Project Plan Document

CECS 491
TheBoiZ

Lead: 014073642   Fa Fu

Members: 015188925   Brian Nguyen
                  013122991   Louie Yonzon
                  015774900   Kevin Simon
                  015938089   Dylan Thorin
                  015260958   Kevin Phan

Date: November 12, 2019

Table of Contents

1. OVERVIEW

Applications To Scrum: This project will use the Agile methodology through Scrum to progress through the required deliverables. Our purpose in using Scrum is found in it's benefits. These benefits include: frequent feedback on our progress and iterative releases of our product.

Total # of Sprints: ~ 18 Sprints - Two Weeks Periods, Sprint Retrospectives on Tuesdays

Sprint Velocity : ~ 120 Hours - 10 Hours per Member each Week

Total Project Hours: ~ 2160 Hours - 18 Sprints * 120 Hours, Over an 8 Month Period

Total Complexity Levels: ~ 109 Total Complexity of all Features

Priority: The level of importance the process has for the application

Complexity: The amount of work that will be implemented in working on each process

Note: The priority and complexity categories are ranged from 1 to 5, with 1 being the lowest and 5 being the highest

Process	**Priority**	**Complexity**	**Deadline**
User Creation	5	5	01/14/20
Event Creation	5	4	01/21/20
Tournament Bracket Creation	5	4	02/04/20
Search Feature	3	5	02/11/20
Registration for Event and Tournament Bracket	3	2	02/18/20
Follow Feature	3	3	02/25/20
User Interface / User Experience	3	3	03/03/20
Comment on Tournament Bracket	1	3	03/10/20
Messenger	1	3	03/10/20
Sample of complete product for test	2	4	03/17/20

2. FEATURE BREAKDOWN

2.1 Milestone 1: Sprints 1 - 3 (09/02/19 - 10/12/19)

SPRINT	PRIORITY	COMPLEXITY	HOURS
Sprint 1 (09/02 - 09/14)			
Product Brainstorm	1	5	10
Draft Request for Proposal	2	3	6
Sprint 2 (09/16 - 09/28)			
BRD	1	4	40
Design Doc	3	3	15
Tech Spec	2	5	40
Sprint 3 (09/30 - 10/12)			
BRD	1	4	40
Project Plan	2	5	25
Project Roadmap	3	2	10
Site map	4	1	2

2.2 Milestone 2: Sprints 4 - 7 (10/14/19 - 11/22/19)

SPRINT	PRIORITY	COMPLEXITY	HOURS
Sprint 4 (10/14 - 10/29)			
Revised Milestone 1			
BRD	1	3	15
Design Doc	3	1	15
Site map	6	1	5
Tech Spec	5	4	10
Project Plan	2	4	15
Project Roadmap	4	3	10
Error Handling	7	3	15
Sprint 5 (10/30 - 11/12) R&D			
Error Handling	1	3	15
Logging	2	1	10
Archiving	4	3	25
Revise Documents	3	5	10
Sprint 6 (11/13 - 11/26) R&D			
Registration	2	3	15
Authentication	3	3	10
Authorization	4	3	10
Revise Documents	1	5	5

SPRINT	PRIORITY	COMPLEXITY	HOURS
Sprint 7 (11/27 - 12/10) Finalize			
Error Handling	1	3	10
Logging	2	1	5
Archiving	6	2	12
Registration	5	3	10
Authentication	3	3	8
Authorization	4	3	8
Code Review			

2.3 Milestone 3: Sprints 8 - 13 (12/11/19 - 3/4/20)

SPRINT	PRIORITY	COMPLEXITY	HOURS
Sprint 8 (12/11 - 12/24) Break			
Account Registration	1	3	10
Sprint 9 (12/25 - 1/7) Break			
Account Management	1	2	8
Account Recovery	2	1	5
Sprint 10 (1/8 - 1/21)			
Search Feature	1	4	30
Sprint 11(1/22 - 2/4)			
Comment Feature	1	2	10
Message Feature	2	4	20
Sprint 12 (2/5 - 2/18)			
Follow Feature	3	2	10
Create Tournament Bracket	1	3	15
Create Event	2	4	30
Sprint 13 (2/19 - 3/3)			
Register Feature	1	2	10
Unregister Feature	2	1	5

2.4 Milestone 4: Sprints 14 - 18 (3/4/20 - 5/5/20)

SPRINT	PRIORITY	COMPLEXITY	HOURS
Sprint 14 (3/4 - 3/17)			
Profile Customization	1	1	3
Manage Follow List	2	1	3
Sprint 15 (3/18 - 3/31)			
Update Tournament Bracket	1	2	5
Update Event	2	2	5
Delete Feature	3	1	3
Sprint 16 (4/1 - 4/14)			
Manage Tournament Bracket	1	2	5
Delegate Responsibilities	2	2	5
Sprint 17 (4/15 - 4/28)			
Competitor Features	1	4	25
Match Check In	2	3	10
Sprint 18 (4/29 - 5/12)			
Substitute Feature	1	3	10

3. RISKS, RESOURCES, COSTS

3.1 Risks

- Unable to complete tasks on time
- Research time on resources / technologies may halt development
- Inability to secure minimum utilities for the project
- Design patterns are inadequate
- Team members drop class or responsibilities
- Team members fall ill or become unavailable due to extraneous circumstances

3.2 Resources

- The team is comprised of six different members; each with their own skills and specialties
- Each team member is equipped with their own development environment
- Access to technologies and applications to support development

3.3 Costs

- The project will rely on Google Cloud services for development and hosting of the application. Each member is given a set amount of currency within Google Cloud to which they can purchase any component that is necessary for the project
- Otherwise the project will have minimal cost to produce this product