

# 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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Release Date: January  $22^{th}$ , 2017Version 1.0

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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.

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

Internal Logic Files & External Logic Files

Each line of this table underlines how it becomes more heavy the computation with the increasing of *Data Elements* and *Record Elements*.

Adding few records or some data, the program is rapidly loading, stretching the response time.

| External | Outputs | $\mathcal{E}$ External | Inputs |
|----------|---------|------------------------|--------|
|----------|---------|------------------------|--------|

|                 |     |               | Data Element |      |
|-----------------|-----|---------------|--------------|------|
|                 |     | 1-9 10-19 20+ |              |      |
| Record Elements | 1   | Low           | Low          | Adw  |
|                 | 2-3 | Low           | Adw          | High |
|                 | 4+  | Adw           | High         | High |

With External Outputs and External Inputs, the size of Data and Records must be smaller than the previous ones seen in Internal Logic Files and External Logic Files.

We have a big load adding only one record, or a few data, getting worst the performance of the system.

|                   |     | Data Element |      |      |
|-------------------|-----|--------------|------|------|
|                   |     | 1-4 5-9 10+  |      |      |
| Record Elements 1 | 1   | Low          | Low  | Adw  |
|                   | 2-4 | Low          | Adw  | High |
| 5                 | 5+  | Adw          | High | High |

#### External Inquiries

The parts of External Input is the heavier, because it is an interaction between the User and the System.

The table is so heavier at littler variations. One record, or few data are enough to increase the performance of the system.

|                      |            | Complexity Weight |     | 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        | 6                 | 8   | 10     |
| External Outputs     | EOs        | 2                 | 3   | 4      |

Complexity Weights

The general complexity is so defined.

It is obviously heavier a Funcion Type like the *Internal Logic Files* or an *External Inquiries*, which manage the update of the Data and the communication between the User and the System, than a *External Output*, *External Input* or an *External Logic Files*, that gives only an output or take an input.

#### 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 | High       | 10  |

#### 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        |     |
| 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       | 10  |
| Ride Stop  | High       | 10  |

#### 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 |
|                    |             |                           | 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.