

Project Plan

Pawductivity

Industry Partner	
Primary Instructor	Anjana Shah
Team Member	Audrey Tjandra
Team Member	Haoyun Yang
Team Member	Awsaf Fida Mahmud
Team Member	
Team Member	

Document Revision History

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1. Executive Summary

The following describes the project to be executed.

Objective	Pawductivity will be a mobile application developed by Team Rocket to promote productivity and mental health behaviors by gamifying positive behavior. The primary user, a person suffering from self-motivation and self-control, will be able to create and track their own goals, record their mood and thoughts, and temporarily block their phone usage to focus on tasks. The app encourages self-care through the care of a virtual avatar.
Corporate Goals Addressed	Pawductivity aims to provide a therapeutic self improvement app that provides features in self help and comfort from our digit pet companion.
Planned Start Date	October 16th, 2024
Planned End Date	March 28th, 2025

2. Project Approvers, Reviews and Distribution List

Approvers, reviewers and distribution list

Project Role	Name	E-mail	Date
Professor	Anjana Shah	ashah@georgebrown.ca	10-07-2024

3. Scope

Define the sum total of all of its products and their requirements or features.

In Scope	Out of Scope
Journal creation,edit and delete	Payment gateway
Journal Search, categorize	Biometrics
Habit create, edit and delete	Therapy
Timer system	
Calendar system	
Analytics system	
Digital pet interaction	
Reward system	
Mood entry system	

4. Deliverables

This project will deliver the following.

Deliverable	Description
Creation of journal	Create a new journal entry that gives an option for users to input their mood (on a scale from 1 to 5)
Edit Journal	Update an existing journal/journal entry
Delete Journal	Users may delete their journal entries
View Journal	Users can view a list of journals by entry dates or category
Search Journal	User can search their written journals by keyword search
Create habit	Users can create habits that can be use later
Edit habit	User can edit their habit entries
Delete habit	User can remove unwanted habits
View habit	User can View a list of their own habits
Confirm habit	While the list of habits are being displayed for the user. User may select any of them to confirm that they have completed (Users can complete the same habit multiple times a day; i.e habit: drink water)

Set habit notification	User can set up a notification alert for a habit they wish to be reminded of
View statistic	System can produce a graph statistic of user complete habits for the user to see. (May only view your own statistics)
View Calendar	User may view all the waiting to-do habits in a Calendar view once they set up notifications for certain habits
Create Timer	User can initiate a focus or sleep timer built within our app for either focus study or record sleeping schedules
Pet interaction	Users can interact with an in-app digital pet that responds in custom animations and dialog options.

5. Assumptions

This project makes the following assumptions:

1.1 Assumption: Key stakeholders of Team Rocket will actively participate for the entire project duration of the year until the project is finished

Impact: Stakeholders provide a specialized skill set required for project completion. If a stakeholder becomes unavailable, project progress would be severely delayed.

1.2 Assumption: Feedback and approval from the Professor and other potential users on the project will be available during sprint submissions.

Impact: Feedback is key to properly developing the app, and making sure it aligns with project requirements.

2.1 Assumption: No major additions in planned systems-compatibility or feature requirements will be made during project duration.

Impact: The project's schedule is planned under the assumption that the current features and software systems will be focused upon. While features may adjust to suit feedback, major additions will significantly delay project completion.

2.2 Assumption: Project will be finished by the due date of March 28th, 2025.

Technical Requirements

3.1 Assumption: Software used by developers will be compatible with each other. Developers will be able to learn how to use any unfamiliar software.

Impact: If the project uses incompatible software, the progress will be halted until compatibility is fixed. To mitigate, software will be tested with each other before investing significant time into developing.

3.2 Assumption: Servers required will be available for usage and in the budget.

Impact: Because Pawductivity will have user accounts, database servers to record usage are critical for functionality for users.

6. Dependencies

The following are the internal and external dependencies that will have to be acknowledged and addressed;

- Drawing software: The availability of a program that allows sketching, rendering and animating
- External online database: Purchasing online database for the application to access for storing and reading application data such as journal entry, user habits, etc.
- Hosting services: 3rd party service for deploying the application and providing live service to users.

