**Project Plan Document**

**CECS 491**

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# 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