*SUBJECT CODE, NAME, SEMESTER AND DATE*

*PROJECT TITLE*

**Project Plan**

*TEAM NAME*

*List of your Names*:

Student’s Swinburne email, Student Name, Identify team leader, team member phone numbers.

**Note:**

Please read carefully, throughout this document, all text in *red italics* should be replaced with data relevant to your project.

Delete all the balloon text boxes, including this box before submission.

**Table 1. Document Change Control**

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Authors | Summary of Changes |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

*\* Each time this document is revised, complete details of changes in Table 1.*

**Table 2. Document Sign Off**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Position | Signature | Date |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

*\* When document is finalised for submission, all team members must affix their signature in Table 2.* ***No-one should sign unless they have read the report and agree with it.***

**Client Sign off**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Position | Signature | Date |
|  |  |  |  |

# Introduction

This document is used for developing the application which is Fencing Victoria Phone by making a detailed project plan. This document will be read by supervisor and members in this team. The project plan is helpful because supervisor can give our team advice on improving the detailed contents of plan. We can also use this to direct our whole plan process.

*Briefly explain what this document is to be used for and who should read it and how it will assist the project development.*

# Background

This project was released by Faculty of ICT in Swinburne University of Technology. In this project, the main players are all ICT students who are in the final semester of Bachelor and required to be formed a team to accomplish the particular project. In the final whole semester, a good deal of quality documentation was produced and an application on particular topic is required to be designed before due time. The driving forces include two aspects. In terms of this project, the external factors include time, cost, and difficulty of project while the internal factors include group members’ ability, personality and attitude.

In terms of Fencing Victoria, it is a fencing sport club which gives the fencing players opportunities of playing fencing games. The players come from all over the world and not only Australia, but also 1other regions like Asian areas, European areas have the branches of clubs. On the one hand, fencing learners can study different courses for various levels of fencing player. On the other hand, not only the members of fencing Victoria, but also fencing lovers can get the news and updates, some competition information and even transactions on the website. The previous one mentioned above is the main source of income. Encouraging more members in FC is also the main purpose of the organization.

*Describe how this project (****not the software****) came into being and who the main players are. Discuss the overall driving forces behind the project and provide some insight into the organizations involved and the nature of the business domain.*

# Key Project Personnel

The key personnel involve in this project are as follows:

# Client

A stakeholder is a person people for whom the success or failure of the project will make a difference

Name: Robyn Hunter

Organization: Fencing Victoria

Position:

Contact: Email: [communication@fencingvictoria.org](mailto:communication@fencingvictoria.org)

Phone: 0417118216

Address: 204 Arden St Nth Melbourne 3151

*Discuss briefly your client.*

# Other Stake holders

There is no other detailed person who are stake holders in this project. The suitable roles of stake holders may be the users who will use the application of Fencing Victoria.

*Other than the client, detail the list of people who hold a stake in the project. Include a description for the position and relevant contact details for each person .If unknown, define roles and make suggestions about who would be suitable.*

# Project Supervisor, Team Leader and Key Project Members

Irene Moser, who is a Project Supervisor, supervise the progress of project and give the team proper advice on improving the project

Danyang Fan, who is a team leader, is aimed to lead the project plan and oversea the progress of the whole project

Jia Su, who is a development Lead, is in charge of leading the SRS and overseas the progress of software development

Wei Gao, who is a Document Lead, is in charge of leading the meeting minutes and code documentation and overseas the quality of all documents, including grammars, Spelling.

Chen Wang, who is a Test Lead, is in charge of leading the test plan and overseas the preparation of test materials.

*This is where you list your team, and indicate each one’s role in the project.*

# Terms of Reference

The clients can clearly and quickly get the push notifications and have an access to the website of Fencing Victoria. Most users are young people around the world who would like to know the information about the Fencing Victoria.

