

One Person Software Development Project

Apr 4, 2010

Team Axe, LLC

<http://www.teamaxe.org>

Project managers:

Dates:

Jan 21, 2010 - Oct 29, 2010

Complete:

16%

Tasks:

76

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. 03/12/2010 Creation of Initial Visual Design task. Added metaphor and process tasks. Added Project Timeline Task.	1/21/10	4/21/10
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. 03/12/2010 Determined limited platform choice of only iPhone production.	1/21/10	1/22/10
Vision Statement 03/01/2010 Prepare vision statement to prevent scope creep and outline purpose of software. 03/12/2010 Vision statement developed to focus development effort.	2/1/10	2/3/10
Initial Requirements 03/05/2010 Determine software requirements. 03/12/2010 Determined application limited to 4 screens at maximum in order to focus development effort on 4 discrete functionalities.	2/10/10	2/22/10
Market Research 02/12/2010 Research market for pre-existing product fulfilling requirements. 03/12/2010 Conducted extensive market research. No product in Apple Marketplace or overall software market that meets Use Cases.	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. 03/12/2010 Format and template of Use Cases created. Creation took longer than expected. End date increased by 2 weeks.	2/12/10	2/24/10

Tasks

Name	Begin date	End date
Use Case Task Determination 02/12/2010 Determine high-level set of functionality that will be achieved by Use Cases. 03/12/2010 Final set of product functionality set. Use Cases written to reflect this.	2/22/10	2/25/10
Use Case Drafts 02/12/2010 Create initial set of Use Case drafts before template completion. 03/12/2010 Use Cases of 4 primary functionality drafts completed. One feature under consideration for removal.	2/25/10	3/3/10
Architectural Feasibility 02/25/2010 Study ability to execute project on platform without any knowledge of platform. 03/12/2010 Developer background with C/C++ makes Objective C acclimation possible. Project feasibility granted.	2/23/10	3/1/10
Initial Documentation 2/20/2010 Create initial set of documentation to support development effort.	2/22/10	3/27/10
Software Design Document Creation 02/23/2010 Create Software Design Doc to solidify architectural decisions. 03/12/2010 Software Design Document framework completed with all sections drafted.	2/22/10	3/9/10
Document Templates Creation 02/23/2010 Determine/Create document template types for business, technical writing and documentation. 03/12/2010 Document templates for all project documentation determined. Open Office chosen as exclusive tool.	3/2/10	3/6/10
Data Research 02/28/2010 Begin research into system data for User Profile creation. 03/12/2010 Product reference material and data research determined to be greater than Inception phase endeavor. Will progress throughout Elaboration and Construction.	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	4/21/10
Technology Selection 03/01/2010 Begin research into development toolchain (IDE, testing, debugging, prototyping). 03/06/2010 Determine scope of project to include platforms outside iPhone OS. 03/12/2010 Determined need for research into UIWebView vs. CoreGraphics display.	3/7/10	3/10/10

Tasks

Name	Begin date	End date
Developer Licensing 03/01/2010 Realized necessity of testing on actual hardware (performance). Apple Developer license needed for development effort. 03/12/2010 Applying for Apple Developer Program.	3/7/10	3/14/10
Objective-C Training 03/10/2010 Began Stanford iPhone Developer online course. Intending viewing all course videos and completing each assignment. 03/12/2010 Underestimated time. Goal extended 2 weeks.	3/13/10	4/21/10
Development Environment Setup 03/10/2010 Creation of development environment/workstation. Selection of IDE, placement of workplace, backup/change control procedures. 03/12/2010 Project setup completion. Test Unit Tests created. Need testable use cases.	3/13/10	3/25/10
Toolchain 03/03/2010 Finalize procedures and workflows in generating content for development/archival. 03/12/2010 Toolchain finalized.	3/13/10	4/7/10
Project Codebase Creation 03/08/2010 Creation of Proof of Concept XCode project. 03/12/2010 Project filesystem hierarchy established. Navigation hierarchy completed.	3/10/10	4/20/10
Initial Visual Design	3/12/10	4/18/10
Determine Design Metaphor 03/12/2010 Determine guiding design metaphor for UI.	3/12/10	3/30/10
Visual Assets Prototypes 03/12/2010 Determine ability to generate art assets in acceptable timeframes.	3/20/10	4/18/10
Project Timeline 03/12/2010 Develop Gantt Chart. For project. Utilize Open Office Calc public domain Gantt Chart Template.	3/20/10	3/26/10