7. Risk Management

Potential Risk	Severity (H/M/L)	Likelihood (H/M/L)	Management Strategy
Data breach	M: dependant on 3rd party cloud service provider	L	N/A
Budgeting	H: Maintenance cost for 3rd party database and server	L	N/A
College assessments	H: Over 5 extra courses	H	Team member time management on their individual tasks
Estimated project delivery Schedule	H: Functional prototype expected in 12 months	H	plan regular meetings confirming project progress. Set up deadlines for individual feature of the project
Number of interfaces to existing Systems Affected	H: Over 3 interfaces	H	Plan wireframes and document interface features
Number of team members unknowledgeable in business	M: Minimum experience in business	M	
Absence of professional application development knowledge	M: Team members in learning process of	M	Frequently seek help from college professors for industry

	making mobile application		standard advice.
Project Team Availability	M: One team member have different course schedules	M	Review weekly meeting schedules to accommodate every team member.

8. Communication

Reporting

The following reports will be produced;

Report	Audience	Frequency
Progress report; Team task status report	Project team members	Weekly
Project direction report	Project team members, Project overseer	Weekly

Meetings

The following meetings/communication will be established;

Meeting	Purpose	Attendees	Frequency
Project team meetings	Weekly check-ins	All members	Weekly
UX design review	Give Project overseer the opportunity to review UI/UX design	All members, Project overseer	Once after initial

Project status meeting	Update team status and resolve questions	All project Members	Online, Monthly
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9. Task Listing (WBS- Work Breakdown Structure)

The following resource proposal template summarizes the resource hours committed to this project, upon final approval of this document.

Reference	Task	Duration	Dependence
A.1	Journal Feature design overview	5 weeks	-
A.2	Journal creation wireframe design	4 weeks	A.1
A.3.1	Journal front-end development	7 weeks	A.2
A.3.2	Journal back-end development (CRUD)	7 weeks	-
A.4	Connect journal front-end to back-end	6 weeks	A.3.2, A.3.1
B.1	Habit Tracking feature design overview	5 weeks	-
B.2	Habit wireframe design	4 weeks	B.1
B.3.1	Habit front-end development	9 weeks	B.2
B.3.2	Habit back-end development (CRUD)	9 weeks	-
B.4	Connect habit front-end to back-end	9 weeks	B.3.2, B.3.1
C.1	Notification design overview	3 days	-
C.2.1	Notification front-end	2 days	C.1
C.2.2	Notification back-end	7 days	-
C.3	Connect notification front-end to back-end	7 days	C.2.1, C.2.2
D.1	Calendar features overview	5 weeks	-
D.2	Calendar wireframe design	4 weeks	D.1

D.3.1	Calendar front-end	5 weeks	D.2
D.3.2	Calendar back-end (CRUD)	5 weeks	-
D.4	Connect calendar front-end to back-end	6 weeks	D.3.1, D.3.2
E.1	Timer features overview	5 weeks	-
E.2	Timer wireframe design	4 weeks	E.1
E.3.1	Timer creation front-end design	6 weeks	E.2
E.3.2	Timer creation back-end design (CRUD)	6 weeks	-
E.4	Connect timer front-end to back-end	6 weeks	E.3.1, E.3.2
F.1	Pet interaction overview	5 weeks	-
F.2	Pet creation & interaction wireframe design	4 weeks	F.1
F.3.1	Pet front-end development	8 weeks	F.2
F.3.2	Pet backend development (CRUD)	8 weeks	F.3.1
F.4	Pet animation design and development	5 weeks	F.1, F.2
F.5	Backend storage for animation	2 weeks	F.4
F.6	Connect Pet front-end to back-end	8 weeks	F.3.1, F.3.2, F.5
G.1	Analytics wireframe design	4 weeks	-
G.2.1	Analytics creation front-end design	6 weeks	A, B, E, G.1
G.2.2	Analytics creation back-end design (CRUD)	6 weeks	A, B, E, G.1
H	Integration Build	10 Weeks	A.4, B.4, C.3, D.4, E.5, F.6
J.1	Beta version test and debug	5 weeks	G
J.2	Final version test, debug and release	3 weeks	H.1