*State the goal the project (not the software). What the client envisioned it to achieve and who are the intended user group. This may not be measurable or tangible.*

# Objectives

Allow push notifications to be sent by FV

Have links to the Fencing Victoria Website

Has maps so that people can find venue

Tell people about state clubs

Has access to video and photos of fencers

Require iOS platform

*Identify the objectives (about 3 to 10) of the project that are at a high level breakdown of the goal. These objectives must* ***be measurarble*** *and listed in the order of* ***importance****. How well the objectives are met defines how successful the project is.*

*The client must* ***approve*** *the list of objectives.*

# Scope

The project just bases on the platform of iOS. All other phone platforms like Android, Windows Phone are out of scope. Some primary functions should be accomplished. For example, Links to home webpage and videos, GPS directions on map, Push notification. Some functions could not be accomplished, such as register for fencer, database of customer management. The project start on… and end on.

*Define the boundaries of the project. Specify what the project will and will not accomplish and the earliest start and latest finish dates.*

***\*\*\* This is very important \*\*\****

# Critical Success Factors

Clear requirements and specifications: this is one of the most critical success factors, if not the most critical. Actually, without even understanding the requirements, and without working out detailed specifications can result in catastrophe—redo the project again.

Realistic budget: Plan accordingly is only possible when you know what you want to achieve, how you want to achieve it, and when you want to achieve it. The budget should be based on and not over the realistic estimation.

Familiarity with technology: Not being familiar with technology that used in designing and coding can affect the efficiency of developing progress.

Effective project management: project management is a process to create an environment so that every team member can do his/her work effectively, and a workflow to align everyone’s objectives to the project’s objectives.

*Identify the factors (about 3 to 6) which have the most influence on the success of the project. These should be* ***based on your objectives, but they are NOT THE SAME****.*

*They are ways of measuring if you’ve met the objective. For example, usability requirements,* ***metrics*** *and specifications.*

*Identify those factors which if absent will cause the project to fail.*

# Acceptance Criteria

All functions in objectives should be realized which are acceptable: the client check out whether the requirements are described specific and understandable. Testing whether each function is needed in this application according to her organization.

The total budget of this plan is $57600 and also acceptable by client because the client think that this budget is reach the expectation of organization which is realistic.

Technology familiarity is also one of the acceptance because the client ask our team whether the technology used in this application is gained and all of members in developing the software are familiar with java, c++, xcode.

Project management should be is effective which is thought to be acceptable. The client depend on her experience and thought that developing application in form of group team is helpful to align everyone’s objectives to the project’s objectives. So good software need this kind of team.

*Briefly describe what will be considered acceptable by the client, and explain how the client will determine if the software is acceptable.*

*Refer to the Scope and Critical Success Factors above, and look up how to conduct acceptance testing.*

# Establishment

# Processes, Procedures and Standards

This project will adapt the waterfall software development methodology to create the software product, which has clear function requirements and stable definition. (standard)

The reasons for choosing waterfall software methodology is listing below:

* The definition of this project is clear
* The requirements of this project are well identified and client knows what fundamental functions they want.
* Plenty of successful mobile software development case shows that waterfall methodology has good quality for this kind of project.

The software project management plan will be based on the IEEE Standard 1058-1998 to normalize this software project.

To minimize the possible risk and more accurately estimate the project schedule and budget, we will identify the vital processes of this software project. Also all of the vision will be recorded as unified format like the following table. Every modification shall record with the changes and date so that the quality of the project and the risks can be guaranteed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Version | Date | Author | Changes | Relevant Activity |
|  |  |  |  |  |

In addition, User-Centred Design Process will provide supports to the entire development process with User-Centred Design activities. Four important UCD principles will impact on the development process, such as planning, design and evaluation.

This software project will use java and objective-c as programming language. To ensure the clear and readable code we will follow the Google Objective-C Style Guide as coding standard <https://google-styleguide.googlecode.com/svn/trunk/objcguide.xml >. The coding standard of this software project will follow the Swinburne Coding Standards <http://swinbrain.ict.swin.edu.au/wiki/Swinburne\_Java\_Coding\_Standard>

*This section should refer to the methodology used.*

* *Identity a software development method that will be adopted for the project and discuss why it was chosen by the team for the project.*
* *Identify processes that will be adopted in the project, such as*
  + *Versioning system*
  + *User-Centred Design Process*
* *Identify and discuss briefly the program coding standards that will be adopted for this project*

# Project Environment

Our group will book the group meeting room in library as our work place and we also will spend sometime at home to do this project.

