Project Management Plan

TableHub

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1 Project overview

Description

TableHub is a mobile application designed to streamline the process of finding available tables in public places. The app allows users to report the status of tables, marking them as either available or occupied.

Background

The idea for TableHub emerged from the common challenge which founders faced when trying to find a free table in busy cafes, restaurants, and public spaces. The lack of real-time information often leads to frustration and wasted time.

Stakeholders

The primary stakeholders for TableHub include:

- Users: Individuals who will use the app to find and report table statuses.

- Business Owners: Cafes, restaurants, and public spaces that can benefit from increased customer satisfaction and efficient table management.

2 Scope & objectives of project

Project scope

The project focues on designing and developing a mobile application that allows users to report tables' statuses in public places. The application will enable users to mark tables as available or occupied, providing real-time information to others looking for a place to sit. The app will also include engaging features such as gamification elements to encourage user participation and a user-friendly interface for easy navigation.
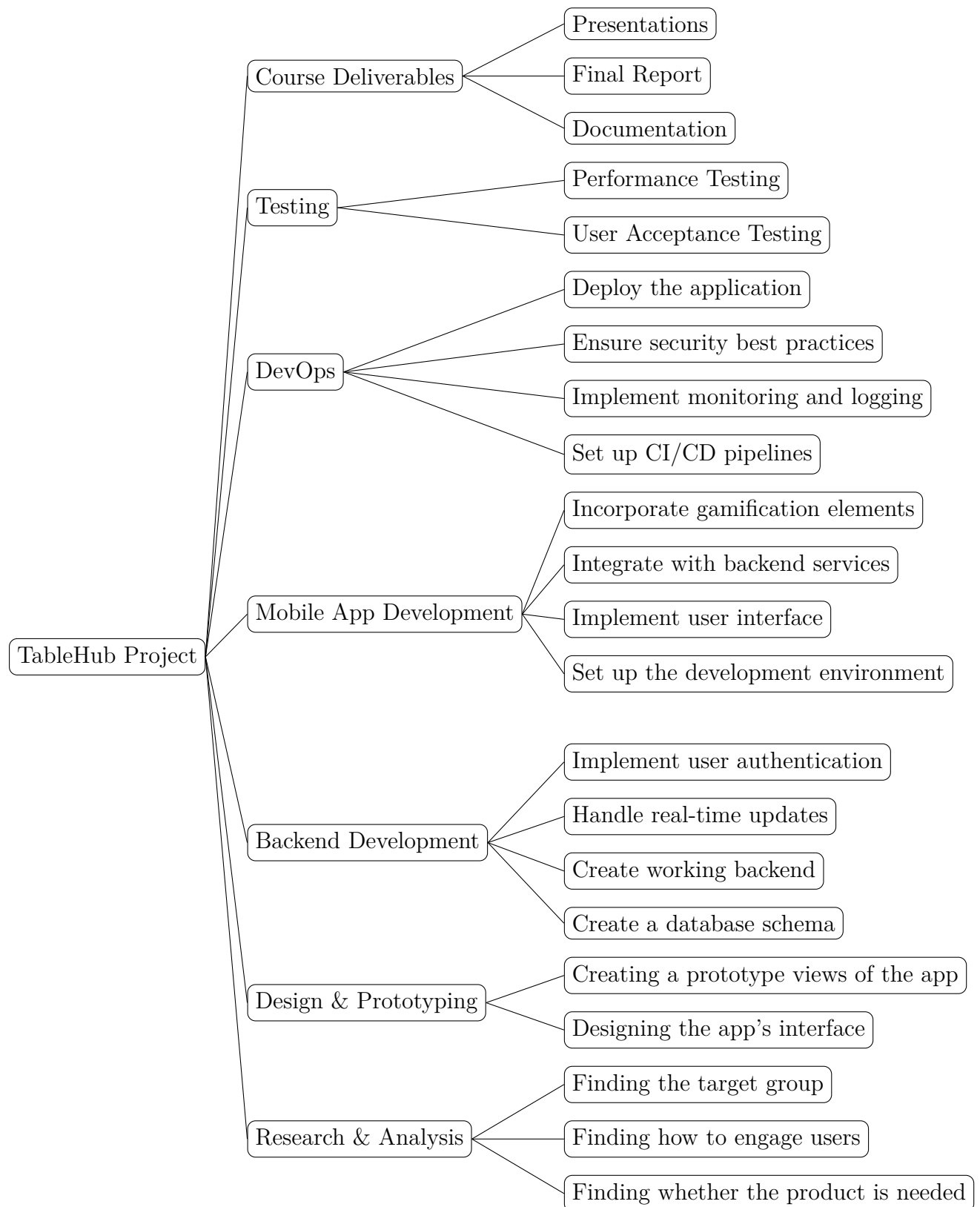
Project objectives

- Develop a user-friendly mobile application for reporting table statuses.

- Implement real-time updates for table availability.

- Incorporate gamification elements to enhance user engagement.

- Ensure accessibility and ease of use for all users.

- Tailor the product for market fit and user needs.

- Conduct thorough testing to ensure reliability and performance.

3 Deliverables

- A detailed designs and user-centered interface for the mobile application made from research and user feedback.

- A fully functional mobile application for Android platforms (and maybe iOS in the future).

- A backend system to manage user reports and real-time updates.

- Documentation including user guides, technical specifications, and maintenance plans.

- A proper report documenting the development process, challenges faced, and solutions implemented.

- Presentations and demonstrations of the application to stakeholders and course supervisors.