10. Gantt Chart

Create a detailed Gantt Chart from your Task Listing(Use any software tool and paste the image or upload as a separate file that can be opened as pdf/doc/xls)

<INCLUDED IN T53-Backlog & Gantt Chart.xlsx>

11. Milestones

Major Activity or Milestone	Estimated Milestone Target date	Owner/Reviewer Team Members
Project scope sprint documentation	October 7th	All team members
First draft of UI/UX wireframe design	October 13th	All team members
Database design and setup	November 15th	All Team members
UI/UX wireframe design complete	Dec 5th	Audrey
Back end first prototype Journal, Habit, Timer framework	January 10th	HaoYun
Back end first prototype Authentication	January 28th	Haoyun
Deploy backend	January 12th	HaoYun
Back end first prototype Secondary Features	February 21st	HaoYun
Test animation run on front end	January 8th	Awasf
First prototype of user login authentication	February 1st	Audrey, Awasf
Front end for Habit, Journal, Timer prototype	February 10th	All Team members
Front end for Secondary Features	March 7th	Audrey, Awasf
Back end for Secondary Features	March 7th	Haoyun
Complete back end to front end API	March 14th	HaoYun, Awasf
Test first prototype of all complete features	March 14th	All team members
Front end cleanup	March 21st	Audrey, Awasf

Final test and deploy beta version	March 28th	All team members
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12. RAM – Responsibility Assignment Matrix

Create a RAM from your Task Listing. A sample is shown below:

Project Team Responsibilities			
Project Name: Pawductivity			
Task	Audrey	Haoyun	Awsaf
Journal Feature design overview	Primary	Secondary	Secondary
Journal creation wireframe design	Primary	Secondary	Secondary
Journal front-end development	Secondary		Primary
Journal back-end development (CRUD)		Primary	
Connect journal front-end to back-end	Secondary	Primary	Secondary
Habit Tracking feature design overview	Primary	Secondary	Secondary
Habit wireframe design	Primary	Secondary	Secondary
Habit front-end development	Secondary	Primary	
Habit back-end development (CRUD)		Primary	
Connect habit front-end to back-end	Secondary	Primary	
Notification design overview	Primary	Secondary	Secondary
Notification front-end	Secondary		Primary
Notification back-end		Primary	
Connect notification front-end to back-end		Primary	
Analytics features overview	Primary	Primary	Primary
Analytics wireframe design		Primary	
Analytics front-end			Primary
Analytics back-end		Primary	
Connect authentication front-end to back-end		Secondary	Primary
Authentication features overview		Primary	Secondary
Authentication wireframe design	Primary		
Authentication front-end	Secondary		Primary
Authentication back-end		Primary	
Connect authentication front-end to back-end		Secondary	Primary

Calendar features overview	Primary	Secondary	Secondary
Calendar wireframe design	Secondary	Secondary	Primary
Calendar front-end	Primary		Secondary
Calendar back-end (CRUD)		Primary	
Connect calendar front-end to back-end	Secondary	Primary	
Timer features overview	Primary	Secondary	Secondary
Timer wireframe design	Primary		
Timer creation front-end design	Primary		
Timer creation back-end design (CRUD)		Primary	
Connect timer front-end to back-end	Secondary	Primary	
Pet interaction overview	Primary	Secondary	Secondary
Pet creation & interaction wireframe design	Primary		Primary
Pet front-end development			Primary
Pet backend development (CRUD)		Primary	
Pet animation design and development			Primary
Backend storage for animation		Primary	
Connect Pet front-end to back-end	Secondary	Primary	
Integration Build	Primary	Primary	Primary
Beta version test and debug	Secondary	Primary	Primary
Final version test, debug and release	Primary	Secondary	Secondary

13. Approval

The signatures below indicate their approval of the contents of this document.

Project Role	Name	Signature	Date
Project Manager	Audrey Tjandra	<i>Audrey Tjandra</i>	2025-02-02
Front-End Developer	Awsaf Fida Mahmud	<i>Awsaf Fida</i>	2025-02-02
Back-End Developer	HaoYun Yang	<i>HaoYun Yang</i>	2025-02-02