* Work office
* Laptop which use OS X system and Xcode software
* Document preserve device
* Recording pen
* Related information from Fencing Victoria
* Server accounts that will relate to push notification function development (if need)

*Identify work places, computers, user accounts, server accounts, DBMS, and stationary required for software development, and later for software deployment.*

# Project Team Skill Development Requirements

Our group still need to improve ability from several aspects to develop this project. Our group members need to be more familiar with the development software Xcode. Another thing we need to improve is scheduling and managing the project process. Regarding software interface design, we need to search information and choose suitable plan. Also develop iOS software we need to learn Objective-C languages and SDK requirements.

*Identify any training necessary for members of the project team.*

# Deliverables, Activities and Capital Resources

# Deliverables

According to our client this project do not have deadline currently but this phone application must have following functions, which are sending out information about results and reminders about upcoming events, showing the information about state clubs, locating and showing the maps to people, have access to video and photos of fencers and allow push notifications. Base on these functions we list the deliverables below:

* Project Agreement
* Project plan
* Software requirements specification
* Design and give client the interface prototype
* Add the function that will show the information about Fencing Victoria
* Add the function that will send out information about results and reminders about upcoming events
* Add the function that will allow people have access to watch the videos and photos of fencers
* Add the function that will allow push notifications
* Test plan
* Testing this phone application and get feedback
* Test result report
* Revising the original application base on testing feedback and client feedback
* Product release

Regarding deliverables our group need to add that at each stage of deliverables we will make appointments with our client and show the results of our programme and present the prototype about how to use and what function it will achieve on the IOS simulator.

In addition, in order to get more feedback from our client and give the direct impression of our product we will show the interface prototype to our client first then with the process moving we will add functions in this prototype and show it to our client. Finally we complete all the phone application and we will revise the product base on testing results and client`s feedback.

*List and describe specific deliverables that will be completed.*

# Activities

## Phase Chart – Table 2

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| # | Phase | | Dependency | Resource |
| **1** | **Project Agreement** | | **-** | Client and team |
| **2** | **Project plan** | | **-** | Team |
| **3** | **Software requirements specification** | | **1** | Team |
| **4** | **Design and give client the interface prototype** | | **2** | Team |
| **5** | **Add the function that will show the information about Fencing Victoria** | | **3** | Team |
| **6** | **Add the function that will send out information about results and reminders about upcoming events** | | **4** | Team |
| **7** | **Add the function that will allow people have access to watch the videos and photos of fencers** | | **6** | Team |
| **8** | **Add the function that will allow push notifications** | | **7** | Team |
| **9** | **Test plan** | | **8, 5** | Test team |
| **10** | **Testing this phone application and get feedback** | | **8, 5** | Volunteer and team |
| **11** | | **Test result report** | **9,10** | **Team** |
| **12** | | **Revising the original application base on testing feedback and client feedback** | **11** | **Team** |
| **13** | | **Product release** | **12** | **Team** |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| # | Task | | Predecessor | | Resource | | Risks |
| **1** | **Project Agreement** | | **-** | | Client and team | |  |
| **2** | **Project plan** | | **-** | | Team | |  |
| **3** | **Software requirements specification** | | **1,2** | | Team | |  |
| **4** | **Design and give client the interface prototype** | | **2** | | Team | | Wrong design plan that client dislike |
| 4.1 | Choose suitable colour | | 4 | |
| 4.2 | Choose theme | | 4.1 | |
| 4.3 | Format mapping | | 4.2 | |
| 4.4 | Select buttons | | 4.3 | |
| 4.5 | Design complete | | 4.4 | |
| **5** | **Add the function that will show the information about Fencing Victoria** | | **4.5** | | Team | | Coding mistake |
| 5.1 | Coding | | 5 | |
| 5.2 | Modification | | 5.1 | |
| 5.3 | Add in interface | | 5.2 | |
| 5.4 | Milestone – function complete | | 5.3 | |
| **6** | **Add the function that will send out information about results and reminders about upcoming events** | | **5.4** | | Team | | Coding mistake, team member personal problem |
| 6.1 | Coding | | 6 | |
| 6.2 | Modification | | 6.1 | |
| 6.3 | Add in interface | | 6.2 | |
| 6.4 | Milestone – function complete | | 6.3 | |
| **7** | **Add the function that will allow people have access to watch the videos and photos of fencers** | | **6.3** | | Team | | Coding mistake, team member personal problem |
| 7.1 | Coding | | 7 | |
| 7.2 | Modification | | 7 | |
| 7.3 | Add in interface | | 7.2 | |
| 7.4 | Milestone – function complete | | 7.3 | |
| **8** | **Add the function that will allow push notifications** | | **7.3** | | Team | | Coding mistake, technical issues |
| 8.1 | Coding | | 8 | |
| 8.2 | Modification | | 8.1 | |
| 8.3 | Add in interface | | 8.2 | |
| 8.4 | Milestone – function complete | | 8.3 | |
| **9** | **Test plan** | | **8.3** | | Test team | |  |
| **10** | **Testing this phone application and get feedback** | | **9** | | Volunteer and team | | Find wrong people to do the test, lose test data |
| 10.1 | Find volunteer | | 10 | |
| 10.2 | Do the test | | 10.1 | |
| 10.3 | Summarize the test | | 10.2 | |
| 10.4 | Test complete | | 10.3 | |
| **11** | **Test result report** | | **10** | | Team | |  |
| **12** | **Revising the original application base on testing feedback and client feedback** | | **8,10** | | Team | | Misunderstanding of feedback or technical issues |
| 12.1 | Modification | | 12 | |
| 12.2 | Retest | | 12.1 | |
| 12.3 | Milestone – software complete | | 12.2 | |
| 13 | | **Product release** | 12.3 | Team | |  | |

