

One Person Software Development Project

Apr 25, 2010

Team Axe, LLC

<http://www.teamaxe.org>

Project managers:

Dates:

Jan 21, 2010 - Oct 29, 2010

Complete:

33%

Tasks:

78

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 <i>Inception Phase of project lasting throughout first quarter. Familiarization with technology and feasibility.</i> 03/06/2010 <i>Expansion of Technological Familiarization to include Technology Selection and Developer Licensing.</i> 03/12/2010 <i>Creation of Initial Visual Design task. Added metaphor and process tasks. Added Project Timeline Task.</i> 04/19/2010 <i>Most Inception tasks complete. Objective-C training going more slowly than anticipated. In response, Objective-C training task added to all phases of project.</i>	1/21/10	4/21/10
Project Definition 03/01/2010 <i>Outline scope of project. Begin Software Design Doc.</i>	1/21/10	2/3/10
Project Scope Determination 03/01/2010 <i>Determine general scope of software and ability to execute.</i> 03/12/2010 <i>Determined limited platform choice of only iPhone production.</i> 04/19/2010 <i>Further limitations in platform choice. No native iPad support in first release. iOS 3 and above support given to difficulty in acquiring iOS 2 hardware.</i>	1/21/10	1/22/10
Vision Statement 03/01/2010 <i>Prepare vision statement to prevent scope creep and outline purpose of software.</i> 03/12/2010 <i>Vision statement developed to focus development effort.</i>	2/1/10	2/3/10
Initial Requirements 03/05/2010 <i>Determine software requirements.</i> 03/12/2010 <i>Determined application limited to 4 screens at maximum in order to focus development effort on 4 discrete functionalities.</i>	2/10/10	2/22/10
Market Research 02/12/2010 <i>Research market for pre-existing product fulfilling requirements.</i> 03/12/2010 <i>Conducted extensive market research. No product in Apple Marketplace or overall software market that meets Use Cases.</i> 04/19/2010 <i>Continued research shows no compelling social networking component either.</i>	2/12/10	2/17/10
Use Case Creation 02/12/2010 <i>Create set of Use Cases to refine what software should deliver.</i>	2/12/10	3/3/10

Tasks

Name	Begin date	End date
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
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. 04/19/2010 Use Cases reduced to 3 primary functionality paths.	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. 03/30/2010 Final Draft of Design doc completed. Each section will be added to as development continues. As such, Software Design Doc update task added to each phase.	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

Tasks

Name	Begin date	End date
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. 04/09/2010 Initial Data collection and archival completed.	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
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. 04/08/2010 Acceptance to 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. 04/04/2010 Need for ongoing training identified. Entry level Apple tutorials/documentation finished. 04/09/2010 Research into Apple documentation/education complete.	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. 04/08/2010 Apple certificates/provisioning profiles received. Test devices provisioned.	3/13/10	3/25/10

Tasks

Name	Begin date	End date
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. 04/08/2010 Project codebase successfully tested on actual devices.	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. 04/04/2010 Visual design metaphor for UI identified and tested. Design for major project deliverable still undergoing revision. 04/09/2010 Major project deliverable initial visual design finalized.	3/12/10	3/30/10
Visual Assets Prototypes 03/12/2010 Determine ability to generate art assets in acceptable timeframes. 04/08/2010 Prototype visual assets exported and pushed to test devices.	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. 04/01/2010 Gantt Chart first revision complete. Inception Phase complete.	3/20/10	3/26/10
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. 04/08/2010 Ongoing Training and Documentation tasks added.	3/3/10	6/17/10

