One Person Software Development Project

Apr 21, 2010

Team Axe, LLC

http://www.teamaxe.org

Project managers:	
Dates:	Jan 21, 2010 - Oct 29, 2010
Complete:	26%
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	1/21/10	4/21/10
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.* *04/19/2010* *Most Inception tasks complete. Objective-C training going more slowly than anticipated. In response, Objective-C training task added to all phases of project.*		
Project Definition	1/21/10	2/3/10
03/01/2010 *Outline scope of project. Begin Software Design Doc.*		
Project Scope Determination	1/21/10	1/22/10
03/01/2010 *Determine general scope of software and ability to execute.* *03/12/2010* *Determined limited platform choice of only iPhone production.* *04/19/2010* *Further limitations in platform choice. No native iPad support in first release. iOS 3 and above support given to difficulty in aquiring iOS 2 hardware.*		
Vision Statement	2/1/10	2/3/10
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.*		
Initial Requirements	2/10/10	2/22/10
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.*		
Market Research	2/12/10	2/17/10
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.* *04/19/2010* *Continued research shows no compelling social networking component either.*		
Use Case Creation	2/12/10	3/3/10
02/12/2010 *Create set of Use Cases to refine what software should deliver.*		

Tasks

Name	Begin date	End date
Use Case Template Creation	2/12/10	2/24/10
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.*		
Use Case Task Determination	2/22/10	2/25/10
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.*		
Use Case Drafts	2/25/10	3/3/10
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.*		
Architectural Feasibility	2/23/10	3/1/10
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.*		
Initial Documentation	2/22/10	3/27/10
2/20/2010 *Create initial set of documentation to support development effort.*		
Software Design Document Creation	2/22/10	3/9/10
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.*		
Document Templates Creation	3/2/10	3/6/10
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.*		
Data Research	3/6/10	3/27/10
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.*		

Tasks

Name	Begin date	End date
Technological Familiarization	3/7/10	4/21/10
03/01/2010 *Begin process of familiarization with XCode, Objective-C and Apple App Store/Developer resources.*		
Technology Selection	3/7/10	3/10/10
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.*		
Developer Licensing	3/7/10	3/14/10
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.*		
Objective-C Training	3/13/10	4/21/10
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.*		
Development Environment Setup	3/13/10	3/25/10
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.*		
Toolchain	3/13/10	4/7/10
03/03/2010 *Finalize procedures and workflows in generating content for development/archival.* *03/12/2010* *Toolchain finalized.*		
Project Codebase Creation	3/10/10	4/20/10
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.*		

Tasks

Name	Begin date	End date
Initial Visual Design	3/12/10	4/18/10
Determine Design Metaphor	3/12/10	3/30/10
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.*		
Visual Assets Prototypes	3/20/10	4/18/10
03/12/2010 *Determine ability to generate art assets in acceptable timeframes.* *04/08/2010* *Prototype visual assets exported and pushed to test devices.*		
Project Timeline	3/20/10	3/26/10
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.*		
Documentation Workflow Finalization	3/20/10	4/19/10
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.*		
Elaboration	3/3/10	6/17/10
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.*		
Use Case Model Creation	3/3/10	4/21/10
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.*		
Ongoing Training and Documentation	3/3/10	6/17/10
Objective C training - Stanford Class	3/3/10	6/17/10
04/08/2010 *Taking Stanford Online Classes. 1st set of assignments complete.*		

Tasks

Name	Begin date	End date
Software Design Doc revisions	5/5/10	6/6/10
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.*		
Finalize Document Templates	3/6/10	4/24/10
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 seemless to code consumption.*		
Software Development Plan Creation	4/19/10	5/6/10
03/03/2010 *Enhance Software Design Doc section to include specific development decisions.*		
Finalize Project Environments	4/19/10	5/10/10
03/10/2010 *Finalize development workspace including filesystem naming conventions, backup procedures and workflow facilitation.*		
Finalize Dev Environment	4/19/10	4/26/10
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.*		
Finalize Art Environment	4/22/10	5/10/10
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 assests direct from Art workflow.*		
Finalize Test Environment	4/23/10	5/10/10
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.*		

