starts and when it stops.

Starting the ride, the user interact with the Car UI so that the Car System can communicate to the Server that the Ride is started, and the Server can change User Interface on board displaying his navigation.

Otherwise, the system will calculate the cost, when the user interacts with the UI and it will display temporary how much he has to pay.

EQs	Complexity	Low
Ride Start	High	7
Ride Stop	High	7

2.1.5 External Outputs: EOs

2.1.6 Overall Estimation

3 | Project Cost and Effort Estimation

4 | Schedule

5 | Resource Allocation

6 Risk Management and Mitigation

This section deals with the possible risks that can threaten the system during its development process. These hazards can stem from a variety of sources and thus can be classified as:

- **Project risks**: if they threaten the project plan, such as the project schedule. As can be seen in the following tables, the most common problem that can arise from such risks is a delay in the project release.
- **Technical risks**: they are related to the technical part of the project. They include a major variety of problems such as unskilled staff, flaws in the external adopted components, changes in the set of the requirements and so on.
- Business risks: they include a set of heterogeneous hazards such as budget cuts, sales falls and market policy flaws. If they become concrete, they can compromise the viability of the project.
- **Personnel risks**: this type of hazards deals with all the possible problems that can be met within the team of work.

Since a pro-active risk-management approach is desirable, for each category of risk a list of the most recurrent hazards will be taken into account, along with their probabilities to be faced, their levels of impact on the project and the strategies that can be adopted to mitigate them.

6.1 Project risks

Risk	Probability	Impact	Strategy
Underestimated	Moderate	Serious	If the spare time is not sufficient, try to
development time			negotiate with the customer the possi-
			bility to have two releases, the first to
			the planned one and the second one as
			early as possible.
A change in the	Low	Moderate	Redact very precise and detailed doc-
direction of the			umentation of the project so that new
project			managers are able to handle the process.

6.2 Technical risks

Risk	Probability	Impact	Strategy
Difficulty in re-	Moderate	Serious	Be prepared and inclined to pay extra
cruiting a skilled			to find skilled people. If it is not suf-
staff			ficient, may consider the possibility of
			buying external components that are al-
			ready developed.
Changes in the re-	Low	Serious	Be compliant with the requirements
quirements			\mid traced in the $RASD$ and in case changes \mid
			occur evaluate the trade off related to
			the needed variations in the project. In-
			crement on the price should come from
			the customer.
External compo-	Moderate	Serious	Choose components that are on the
nents have flaws			market for a long time, so that they can
			be reliable. Experience with precedent
			projects may be an advantage in this
			case.
Modification	Low	$\operatorname{Moderate}$	Write the code as portable as possible.
in the APIs of			Changes in the APIs should not break
the external			the system. Also plan updates in case
components			such modifications occur.

6.3 Business risks

Risk	Probability	Impact	Strategy
Budget cuts dur-	Moderate	Tremendous	This kind of risk is the most critical one.
ing the develop-			In order to mitigate it, redact a docu-
ment			ment in which the financial benefits as-
			sociated to the business of the project is
			clearly stated and try to convince man-
			agers not to apply cuts.
Poor sales	Moderate	Serious	Make special discounts and offers at the
			launch of the product in order to achieve
			great popularity. In doing so, a market
			analysis has to be carried out .
Competitors in	Moderate	Moderate	Choose a guide line for your product:
the market			should it be cheaper than the other or
			should it aim to optimality? In the
			launch phase also consider the possibil-
			ity of making special discounts to at-
			tract clients.

6.4 Personnel risks

Risk	Probability	Impact	Strategy
Poor motivation	Moderate	Moderate	Try to select people that are skilled in
			particular fields and have experience in
			their work. Praise their commitment
			with rewards.
Conflicts within	Low	Moderate	Promote the cooperation of people by
the work team			making a community that periodically
			meets and discuss on the level of the
			project.
Key staff are ill	Moderate	Serious	Consider the possibility to have several
at critical times in			people working on common tasks in or-
the project			der to prevent excessive time losses.

7 | Effort Spent

In order to complete this document, each author worked for XX hours.