

One Person Software Development Project

Mar 31, 2010

Team Axe, LLC

<http://www.teamaxe.org>

Project managers:

Dates: Jan 21, 2010 - Oct 29, 2010

Complete: 0%

Tasks: 66

People: 13

This is the project plan of the first software creation from Team Axe, LLC.

The project itself will follow the OpenUP software development process, and as such is divided into four phases: Inception, Elaboration, Construction and Transition. The purpose of the project is to create a compelling and well-developed software creation utilizing the resources of only a single developer.

Quarterly progress reports and other information can be viewed at the URL supplied with this document.

Tasks

Name	Begin date	End date
Inception 03/01/2010 Inception Phase of project lasting throughout first quarter. Familiarization with technology and feasibility. 03/06/2010 Expansion of Technological Familiarization to include Technology Selection and Developer Licensing.	1/21/10	4/20/10
Project Definition 03/01/2010 Outline scope of project. Begin Software Design Doc.	1/21/10	2/3/10
Project Scope Determination 03/01/2010 Determine general scope of software and ability to execute.	1/21/10	1/22/10
Vision Statement 03/01/2010 Prepare vision statement to prevent scope creep and outline purpose of software.	2/1/10	2/3/10
Initial Requirements 03/05/2010 Determine software requirements.	2/10/10	2/22/10
Market Research 02/12/2010 Research market for pre-existing product fulfilling requirements.	2/12/10	2/17/10
Use Case Creation 02/12/2010 Create set of Use Cases to refine what software should deliver.	2/12/10	3/3/10
Use Case Template Creation 02/12/2010 Determine format of Use Cases.	2/12/10	2/13/10
Use Case Task Determination 02/12/2010 Determine high-level set of functionality that will be achieved by Use Cases.	2/22/10	2/25/10
Use Case Drafts 02/12/2010 Create initial set of Use Case drafts before template completion.	2/25/10	3/3/10
Architectural Feasibility 02/25/2010 Study ability to execute project on platform without any knowledge of platform.	2/23/10	3/1/10
Initial Documentation 2/20/2010 Create initial set of documentation to support development effort.	2/22/10	3/15/10

Tasks

Name	Begin date	End date
Software Design Document Creation 02/23/2010 Create Software Design Doc to solidify architectural decisions.	2/28/10	3/15/10
Document Templates Creation 02/23/2010 Determine/Create document template types for business, technical writing and documentation.	3/2/10	3/6/10
Data Research 02/28/2010 Begin research into system data for User Profile creation.	3/6/10	3/27/10
Technological Familiarization 03/01/2010 Begin process of familiarization with XCode, Objective-C and Apple App Store/Developer resources.	3/7/10	4/7/10
Technology Selection 03/01/2010 Begin research into development toolchain (IDE, testing, debugging, prototyping). 03/06/2010 Determined need for research into UIWebView vs. CoreGraphics display.	3/7/10	3/10/10
Developer Licensing 03/01/2010 Realized necessity of testing on actual hardware (performance). Apple Developer license needed for development effort.	3/7/10	3/14/10
Objective-C Training 03/13/2010 Began Stanford iPhone Developer online course. Intending viewing all course videos and completing each assignment.	3/13/10	4/7/10
Development Environment Setup 03/10/2010 Creation of development environment/workstation. Selection of IDE, placement of workplace, backup/change control procedures.	3/13/10	3/15/10
Project Codebase Creation 03/08/2010 Creation of Proof of Concept XCode project.	3/10/10	4/20/10
Documentation Workflow Finalization 03/01/2010 Create rough workflow guidelines for project documentation creation.	3/20/10	4/19/10
Elaboration 03/01/2010 Take decisions and templates from Inception phase and complete preparation work for Construction.	4/19/10	6/17/10