4 Work breakdown structure

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                                                        ┌─────────────────┐
                                                        │  Presentations  │
                          ┌──────────────────┐          └─────────────────┘
                          │ Course Deliverables          ┌─────────────┐
                          └──────────────────┘          │ Final Report │
                                                         └─────────────┘
                                                         ┌────────────────┐
                                                         │ Documentation  │
                                                         └────────────────┘
                          ┌─────────┐                   ┌──────────────────────┐
                          │ Testing │                   │ Performance Testing  │
                          └─────────┘                   └──────────────────────┘
                                                         ┌──────────────────────────┐
                                                         │ User Acceptance Testing  │
                                                         └──────────────────────────┘
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- Course Deliverables
  - Presentations
  - Final Report
  - Documentation
- Testing
  - Performance Testing
  - User Acceptance Testing
- DevOps
  - Deploy the application
  - Ensure security best practices
  - Implement monitoring and logging
  - Set up CI/CD pipelines
- Mobile App Development
  - Incorporate gamification elements
  - Integrate with backend services
  - Implement user interface
  - Set up the development environment
- Backend Development
  - Implement user authentication
  - Handle real-time updates
  - Create working backend
  - Create a database schema
- Design & Prototyping
  - Creating a prototype views of the app
  - Designing the app's interface
- Research & Analysis
  - Finding the target group
  - Finding how to engage users
  - Finding whether the product is needed

TableHub Project
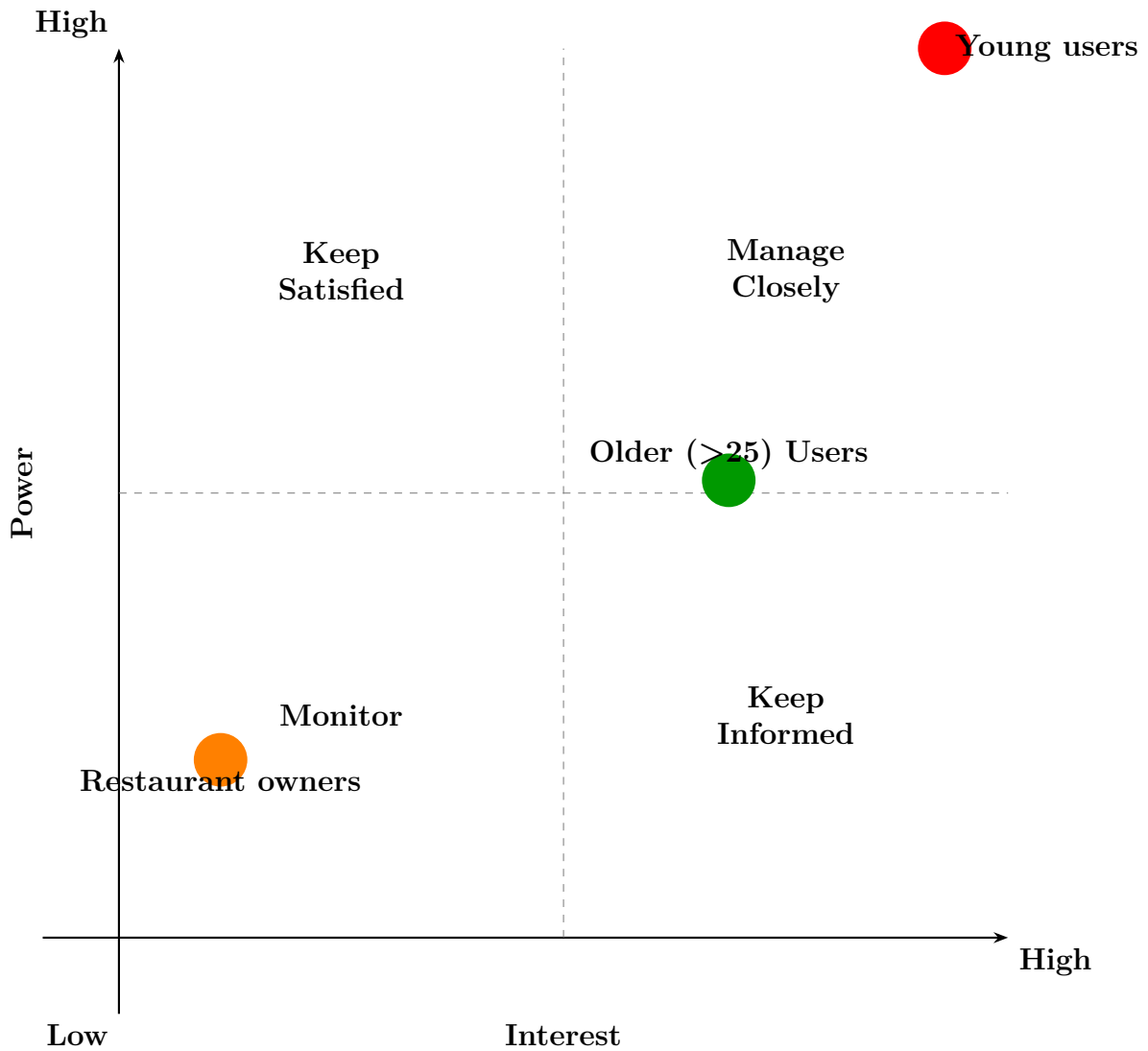
Power-Interest Grid

Figure 1: Power-Interest Grid with Stakeholders

5   Stakeholders

6   Project schedule

7   Project's risk management