

iOS SafeRide App

ZACH JONES, CALEB FRIDEN, DYLAN SECREAST

CIS 422 – SPRING 2016

Team Member Roles

Project Manager: Caleb

iOS Developer: Caleb & Zach

Web/Back-end Developer: Dylan

Documentation: Dylan

Tester/QA: Zach

Risk & Risk Mitigation

Time

- **Prevention:**

- Iterative development – Preventing over-engineering by developing a minimal working skeleton before adding additional features
- Project for first development cycle to be completed in week 3, allowing for an additional week dedicated to debugging, and presentation, final touches.

- **Mitigation:**

- Reevaluate project schedule and milestone plausibility at the end of every week at team meeting.
- If necessary, sacrifice web interface functionality to assure iOS app completion.

Risk & Risk Mitigation cont'd

Reverse Geocoding

- **Prevention:**
 - First item on schedule to begin work to allow for additional time to solve unforeseen circumstances.
- **Mitigation:**
 - Have end user manually enter address instead of using iOS's pin-dropping functionality.

Risk & Risk Mitigation cont'd

Server-Client Communication

- **Prevention:**

- Begin work within week two to allow for additional time to complete.

- **Mitigation:**

- Have app email user's request to dispatch
 - If necessary, sacrifice web interface functionality to assure iOS app completion.

Choice of Process

iOS Development: Xcode

Web Development/Backend: Meteor – Open source full-stack JavaScript framework

Version Control & Documentation: Assembla

List of Deliverables

iOS App, Web App/Interface, and Documentation.

Major Milestones

L0

- User information/confirm request screen
- Send email and/or text to dispatch with
- Dispatch responds via text

L1

- Create dispatch web app/interface

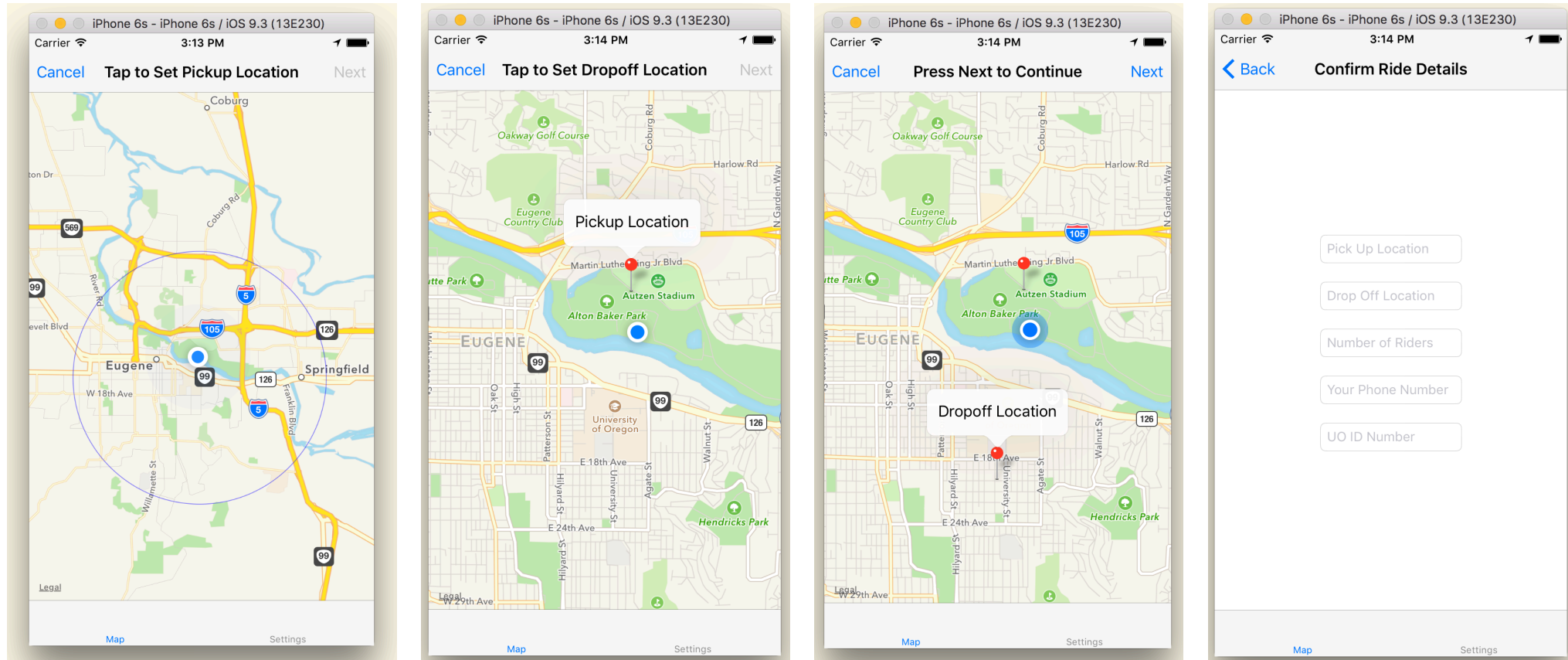
L2

- Interaction between iOS app & website.

L3

- Debugging, presentation, and final touches.

iOS App Prototype: Customer Facing



Web Prototype: Employee Facing

