

Term Project

NarrativeFlicks



By

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PROJECT SCHEDULE

(NarrativeFlicks)

Gantt Chart

The GANTT chart organizes the development milestones for Narrative Flicks. It outlines key stages including app design and architecture, prototype design, app development, testing and bug fixing, user interface refinement, and launch preparation. Each milestone is allocated a start and end date, along with the duration required for completion. The chart visually represents the timeline for the project in weeks, providing a clear overview of tasks and their respective deadlines. This structured approach aids in efficient project management and ensures timely progress toward the target launch date of October 1st, 2024.

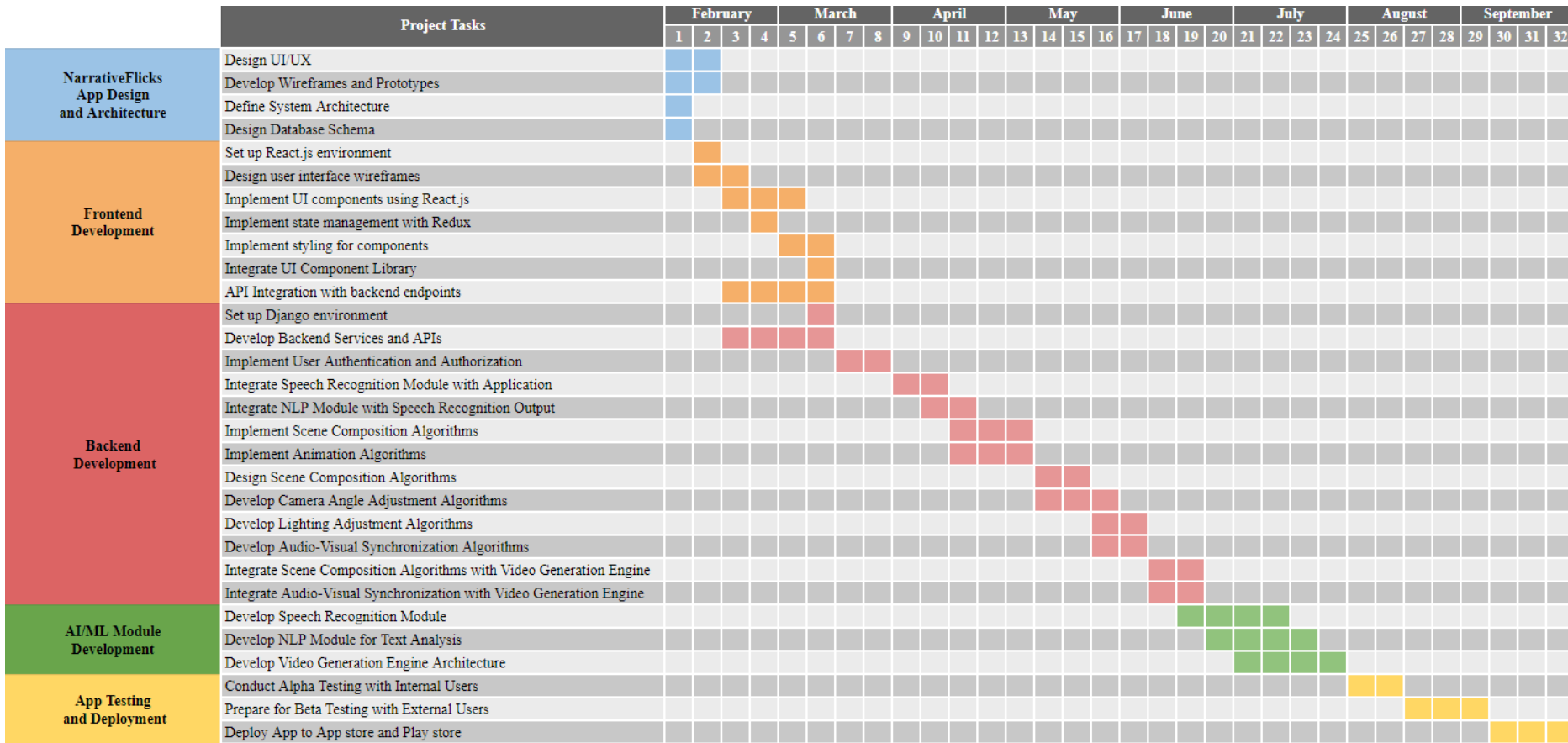


Fig 1. Gantt Chart of NarrativeFlicks

Estimated Time for Product Development Process

The estimated time for the product development process is approximately 8 months.

