**PROJECT PLAN DOCUMENT**

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| Project number | ***33*** |
| Project Title | ***InHobi – A Social Good App*** |
| Document | Project Plan |
| Creation date | ***2/02/2020*** |
| Created By | ***Chaitanya, Arjun, Joseph, Adarsh*** |
| Client | ***Sanjana, Mr. Bhupesh Kumar*** |

# Brief problem statement

InHobi is a platform where users can learn content from professional instructors by subscribing to the instructors’ courses and by joining communities to discuss and share content. It has elements very similar to that of a generic LMS but it also comes with new paradigms of discussion within communities. The platform is hosted on both the web and mobile. It requires a head less architecture to build separate micro-services for separate tasks in separate environments.

# Team Members

Arjun – Backend

Chaitanya – Backend

Adarsh – Frontend, UX design

Joseph- Frontend

# Team Communication

The team adheres to the SCRUM principles, and conducts the required ceremonies at the start of every Dev Sprint. The team evaluates the backlog, lists the sprint goals, and distributes the work fairly. The team uses Slack for communicating between Sprints.

# Development Environment

We use PyCharm, Postman, Heroku CLI, Docker for developing the django REST library. For developing the UX designs we use Adobe XD, and Figma. We use WebStorm, and npm for writing JS components for React. For DevOps we use Jenkins, coupled with GitLab pipelines to auto deploy to Heroku. For managing repository structure we use Git-Flow.

# Milestone Schedule

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| --- | --- | --- | --- |
| **Milestone** | **Due Date** | **Release** | **Deliverable?** |
| *Create draft requirements* | 02/02/2020 | R1 | No |
| *Finalize requirements* | 09/02/2020 | R1 | Yes |
| *Develop the MVP* | *25/02/2020* | *R1* | Yes |
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