# Time

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Start Date** | **Duration(days)** | **End Date** |
| **Initial phase** |  |  |  |
| Research project | 11.2.2015 | 10 | 20.2.2015 |
| Project plan | 15.2.2015 | 4 | 18.2.2015 |
| Brainstorm Ideas | 15.2.2015 | 20 | 5.3.2015 |
| Questions compilation | 15.2.2015 | 7 | 21.2.2015 |
| Research what kind of software is needed | 15.2.2015 | 7 | 21.2.2015 |
| Gather necesarry materials | 21.2.2015 | 10 | 30.2.2015 |
| Install needed software | 21.2.2015 | 10 | 30.2.2015 |
| Determine tasks | 13.2.2015 | 7 | 19.2.2015 |
| Assign tasks | 15.2.2015 | 10 | 24.2.2015 |
| **Design phase** |  |  |  |
| Sketches and drafts | 3.3.2015 | 10 | 12.3.2015 |
| Functionality description | 3.3.2015 | 7 | 9.3.2015 |
| Flow charts | 10.3.2015 | 7 | 16.3.2015 |
| Class diargam | 7.3.2015 | 7 | 13.3.2015 |
| Use-case diagrams | 5.3.2015 | 4 | 8.3.2015 |
| Sequence diagrams | 9.3.2015 | 3 | 11.3.2015 |
| Interaction Design | 11.3.2015 | 10 | 20.3.2015 |
| Visual Design | 11.3.2015 | 10 | 20.3.2015 |
| Application components | 10.3.2015 | 14 | 23.3.2015 |
| First prototype | 3.3.2015 | 30 | 4.4.2015 |
| **Production** |  |  |  |
| First test session | 10.4.2015 | 5 | 14.4.2015 |
| Configuring first prototype | 25.4.2015 | 10 | 4.5.2015 |
| Simplify GUI | 25.4.2015 | 14 | 8.5.2015 |
| Modify diagrams | 30.4.2015 | 10 | 9.5.2015 |
| Reconfigure Code | 26.4.2015 | 20 | 15.5.2015 |
| Edit Application components document | 27.4.2015 | 7 | 3.5.2015 |
| Create aditional libraries if needed | 23.4.2015 | 6 | 28.4.2015 |
| Confirm functionality with checklist | 10.5.2015 | 5 | 14.5.2015 |
| Modify GUI interface | 10.5.2015 | 14 | 23.5.2015 |
| Add missing features | 15.5.2015 | 14 | 28.5.2015 |
| **Finalize** |  |  |  |
| Final appearance retouch | 29.5.2015 | 10 | 7.6.2015 |
| Debugging | 30.5.2015 | 7 | 5.6.2015 |
| Checking for performance issues | 5.6.2015 | 10 | 14.6.2015 |
| Finalize the whole program | 10.6.2015 | 7 | 16.6.2015 |
| Create user manual | 5.6.2015 | 7 | 11.6.2015 |
| **Presentation** |  |  |  |
| Final program check for presentation | 14.6.2015 | 3 | 16.6.2015 |
| Prepare presentation | 17.6.2015 | 3 | 19.6.2015 |
| Present | 20.6.2015 | 1 | 20.6.2015 |

# Organization

**Project Leader:** Responsible for the organization of the project –distributing tasks, overviewing progress, managing the documentation. Also makes sure the project is on track and on time.

Project Leader

Tutor

Testers

Designers

Developers

Secretary

Representative

Client

**Representative:** Responsible for communication with the client and tutor during the meetings. Serves as the role of a link between the client and the team.

**Secretary:** Responsible for drawing up agendas, taking meeting notes, sending out documents to the tutor, client and team members.

**Developer:** The developer inspires the group with innovative (and achievable) possibilities in the technical field. Investigates and makes judgments based on the functional requirements. Is responsible for the system design and its realization (hardware and software).

**Designer:** The designer is responsible for the inspiration resources. Makes use of existingimage material like photos and videos. Also responsible for drawing up charts, diagrams and sketches. Heavily involved with the GUI of the application.

**Tester:** Responsible for checking functionality of the application. The tester will be debugging the prototypes and writing reports on functionality and performance issues.

These roles are fictional - they will be distributed among team members during the period of the project, so that each member will have the chance to experience each role.

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