

Delivery Project Plan

Project Name: **KOOBECAF**

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Project Lead: **Rushikesh Pharate**

1.0 Purpose of Project

We are planning to create a social media app which will allow users to create profiles, post images, videos etc. and chat with friends.

2.0 Objectives & Deliverables

Objectives	Deliverables
To accomplish this goal, the following will be done:	The following will be delivered as a result of accomplishing this objective. <i>Where possible, tie deliverables to objectives.</i>
Build a Login and Registration Page	<ul style="list-style-type: none"><input type="checkbox"/> Generate unique ID (username) for each user<input type="checkbox"/> Login using either email address or username<input type="checkbox"/> Provide login using OAuth providers (Google, Facebook etc)<input type="checkbox"/> Forgot password/username feature<ul style="list-style-type: none">• Show security questions• Send a one-time password (OTP) either through<ul style="list-style-type: none">○ Email○ Text message○ 3rd party OTP provider (like Duo)• Prompt for setting a new password• If a user changed password recently, show image captcha the next time he/she tries to log in
Build a home page and user profile	<ul style="list-style-type: none"><input type="checkbox"/> A user would be able to view his/her home page when logged in.<input type="checkbox"/> A user would be able to view his/her profile when logged in<input type="checkbox"/> Ability to upload/share multimedia (images, videos etc.) and set a status message<input type="checkbox"/> Ability to send friend requests, block people<input type="checkbox"/> User can start a poll to be shared with everyone and see results<input type="checkbox"/> Ability to like, share & comment on other people's posts<input type="checkbox"/> Privacy settings – make email address public/private etc.

Build a search system	<input type="checkbox"/> User can search for other users, posts (music, video, blogs) & pages <input type="checkbox"/> Categorize results based on whether it is a page or person, recently searched etc. <input type="checkbox"/> Recommend users that can be added <input type="checkbox"/> Filter (Applied on Search Results) <ol style="list-style-type: none"> 1. Location 2. Friends of Friends 3. Any other appropriate filters
Build a Messaging and Chat system	<input type="checkbox"/> Private and group chat with people who are online/offline <input type="checkbox"/> Ability to view the message status for chat (online, delivered, read, typing, etc.)
Build Pages	<input type="checkbox"/> Users can create a page for an event/organization etc <input type="checkbox"/> It should be visible to all other users. They can follow and share this page to their network <input type="checkbox"/> Notifications should be sent to users who are following the page when any new content is posted <input type="checkbox"/> Some pages can ask for donations. Interested users will be redirected to a dummy/mock payment portal (or integrate PayPal or other APIs) to complete a payment flow
Additional Feature 1	<input type="checkbox"/> TBD
Additional Feature 1	<input type="checkbox"/> TBD

2.5 Scope Control

In Scope	Out of Scope	Uncertain
Web Application	Mobile Application	
Satisfying all customer requirements	Legal matters and consultation	

Areas in which to define the scope of the project include:

- a) Business functions and processes
- b) Systems with which this project will interface
- c) Interdependencies with other projects
- d) Interdependencies with other groups (internal/external)
- e). Technology expected to be deployed by this project (software, hardware, infrastructure, communication).

3.0 Approach

We plan to follow an agile methodology to work on this project, which includes the following features,

- ❑ There will be total 5 sprints and every sprint will be of two-week period and will begin with a customer meeting and sprint planning session. The customer meeting will throw some light on the expectations for the next sprint and the feedback on the previous sprint. The sprint planning session will involve team members going over to create new stories on JIRA Board and discussing the feedback and assigning backlog tasks from the previous sprint.
- ❑ The team also plans on to have a daily standup meeting, which will be a brief 15-minute call, where in each member will talk about the progress made.
- ❑ If an issue arises when using a new technology there will have to be a holistic review of the many factors associated with changing technologies, such as time cost, money cost, and the feasibility of finishing the project before the deadline.

3.5 Time Line

Milestone / Deliverable	Completion Date
Log in and Registration	Sprint 1
User Interface and User Profile	Sprint 2
Pages	Sprint 2
Search System	Sprint 3
Messaging and Chat	Sprint 3
Additional Feature 1	Sprint 4
Additional Feature 2	Sprint 5
Bug Fixing and Deployment	Sprint 5

4.0 Stakeholder Roles & Responsibilities

Project Role	Who	Project Responsibilities	% Time
Sponsor	Vignesh Reddy, Prof. Kurt Seiffert	<ul style="list-style-type: none"> ❑ Act as primary customer ❑ Attend weekly meetings with team ❑ Ensure team is fulfilling deliverables 	
Project Manager	Tony Dattolo	<ul style="list-style-type: none"> ❑ Manage JIRA, GitHub, and act as a conduit to complete the project ❑ Coordinate meeting times 	
Project Team	Rushikesh Pharate	<ul style="list-style-type: none"> ❑ Full Stack Developer and Team Lead 	25
	Rahul	<ul style="list-style-type: none"> ❑ Backend Engineer 	25

	Shamdasani		
	Mohit Alumullithodi	<input type="checkbox"/> Quality Assurance Engineer	25
	Tony Dattolo	<input type="checkbox"/> Full Stack Developer	25
Tech Integration	Project Team	<input type="checkbox"/> Ensures tech. integrates seamlessly.	

4.5 Communication Plan

What	Who (is involved/receives)	Frequency
Team Meetings	Team Members	Daily
Meetings with Sponsor	Team members and Sponsors	Weekly
Written Status Reports	One team member every week	Weekly

5.0 Project Budget

	Initial Cost	Recurring Cost (per month)
People		
▪ Staffing	\$10000	\$10000
▪ Consultants	\$0	\$0
▪ Training/Documentation	\$0	\$0
System		
▪ Hardware	\$4000	\$0
▪ Software	\$100	\$0

6.0 Risk Plan

Risk Factor	Impact On Project	Risk* Rating	Risk Plan or Mitigation Strategy	Person Responsible
Technology Complexity	H	LxH	<input type="checkbox"/> Commit more time to online learning resources. <input type="checkbox"/> Re-adapt by choosing a different framework to use.	Project Leader

Deployment issues	H	LxH	<input type="checkbox"/> Redeployment after mitigating the issues	Team members
Server	H	LxH	<input type="checkbox"/> Have backups of database	Team members
COVID	H	MxH	<input type="checkbox"/> Sharing work load	Team members

**Rating = Probability that the risk will happen (H,M,L) x the Severity of the Impact if it does (H,M,L).*

HxH = H

HxM = H

HxL = M

MxL = M

7.0 Assumptions

This plan is based on the following assumptions (about resources, policies, schedules, technologies, etc.):

- ☐ All team members available to work roughly the same amount each week
- ☐ Consistent customer demands in-line with deliverables
- ☐ End-date of the timeline is strict, with no compromises.

8.0 Success Criteria

How we know we are successful.

- ☐ Sponsor is satisfied with end product
- ☐ All deliverables completed
- ☐ Sprint tasks completed on time

How to measure success

- ☐ Deliverable for sprint is completed.
- ☐ Keeping up with the sprint timeline
- ☐ Sponsor is satisfied with current progress during weekly meetings.