Target Launch Date

The target launch date for Narrative Flicks is set for 1st October 2024.

Critical Path

The critical path of the project represents the sequence of tasks that, if delayed, would directly impact the overall timeline for completing the project. For Narrative Flicks, the critical path involves the essential stages that must be completed on time to ensure the app's launch by the target date of October 1, 2024.

- App Development

This phase encompasses the actual coding and programming of the Narrative Flicks app. It includes developing the core functionalities, integrating input options, customization features, social media integration, collaborative storytelling tools, and other essential components. Any delay in this stage would directly impact subsequent phases and, ultimately, the launch date.

- Testing & Bug Fixing

Once the app development phase is complete, thorough testing is necessary to identify and address any bugs, glitches, or performance issues. This stage involves rigorous quality assurance testing to ensure the app functions smoothly across different devices and platforms. Any delays in resolving issues discovered during testing could prolong the development process and delay the launch.

- **Launch Preparation**

The final critical phase involves preparing for the app's launch. This includes activities such as finalizing marketing strategies, preparing promotional materials, setting up app distribution channels, and ensuring all legal and compliance requirements are met. Delays in launch preparation can directly impact the planned release date and potentially lead to missed opportunities in the market.

These three stages constitute the critical path because they represent the longest sequence of dependent tasks with zero slack or flexibility in their timelines. Any delay in these critical tasks would directly delay the overall project timeline and jeopardize the ability to meet the target launch date. Therefore, careful management and monitoring of these critical activities are essential to ensure the timely delivery of Narrative Flicks to the market.

Major Risks and Assumptions

1. Technical Challenges

- *Risk:* Unforeseen technical complexities during app development, such as compatibility issues across different devices or performance optimization challenges, could lead to delays in the project timeline.
- *Assumption:* Assumes that the development team has the requisite skills and expertise to overcome technical hurdles efficiently.

2. Resource Constraints

- *Risk:* Limited availability of skilled developers, designers, or other necessary resources could hamper progress and extend development timelines.
- *Assumption:* Assumes that the project team has access to the required talent and resources throughout the development process.

3. Market Response

- *Risk:* There's a risk that the target audience may not respond as expected to Narrative Flicks, impacting user adoption rates and the app's success in the market.
- *Assumption:* Assumes that there is a demand for interactive storytelling apps like Narrative Flicks and that users will embrace the features and functionalities offered.

4. Competitive Landscape

- *Risk:* The emergence of new competitors or changes in the competitive landscape could affect Narrative Flicks' market positioning and user acquisition strategies.
- *Assumption:* Assumes that the competitive landscape remains relatively stable during the development process and that Narrative Flicks can differentiate itself effectively.

5. Regulatory Compliance

- *Risk:* Failure to comply with relevant regulations, licensing requirements, or data privacy laws could result in legal issues and delays in the launch of Narrative Flicks.
- *Assumption:* Assumes that the app development process includes thorough compliance checks and that necessary legal considerations are addressed promptly.

6. Resource Allocation

- *Risk:* Inadequate resource allocation or prioritization of tasks could lead to bottlenecks and delays in critical project phases.
- *Assumption:* Assumes that resources are allocated efficiently and tasks are prioritized effectively to maintain progress according to the schedule.

Addressing these risks requires proactive risk management strategies, close monitoring of project progress, and timely mitigation of any issues that arise. By acknowledging these risks and assumptions upfront, the project team can better prepare for potential challenges and ensure a smoother development process for Narrative Flicks.