We make table2 and table3, which can show our milestones and deliverables, each activity we list also show the dependencies.

*List and describe specific activities that will be executed in order to produce the deliverables as listed in section 4.1. For example, you can use phases, stages and activities defined in the selected process or lifecycle.*

*In describing the activity, identify, list, and describe the task(s) involved in each activity.*

Each activity is made up of one or more tasks.

# Resources

After scheduling our project process we make a list below to show the resources we need to use:

* The results of survey which can help us decide which platform we will focus on
* The group meeting room
* The Macintosh from library
* Swinburne university software library
* Test results
* Feedback document from client and supervisor

We need the results of survey, which provide by client that will give us clear requirements about which platform we need to use to develop our product. Group meeting room is very important for us to have a meeting and decide what to do next and also can provide our team space and time to think and talk about the project. Our product should be operate on IOS system so we choose Xcode to create this application so we need to use Macintosh from Swinburne library to do programming and interface design. After all these process we need to test our product in order to get better and more mature product so we also need the test results to help us revise the product. To sum up, we need these elements to ensure we can complete our project.

*List and describe specific resources needed in order to complete the project.*

Resources are things you need to do the project which may be provided by your client or university. For example, equipment, room, software library

# Organisation and Structure

# 5.1 Roles

# 5.1.1 Client

*A member of Fencing Victoria. Her responsibility is to accurately represent their business units’ needs to the Project Team, and to validate the deliverables that describe the product or service that the project will produce. Client is also expected to bring information about the project back to the enterprise. Towards the end of the project, client will use and evaluate the products while providing feedback to the Project Team.*

# 5.1.2 Team lead

*The team lead is the person responsible for ensuring that the Project Team completes the project. Making sure the project is delivered in budget, on schedule, and within scope. The Project Manager develops the Project Plan with the team and manages the team’s performance of project tasks. The team leader is responsible for communication, including inform the meeting time, contact with client and supervisor.*

# 5.1.3 Documentation lead

*The team lead is the person who is responsible for documentation. Record the weekly meeting, Edit and layout the project plan and other reports.*

# 5.1.4 Programmer

*Programmer is in charge of leading the SRS and overseas the progress of software development. Specifically, coding the application and debugging errors which are tested by test lead are the main tasks.*

# 5.1.5 Test lead

*The team lead is the person who is responsible for testing. He must make a test plan and an ISO model. To test if the application is worked well, he must consider of the functionality, reliability, usability, efficiency and maintainability.*

# 5.1.6 Supervisor

*The person assess the performance of the project team. She will participate in project planning and the development of the Project Initiation Plan. Project cannot start without her permission. The supervisor provides support for the team and assists with major issues, problems, and policy.*

# 5.1.7 Usability participants

The persons who are invested to participate in usability test. They are required to use the application as usual, and give the feedback of the usability of the application.