Tasks

Name	Begin date	End date
Use Case Model Creation 03/01/2010 <i>Determine best doctype and template doctype for Use Cases.</i>	3/3/10	3/21/10
Finalize Document Templates 03/15/2010 <i>Finalize documentation decisions. Entirety of project documentation created with open source tools.</i> <i>All documentation - Open Office</i> <i>All bitmap asset generation - GIMP</i> <i>All vector asset generation - Inkscape</i>	3/6/10	3/24/10
Elaborate on Software Design Doc 03/03/2010 <i>Complete structure and rough draft of final Software Design Doc.</i>	3/15/10	3/20/10
Software Development Plan Creation 03/03/2010 <i>Enhance Software Design Doc section to include specific development decisions.</i>	4/19/10	5/6/10
Finalize Project Environments 03/10/2010 <i>Finalize development workspace including filesystem naming conventions, backup procedures and workflow facilitation.</i>	4/19/10	5/10/10
Finalize Dev Environment 03/01/2010 <i>Complete creation of POC XCode project with general build targets, Unit Testing and project structure.</i>	4/19/10	4/26/10
Finalize Art Environment 03/03/2010 <i>Finalized filesystem conventions and tool settings/preferences.</i> <i>Raster - GIMP workspace, high resolution photography, high resolution assets stored, exported to low resolution iPhone assets.</i> <i>Vector - Inkscape workspace, exported to low resolution iPhone assets.</i> <i>Familiarization with Inkscape-specific svg file format.</i>	4/22/10	5/10/10
Finalize Test Environment 03/10/2010 <i>Setup of SenTestingKit with default Unit Tests included in build process.</i>	4/23/10	5/10/10
Create Software Development Model 03/02/2010 <i>Design the principle software systems of the project.</i>	5/6/10	6/6/10
Technology Research 03/02/2010 <i>Determine best practices and most efficient frameworks for use on Apple Devices.</i>	5/6/10	6/6/10

Tasks

Name	Begin date	End date
Data Research 03/01/2010 Continuing research into software content and User customization.	5/6/10	6/6/10
Class Model 03/01/2010 Construct Class Model diagram for high-level relationship determinations.	5/6/10	5/24/10
ER Model 03/01/2010 Create entity-relationship diagram for datastructures to hold both System data and User data.	5/6/10	5/20/10
Visual Design Finalization 03/07/2010 Finalize design metaphor and visual direction of project.	4/29/10	5/21/10
Finalize Art Workflow 03/09/2010 Determine best-practices in Art development environment and workflow.	4/29/10	5/21/10
Finalize Initial Art Assets 03/08/2010 Create first batch of prototype art assets for Proof of Concept.	4/29/10	5/8/10
Proof of Concept 03/03/2010 Create Proof of Concept iPhone app proving out ability to create application and test initial screen layouts and design decisions.	5/3/10	5/18/10
Functional Prototype 03/01/2010 Create functional Prototype for usability testing based upon Proof of Concept.	5/18/10	6/17/10
Construction 02/01/2010 Take assets/code generated in elaboration and build functional product.	6/6/10	9/13/10
Primary Development 03/08/2010 Primary class development	6/6/10	8/27/10
Interface Development 03/09/2010 Designing and implementing User feedback. Implementing visual design metaphor.	6/6/10	8/27/10
Class Development 03/03/2010 Primary development of codebase.	6/6/10	8/20/10

Tasks

Name	Begin date	End date
Data Development <i>03/10/2010</i> <i>Primary development of data structures</i>	6/6/10	8/5/10
Performance Development <i>03/10/2010</i> <i>Troubleshooting, leak management, performance improvement.</i>	6/25/10	7/27/10
Quality Assurance <i>03/01/2010</i> <i>Finalization of testing before alpha release.</i>	7/15/10	7/30/10
Final Usability <i>03/03/2010</i> <i>Review of usability study and last iteration.</i>	7/15/10	7/30/10
User Documentation <i>03/12/2010</i> <i>Creation of User documentation. Leverage Use Cases.</i>	7/30/10	8/16/10
Alpha Release <i>03/12/2010</i> <i>Alpha release to testers.</i>	8/1/10	8/17/10
Alpha QA Iteration <i>03/12/2010</i> <i>Iteration of Alpha test back to testers.</i>	8/1/10	8/17/10
Beta Release <i>03/03/2010</i> <i>Beta release to testers.</i>	8/17/10	8/31/10
Beta QA Iteration	8/17/10	8/31/10
Release Candidate <i>03/03/2010</i> <i>Complete changes from Beta release. Release to larger testing audience.</i>	8/31/10	9/13/10
Transition <i>03/01/2010</i> <i>Rough outline of Transition tasks. Further elaboration upon reaching Construction Phase.</i>	8/26/10	10/29/10
Public Infrastructure Creation <i>03/12/2010</i> <i>Establish public hosting, DNS, technology vendors for public site.</i>	8/26/10	9/26/10
Site Visual Design <i>03/12/2010</i> <i>Leverage project visual design assets into web assets.</i>	8/26/10	9/26/10