Tasks

Name	Begin date	End date
Use Case Model Creation 03/01/2010 Determine best doctype and template doctype for Use Cases. 04/08/2010 3 Primary Use Case scenarios developed. System setup Use Case need identified. 04/09/2010 System setup Use Case developed.	3/3/10	4/21/10
Ongoing Training and Documentation Objective C training - Stanford Class 04/08/2010 Taking Stanford Online Classes. 1st set of assignments complete.	3/3/10	6/17/10
Software Design Doc revisions 03/03/2010 Complete structure and rough draft of final Software Design Doc. 03/12/2010 Sections finalized. 04/08/2010 Task moved under Ongoing Training and documentation.	5/5/10	6/6/10
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 04/08/2010 SVG workflow/structure identified for parsing. Art workflow now seamless to code consumption.	3/6/10	4/24/10
Initial Usability 03/30/2010 Usability Expert consulted. Will contract initial Usability study to external resource.	4/1/10	5/8/10
Aquire Usability Resource 03/30/2010 Gathering Use Cases and Software Design Doc for review by Usability Expert. 04/09/2010 NDA sent to Usability Expert.	4/1/10	5/8/10
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

Tasks

Name	Begin date	End date
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
Finalize Art Environment 03/03/2010 Finalized filesystem conventions and tool settings/preferences. Raster - GIMP workspace, high resolution photography, high resolution assets stored, exported to low resolution iPhone assets. Vector - Inkscape workspace, exported to low resolution iPhone assets. Familiarization with Inkscape-specific svg file format. 04/08/2010 Codebase partitioned to accept art assets direct from Art workflow.	4/22/10	5/10/10
Finalize Test Environment 03/10/2010 Setup of SenTestingKit with default Unit Tests included in build process. 04/08/2010 SenTesting initial test cases created and merged with Build Process.	4/23/10	5/10/10
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
Create Software Development Model 03/02/2010 Design the principle software systems of the project. 04/08/2010 Methods for generating Data/ER/Class models determined.	5/6/10	6/6/10

Tasks

Name	Begin date	End date
Technology Research 03/02/2010 Determine best practices and most efficient frameworks for use on Apple Devices. 04/08/2010 Apple HIG, Best practices and Programming guides reviewed.	5/6/10	6/6/10
Data Research 03/01/2010 Continuing research into software content and User customization. 04/08/2010 Core Data chosen as Model Framework over custom SQLite implementation.	5/6/10	6/6/10
Class Model 03/01/2010 Construct Class Model diagram for high-level relationship determinations. 04/08/2010 Initial Class implementations from ER/Model work initiated.	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. 04/08/2010 Basic Visual models generated via Eclipse-based ER software. CoreData model will be generated via XCode.	5/6/10	5/20/10
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 04/08/2010 Photography completed. Asset generation (lighting, cropping, resizing) commencing.	5/27/10	8/28/10
Project Asset Generation 04/08/2010 Asset prototypes constructed. Performance issues noticed.	6/5/10	8/6/10
Primary Development 03/08/2010 Primary class development	6/6/10	8/27/10

Tasks

Name	Begin date	End date
Interface Development 03/09/2010 Designing and implementing User feedback. Implementing visual design metaphor. 04/08/2010 3 Primary Screens constructed. Conducting initial user testing.	6/6/10	8/27/10
Class Development 03/03/2010 Primary development of codebase. 04/09/2010 Production codebase started.	6/6/10	8/20/10
Data Development 03/10/2010 Primary development of data structures 04/09/2010 Data divided into 2 partitions, System and User.	6/6/10	8/5/10
Performance Development 03/10/2010 Troubleshooting, leak management, performance improvement. 04/08/2010 Major performance issues discovered in Mobile Safari with custom webkit JS engine.	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
User Documentation 03/12/2010 Creation of User documentation. Leverage Use Cases.	7/30/10	8/16/10
Alpha Release 03/12/2010 Alpha release to testers.	8/1/10	8/17/10
Alpha QA Iteration 03/12/2010 Iteration of Alpha test back to testers.	8/1/10	8/17/10
Beta Release 03/03/2010 Beta release to testers.	8/17/10	8/31/10
Beta QA Iteration	8/17/10	8/31/10

Tasks

Name	Begin date	End date
Release Candidate 03/03/2010 Complete changes from Beta release. Release to larger testing audience.	8/31/10	9/13/10
Transition 03/01/2010 Rough outline of Transition tasks. Further elaboration upon reaching Construction Phase.	8/26/10	10/29/10
Public Infrastructure Creation 03/12/2010 Establish public hosting, DNS, technology vendors for public site.	8/26/10	9/26/10
Site Visual Design 03/12/2010 Leverage project visual design assets into web assets.	8/26/10	9/26/10
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