# 5.2 person responsible for the activity or deliverable

|  |  |
| --- | --- |
| Deliverables or activities | People involved |
| Project Agreement | 5.1.1, 5.1.2, 5.1.3 & 5.1.6 |
| Project plan | 5.1.1, 5.1.2, 5.1.3 & 5.1.6 |
| Software requirements specification | 5.1.1, 5.1.2, 5.1.3, 5.1.4, 5.1.5 & 5.1.6 |
| Design and give client the interface prototype | 5.1.1, 5.1.2, 5.1.4 & 5.1.6 |
| Add the function | 5.1.1, 5.1.2, 5.1.3, 5.1.4, 5.1.5& 5.1.6 |
| Test plan and test result report | 5.1.1, 5.1.2, 5.1.3, 5.1.5, 5.1.6 &5.1.7 |
| Final product | 5.1.1, 5.1.2, 5.1.3, 5.1.4, 5.1.5& 5.1.6 |

*List all the groups of people that will be involve or has a role in the project, Be sure to include every role (especially business users who will be interviewed during the requirements modelling and those involved in acceptance testing).*

This is not just your team. It is anyone else who has direct interaction with the project. This also includes people will be interacting with the software – e.g. people who test it or are interviewed about it, and other members of their organisation.

*Describe the organisational structure that will be used during the project. For example, a matrix structure may be used in describing role of each group. This enables the person responsible for the activity or deliverable to see the groups of people to me managed.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| *Activities*  *Deliverables* | *From 4.2* |  |  |  |
| *From 4.1* | *Group involved* | *as identified* | *above* |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

# Risks

These are the Initial risks that have being identified.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Rank | Name /  Description | Occurrence  Probability  (H/M/L) | Severity  (H/M/L) | Mitigation  Strategy  Number | Contingency |
| 1 | Project Scope Creep | l | h | 1 | 10% |
| 2 | Project Deliverables unclear | l | h | 2 | 10% |
| 3 | Cost Estimates Unrealistic | m | m | 3 | 40% |
| 4 | Timeline Estimates Unrealistic | m | m | 4 | 35% |
| 5 | Team Members Unknowledgeable of Coding | l | h | 5 | 20% |
| 6 | Miscommunication | m | h | 6 | 40% |
| 7 | Design Errors | l | h | 7 | 20% |
| 8 | Illness or absence of team members | m | m | 8 | 60% |
| 9 | The customer changes his mind | l | h | 9 | 5% |

1. Scope initially defined in project plan, reviewed weekly by team member.
2. Weekly meeting with client, identify what they exactly want. Make a specific project plan.
3. Included in project plan, subject to amendment as new details regarding project scope are revealed
4. Timeline reviewed weekly by group leader and group member to prevent undetected timeline departures
5. Team leader should identify knowledge gaps and allocate suitable work to team member, provide training, as necessary.
6. After a meeting, one group member creates an interview report. Every participant and every person who should have been a participant of the meeting should get a copy of this report. Team members should not hesitate to ask and re-ask questions if things are unclear.
7. Group member should review the objectives weekly. The team leader and supervisor should be consulted frequently on his opinion about the feasibility and the correctness of certain design decisions.
8. Team members should warn their team leader or the PM timely before a planned period of absence.
9. Meetings with the customer can be planned well in advance. The customer has been given room in his schedule for software engineering related work.

