Project Plan for Developing A Mobile Application to Track A Users Drinking Water Intake

Project Overview

Project Name: Drinking Water Intake Tracker

Project Goal: To develop a mobile application that helps user track their daily water intake, set goals and reminders.

` 1) Main Features of The Application

1) Personalized consumption goal.

2) Water intake reminders.

3) Water consumption tracking. (Record of the amount of water the user has consumed throughout their use of the application; progress/regress)

4) Tips/Advice on startup loading screen.

5) Reminder if the user has low consumption of water throughout the day.

6) Progress tracking and reminding user with a chart at a period of time. (day/week/month can be set manually)

2) Work Breakdown Structure for the Project

1) Project Initiation

-Define the scope

-Identification of stakeholders

-Setting goals and objectives

2) Requirement Gathering and Analysis

-User stories creation

-Feature prioritization

-Technical requirement specification

3) Design

-UI/UX design

-User flow mapping

-App prototyping

4) Development

-Frontend development

-Backend development

-Database setup

5) Testing

-Unit testing

-Integration testing

-User acceptance testing (UAT)

6) Deployment

-App store submission

-Server setup and configuration

7) Post-Launch Maintenance

-Bug fixes

-Feature updates

-Performance monitoring

3)Timeline with Major Milestones and Deadlines

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| --- | --- | --- |
| Milestone | Timeline | Completion Date |
| Project Initiation | 1 Week | Week 1 |
| Requirement Gathering & Analysis | 2 Weeks | Week 3 |
| UI/UX Design | 3 Weeks | Week 6 |
| Front-end Development | 4 Weeks | Week 10 |
| Back-end Development | 4 Weeks | Week 14 |
| Integration & Testing | 3 Weeks | Week 17 |
| Beta Testing & UAT | 2 Weeks | Week 19 |
| App Store Submission | 1 Week | Week 20 |
| App Launch |  | Week 21 |
| Post-Launch Monitoring |  | Continuous |

4) Potential Risks and Mitigation Strategies

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| --- | --- | --- | --- |
| Risk | Likelihood | Impact | Mitigation Strategy |
| **Scope Creep** | Medium | High | Set a clear scope and lock requirements after few weeks. |
| **Delays in Development:** | Medium | High | Build buffer time for better time management. |
| **Team Communication Issues** | Low | Medium | Implement regular standups and use of project tracking tools |
| Privacy and Data Security | Low | High | Follow best practices for data encryption. |
| Low User Retention | Medium | High | Constantly update the app with new features and offer incentives for consistent usage. |
| Technical Failures | Medium | High | Conduct thorough testing on different devices and operating systems for optimization. |
| Poor User Experience | Medium | High | Gather feedback from beta users, and continuously improve the design to make it intuitive and user-friendly. |

**5) Resources Needed for The Project**

Team Members

* Project Manager: Oversees timeline, milestones, and communication.
* Business Analyst: Gathers requirements and ensures alignment with stakeholders.
* UI/UX Designer: Designs wireframes, user flows, and the app interface.
* Frontend Developer(s): Builds the web and mobile frontends.
* Backend Developer(s): Develops APIs, database structures, and server logic.
* Mobile App Developer(s): Builds native apps for iOS and Android.
* QA Engineer: Tests the app across platforms (web, Project Management: Jira, Trello, or Asana for task tracking.

Tools

* Design: Figma or Adobe XD for wireframes and mockups.
* Development: Visual Studio Code, Android Studio, XCode.
* Collaboration: Slack, Zoom, and Google Drive for communication and document sharing.

**6) Budget Estimation**

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| Category | Estimated Cost |
| Frontend Development | Rs 120000 |
| Backend Development | Rs 120000 |
| UI/UX Design | Rs 80000 |
| Project Management | Rs 40000 |
| QA & Testing | Rs 30000 |
| Deployment | Rs 12000 |
| Miscellaneous | Rs 20000 |
| Total Estimated Budget | Rs 422000 |

\*The company has to separate a certain amount of budget for the applications maintenance every month which can include server crashes, bugs in application\*