Tasks

Name	Begin date	End date
Documentation Workflow Finalization 03/01/2010 Create rough workflow guidelines for project documentation creation. 3/12/2010 Project documentation types determined. Software Design Doc, Vision Doc, System/User Data Model Doc, UI Model Doc, Assest Licensing Doc, Use Cases.	3/20/10	4/19/10
Elaboration 03/01/2010 Take decisions and templates from Inception phase and complete preparation work for Construction. 03/12/2010 Realized need for Usability expertise. Added task.	3/3/10	6/17/10
Use Case Model Creation 03/01/2010 Determine best doctype and template doctype for Use Cases.	3/3/10	4/21/10
Finalize Document Templates 03/12/2010 Finalize documentation decisions. Entirety of project documentation created with open source tools. All documentation - Open Office All bitmap asset generation - GIMP All vector asset generation - Inkscape	3/6/10	4/24/10
Elaborate on Software Design Doc 03/03/2010 Complete structure and rough draft of final Software Design Doc. 03/12/2010 Sections finalized.	3/9/10	4/14/10
Software Development Plan Creation 03/03/2010 Enhance Software Design Doc section to include specific development decisions.	4/19/10	5/6/10
Finalize Project Environments 03/10/2010 Finalize development workspace including filesystem naming conventions, backup procedures and workflow facilitation.	4/19/10	5/10/10
Finalize Dev Environment 03/01/2010 Complete creation of POC XCode project with general build targets, Unit Testing and project structure. 03/12/2010 Completed build targets, comment syntax, doxygen support.	4/19/10	4/26/10

Tasks

Name	Begin date	End date
Finalize Art Environment <i>03/03/2010</i> <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 <i>03/10/2010</i> <i>Setup of SenTestingKit with default Unit Tests included in build process.</i>	4/23/10	5/10/10
Create Software Development Model <i>03/02/2010</i> <i>Design the principle software systems of the project.</i>	5/6/10	6/6/10
Technology Research <i>03/02/2010</i> <i>Determine best practices and most efficient frameworks for use on Apple Devices.</i>	5/6/10	6/6/10
Data Research <i>03/01/2010</i> <i>Continuing research into software content and User customization.</i>	5/6/10	6/6/10
Class Model <i>03/01/2010</i> <i>Construct Class Model diagram for high-level relationship determinations.</i>	5/6/10	5/24/10
ER Model <i>03/01/2010</i> <i>Create entity-relationship diagram for datastructures to hold both System data and User data.</i>	5/6/10	5/20/10
Initial Usability	4/1/10	5/8/10
Aquire Usability Resource	4/1/10	5/8/10
Visual Design Finalization <i>03/07/2010</i> <i>Finalize design metaphor and visual direction of project.</i>	4/29/10	5/21/10
Finalize Art Workflow <i>03/09/2010</i> <i>Determine best-practices in Art development environment and workflow.</i>	4/29/10	5/21/10
Finalize Initial Art Assets <i>03/08/2010</i> <i>Create first batch of prototype art assets for Proof of Concept.</i>	4/29/10	5/8/10

Tasks

Name	Begin date	End date
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. 03/12/2010 Added Visual design development/generation path.	5/27/10	9/13/10
Visual Design Finalization	5/27/10	8/28/10
Interface Asset Generation	5/27/10	8/28/10
Project Asset Generation	6/5/10	8/6/10
Primary Development	6/6/10	8/27/10
03/08/2010 Primary class development		
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
Data Development 03/10/2010 Primary development of data structures	6/6/10	8/5/10
Performance Development 03/10/2010 Troubleshooting, leak management, performance improvement.	6/25/10	7/27/10
Quality Assurance 03/01/2010 Finalization of testing before alpha release.	7/15/10	7/30/10
Final Usability 03/03/2010 Review of usability study and last iteration.	7/15/10	7/30/10

Tasks

Name	Begin date	End date
User Documentation <small>03/12/2010</small> <i>Creation of User documentation. Leverage Use Cases.</i>	7/30/10	8/16/10
Alpha Release <small>03/12/2010</small> <i>Alpha release to testers.</i>	8/1/10	8/17/10
Alpha QA Iteration <small>03/12/2010</small> <i>Iteration of Alpha test back to testers.</i>	8/1/10	8/17/10
Beta Release <small>03/03/2010</small> <i>Beta release to testers.</i>	8/17/10	8/31/10
Beta QA Iteration <small>03/03/2010</small> <i>Complete changes from Beta release. Release to larger testing audience.</i>	8/17/10	8/31/10
Release Candidate <small>03/03/2010</small> <i>Complete changes from Beta release. Release to larger testing audience.</i>	8/31/10	9/13/10
Transition <small>03/01/2010</small> <i>Rough outline of Transition tasks. Further elaboration upon reaching Construction Phase.</i>	8/26/10	10/29/10
Public Infrastructure Creation <small>03/12/2010</small> <i>Establish public hosting, DNS, technology vendors for public site.</i>	8/26/10	9/26/10
Site Visual Design <small>03/12/2010</small> <i>Leverage project visual design assets into web assets.</i>	8/26/10	9/26/10
Site SEO <small>03/12/2010</small> <i>Optimize site for aggregation on various public and social sites.</i>	8/26/10	9/1/10
Site Development <small>03/12/2010</small> <i>Develop site framework and pages.</i>	9/1/10	9/13/10
Site Promotion <small>03/12/2010</small> <i>Promote site.</i>	9/13/10	9/18/10
Application Promotion <small>03/12/2010</small> <i>Finalize application and submit for approval.</i>	9/13/10	10/8/10