*Discuss any major risks that could affect your project plan.*

*This is not a full risk analysis but more of a look at the risks that affect the running of the project*

*For each Risk record the following*

* *Rank*
* *Name*
* *Description*
* *Likelihood of occurrence*
* *Severity*
* *Strategy for mitigation (prevention)*
* *Contingency or fall-back position should the risk manifest itself. (plan B)- not an elaboration of the mitigation strategy.*

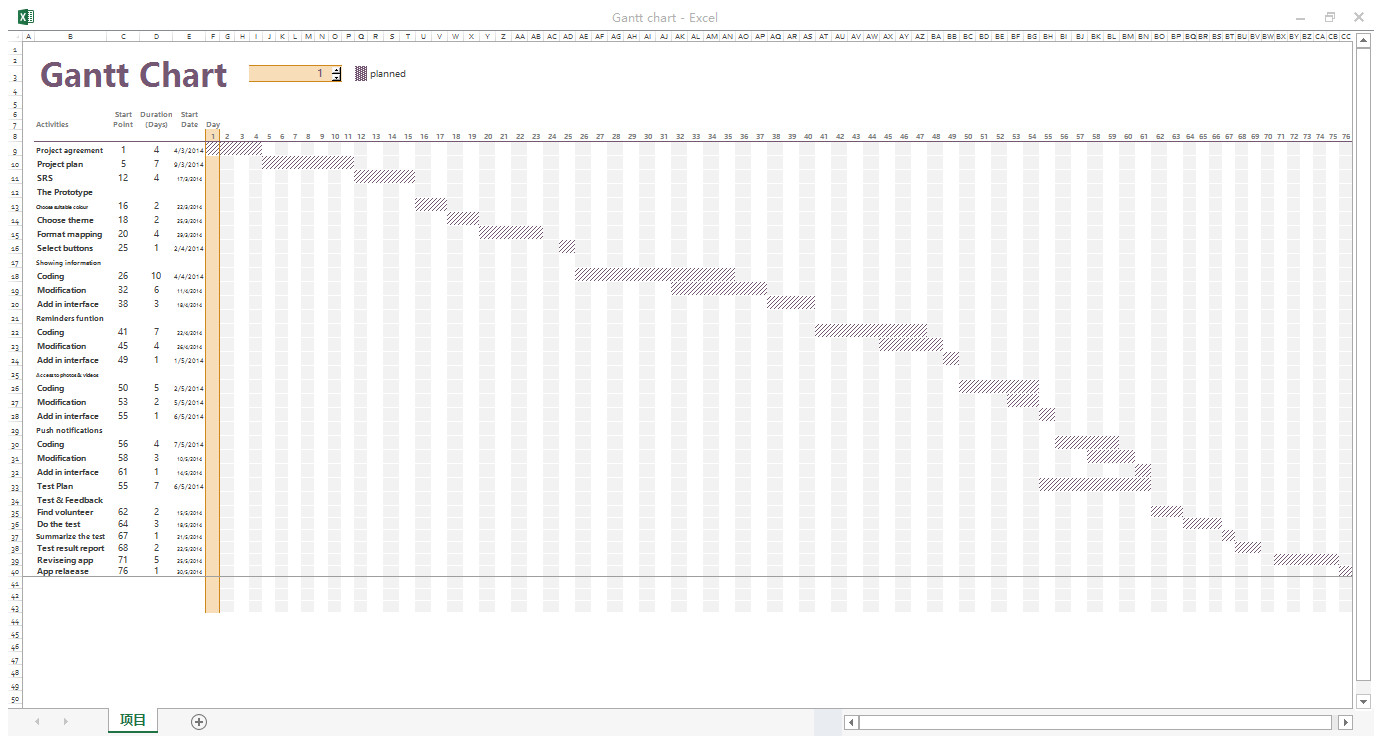
**Table 3. Risks associated with this project.**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Rank | Name /  Description | Occurrence  Probability  (H/M/L) | Severity  (H/M/L) | Mitigation  Strategy  Number | Contingency |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

Take this seriously. When things start to go wrong, you will be expected to follow the strategies outlined here. Explain mitigation strategies in detail. Number each strategy and place the number in the table above

# Schedule

# Project Time Line

**

*Given the tasks (group as activities) in Section 4.2, schedule each tasks using a Gantt chart or some other type of time line. You do not have to use Microsoft Project. Acceptable Gantt charts can be created using Excel or various graphics programs or can be hand-drawn.*

*For each task, show the deadline, and who is allocated to each task (your team members). Often it is better to allocate 2 people to each task in case one becomes unavailable (breaks a leg).*

# External Dependencies

Because we decided to use the Xcode which is a programming software works on iOS platform to develop the application, it is necessary for us to install the iOS system on our computer so that we can use Xcode to program. It should be done before we start to develop the application.