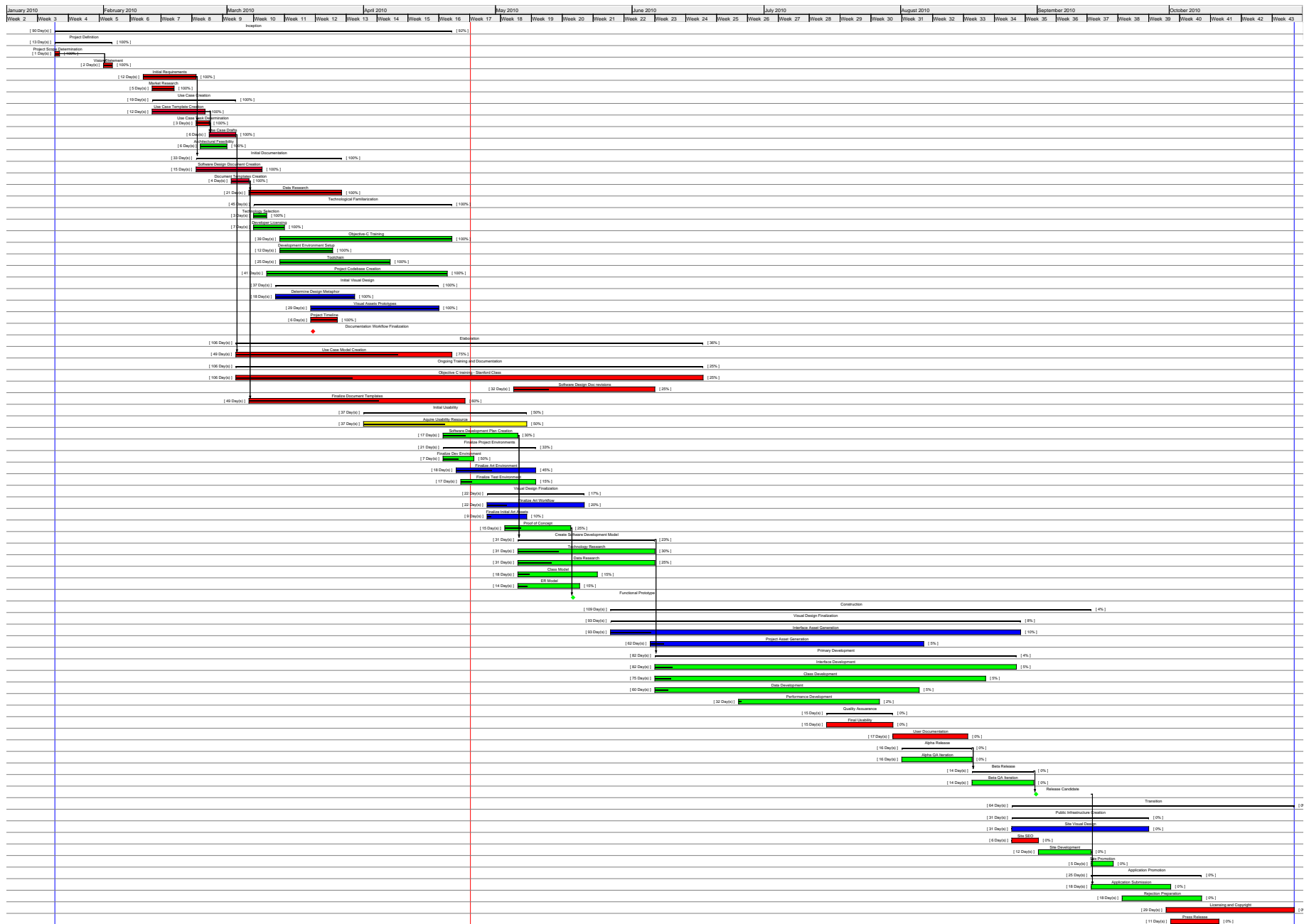
Resources

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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