Tasks

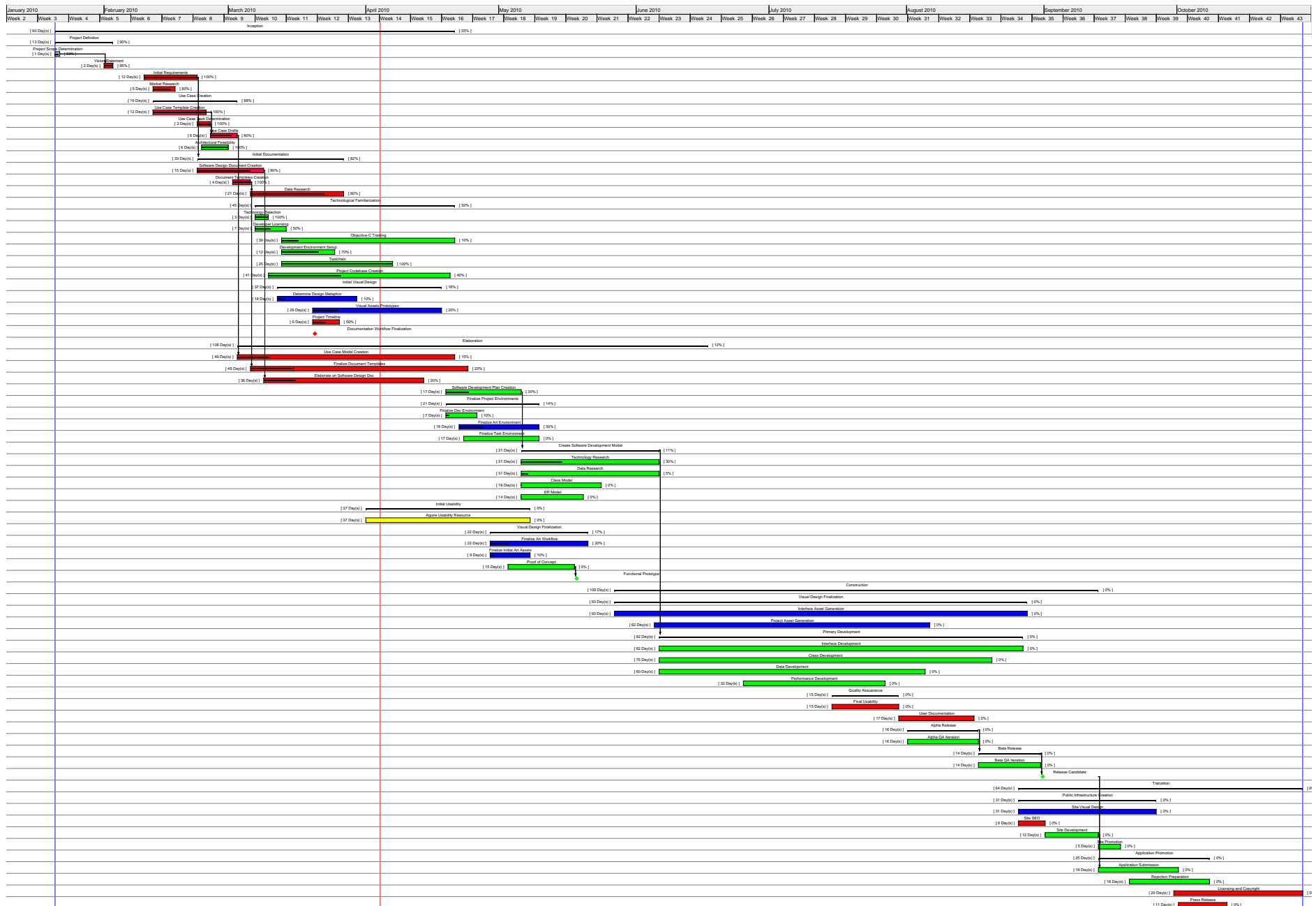
Name	Begin date	End date
Application Submission <small>03/12/2010</small> <small>Prepare project for submission to iTunes Connect.</small>	9/13/10	10/1/10
Rejection Preparation <small>03/12/2010</small> <small>Prepare for application rejection. Document code, eliminate bugs/leaks.</small>	9/20/10	10/8/10
Licensing and Copyright <small>03/12/2010</small> <small>Submit product logos, procedures and project for licensing, copyright and patenting.</small>	9/30/10	10/29/10
Press Release <small>03/12/2010</small> <small>Write press release for publishing on public/social sites.</small>	10/1/10	10/12/10

Resources

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

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Resources Chart