*Describe any inputs from external parties that are required to ensure that the schedule is met. These dependencies, if any, must also be indicated in the time line (Section 7.1) as a critical point.*

# Assumptions

* Users have good experience on using phone app
* Team members’ laptops runs well when programming
* There are some extra materials for us to learn the development of app on different platforms
* All the fencers have access to download and use the app.
* The notifications are pushed correctly on the right time
* The size of app is not too large for mobile phone to download and run
* The google map is available each time the app wants to show the locations of shops
* There are suggestions we can get from professional app developer

*Describe any assumptions that have been made in arriving at the schedule. These may be critical to the implementation of the software.*

# Budget

*Summarise in a table the rate per hour for each of the team member. Look for an appropriate rate per work when doing such type of project. Using the role listed in Section 1.2.3, complete the table below*

**Table 4. Personnel Cost**

|  |  |
| --- | --- |
| Name | Rate per Hour |
| Danyang Fan | 80 |
| Jia Su | 80 |
| Wei Gao | 80 |
| Chen Wang | 80 |

Due to everyone are participant in the whole project, everyone is going to take part in the software development, test and documentation, it is fair to have the same rate per hour and it is a suitable salary for everyone.

*List all the tasks (grouped as activities) described in Section 4.2 in a table and estimate the number of hours needed to complete each task.*

**Table 5. Time Estimated to Complete Each Task**

|  |  |  |  |
| --- | --- | --- | --- |
| **Activity** | **Task** | **Estimated hours needed (hrs)** | **Total per activity (hrs)** |
| **Meeting** | Meet with supervisor | 6 | 34 |
| Meet with client | 4 |
| Group meeting | 24 |
| **Project Agreement** | Signing the agreement sheets with client | 0.5 | 0.5 |
| **Project plan** | Making project plan | 10 | 10 |
| **Software requirements specification** | Making SRS | 4 | 4 |
| **Design and give client the interface prototype** | Making a draft prototype and showing it to client | 6 | 6 |
| **Coding** | Function of showing information about club | 14 | 44 |
| Function of sending out results of matches and reminders of coming events | 12 |
| Function of getting access to photos and videos | 10 |
| Function of pushing notifications | 10 |
| **Modification** | Function of showing information about club | 4 | 12 |
| Function of sending out results of matches and reminders of coming events | 3 |
| Function of getting access to photos and videos | 3 |
| Function of pushing notifications | 2 |
| **Add in interface** | Function of showing information about club | 4 | 10 |
| Function of sending out results of matches and reminders of coming events | 2 |
| Function of getting access to photos and videos | 2 |
| Function of pushing notifications | 2 |
| **Test plan** | Making test plan | 6 | 6 |
| **Test** | Find volunteers | 4 | 6 |
| Doing the test with volunteers | 2 |
| **Test result report** | Analysing and making test report | 6 | 6 |
| **Revising the original application base on testing feedback and client feedback** | Revising the app with the results we got from the test | 10 | 10 |
|  |  | Total | 238.5 |

*As a guide in estimating the time,*

* *Each team member should contribute equally, and time spent actually writing software should be about (80 hours x number of team members).*
* *Total time allocation for each student should not exceed 10 hours per week.*
* *The total hours per activity should be feasible within the schedule defined in Section 7.1. Note that the schedule in Section 7.1 includes slack time.*

# References

*If you have used information from published sources, show where it came from. Use the Harvard system of citation. For instance, if it is from a website*

***Your reference list entry must be in the form of***

**Author, Initial(s) Year, Title of Document/Webpage/Website, Organisation/Host, viewed Day Month Year, <URL>.**

**example**

Yates, J 2009, Tax expenditures and housing, Australian Housing and Urban Research Institute, viewed 12 November 2013, <http://www.ahuri.edu.au/publications/download/ahuri\_judith\_yates\_research\_paper>.

***Your in-text may be in the form of***

* **Direct quote**

"Most official estimates ..." (Yates 2009).

* **Paraphrase**

Yates (2009) looked at the equity implications of tax ...

***For more information on the Harvard style guide, refer to***

<http://www.swinburne.edu.au/lib/studyhelp/harvard_style.html>