Tasks

7

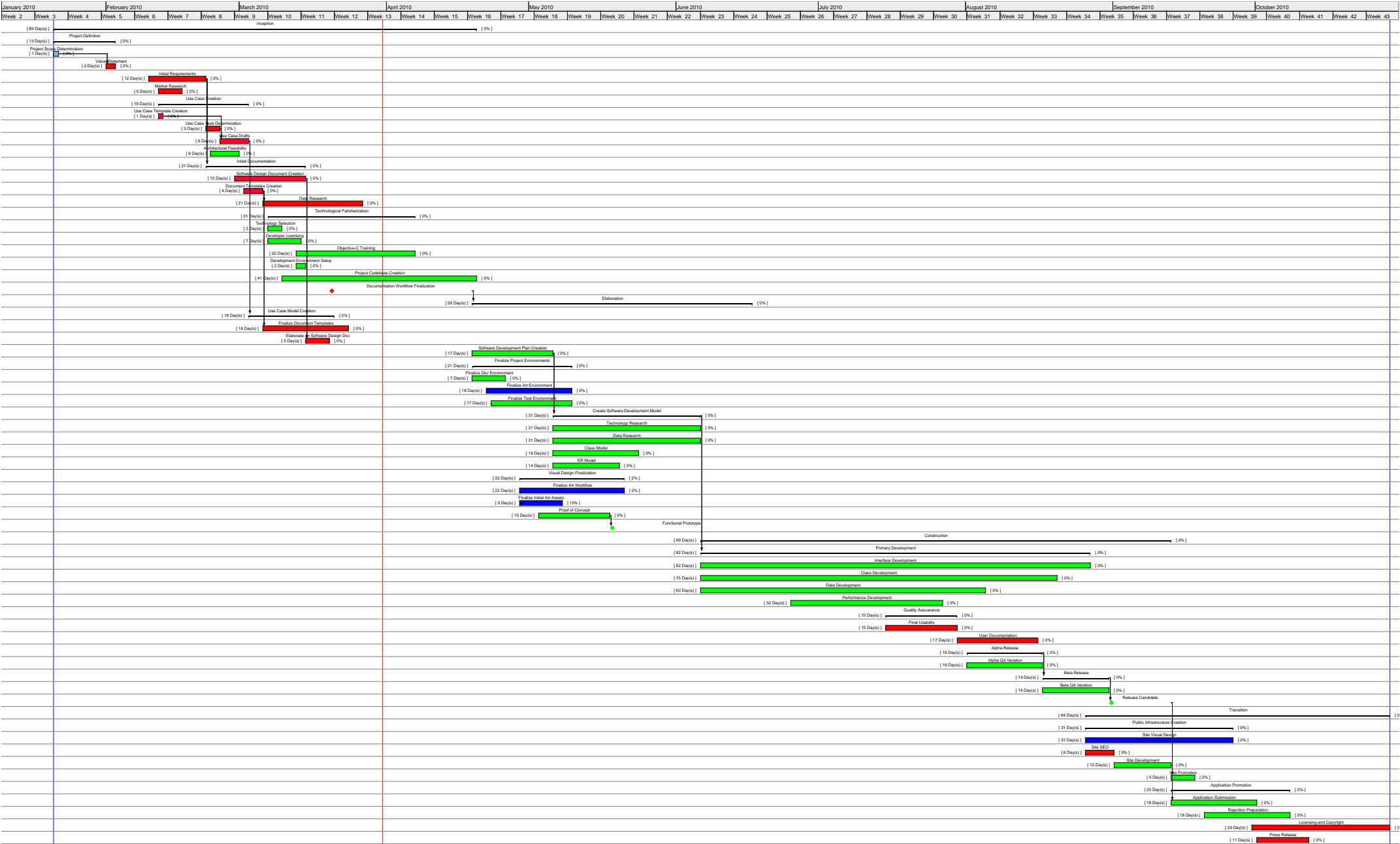
Name	Begin date	End date
Site SEO 03/12/2010 Optimize site for aggregation on various public and social sites.	8/26/10	9/1/10
Site Development 03/12/2010 Develop site framework and pages.	9/1/10	9/13/10
Site Promotion 03/12/2010 Promote site.	9/13/10	9/18/10
Application Promotion 03/12/2010 Finalize application and submit for approval.	9/13/10	10/8/10
Application Submission 03/12/2010 Prepare project for submission to iTunes Connect.	9/13/10	10/1/10
Rejection Preparation 03/12/2010 Prepare for application rejection. Document code, eliminate bugs/leaks.	9/20/10	10/8/10
Licensing and Copyright 03/12/2010 Submit product logos, procedures and project for licensing, copyright and patenting.	9/30/10	10/29/10
Press Release 03/12/2010 Write press release for publishing on public/social sites.	10/1/10	10/12/10

Resources

8

Name	Default role
PrjMgr	Project Manager
DevMgr	Development Manager
ArtMgr	Graphic Design Manager
QAMgr	Quality Assurance Manager
MktMgr	Marketing Manager
Dev	Developer
Arch	Architect
Art	Graphic Designer
QA	Quality Assurance Tester
Ed	Editor
BA	Business Analyst
Con	External Consultant
Audio	Audio Engineer

Gantt Chart



Resources Chart