Tasks

Name	Begin date	End date
Create Software Development Model	5/6/10	6/6/10
03/02/2010 *Design the principle software systems of the project.* *04/08/2010* *Methods for generating Data/ER/Class models determined.*		
Technology Research	5/6/10	6/6/10
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.*		
Data Research	5/6/10	6/6/10
03/01/2010 *Continuing research into software content and User customization.* *04/08/2010* *Core Data chosen as Model Framework over custom SQLite implementation.*		
Class Model	5/6/10	5/24/10
03/01/2010 *Construct Class Model diagram for high-level relationship determinations.* *04/08/2010* *Initial Class implementations from ER/Model work initiated.*		
ER Model	5/6/10	5/20/10
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.*		
Initial Usability	4/1/10	5/8/10
03/30/2010 *Usability Expert consulted. Will contract initial Usability study to external resource.*		
Aquire Usability Resource	4/1/10	5/8/10
03/30/2010 *Gathering Use Cases and Software Design Doc for review by Usability Expert.*		
Visual Design Finalization	4/29/10	5/21/10
03/07/2010 *Finalize design metaphor and visual direction of project.*		
Finalize Art Workflow	4/29/10	5/21/10
03/09/2010 *Determine best-practices in Art development environment and workflow.*		
Finalize Initial Art Assets	4/29/10	5/8/10
03/08/2010 *Create first batch of prototype art assets for Proof of Concept.*		

Tasks

Name	Begin date	End date
Proof of Concept	5/3/10	5/18/10
03/03/2010 *Create Proof of Concept iPhone app proving out ability to create application and test initial screen layouts and design decisions.*		
Functional Prototype	5/18/10	6/17/10
03/01/2010 *Create functional Prototype for usability testing based upon Proof of Concept.*		
Construction	5/27/10	9/13/10
02/01/2010 *Take assets/code generated in elaboration and build functional product.* *03/12/2010* *Added Visual design development/generation path.*		
Visual Design Finalization	5/27/10	8/28/10
Interface Asset Generation	5/27/10	8/28/10
04/08/2010 *Photography completed. Asset generation (lighting, croping, resizing) commencing.*		
Project Asset Generation	6/5/10	8/6/10
04/08/2010 *Asset prototypes constructed. Performance issues noticed.*		
Primary Development	6/6/10	8/27/10
03/08/2010 *Primary class development*		
Interface Development	6/6/10	8/27/10
03/09/2010 *Designing and implementing User feedback. Implementing visual design metaphor.* *04/08/2010* *3 Primary Screens constructed. Conducting initial user testing.*		
Class Development	6/6/10	8/20/10
03/03/2010 *Primary development of codebase.*		
Data Development	6/6/10	8/5/10
03/10/2010 *Primary development of data structures*		
Performance Development	6/25/10	7/27/10
03/10/2010 *Troubleshooting, leak management, performance improvement.* *04/08/2010* *Major performance issues discovered in Mobile Safari with custom webkit JS engine.*		

Tasks

Name	Begin date	End date
Quality Assuarance	7/15/10	7/30/10
03/01/2010 *Finalization of testing before alpha release.*		
Final Usability	7/15/10	7/30/10
03/03/2010 *Review of usability study and last iteration.*		
User Documentation	7/30/10	8/16/10
03/12/2010 *Creation of User documentation. Leverage Use Cases.*		
Alpha Release	8/1/10	8/17/10
03/12/2010 *Alpha release to testers.*		
Alpha QA Iteration	8/1/10	8/17/10
03/12/2010 *Iteration of Alpha test back to testers.*		
Beta Release	8/17/10	8/31/10
03/03/2010 *Beta release to testers.*		
Beta QA Iteration	8/17/10	8/31/10
Release Candidate	8/31/10	9/13/10
03/03/2010 *Complete changes from Beta release. Release to larger testing audience.*		
Transition	8/26/10	10/29/10
03/01/2010 *Rough outline of Transition tasks. Further elaboration upon reaching Construction Phase.*		
Public Infrastructure Creation	8/26/10	9/26/10
03/12/2010 *Establish public hosting, DNS, technology vendors for public site.*		
Site Visual Design	8/26/10	9/26/10
03/12/2010 *Leverage project visual design assets into web assets.*		
Site SEO	8/26/10	9/1/10
03/12/2010 *Optimize site for aggregation on various public and social sites.*		
Site Development	9/1/10	9/13/10
03/12/2010 *Develop site framework and pages.*		

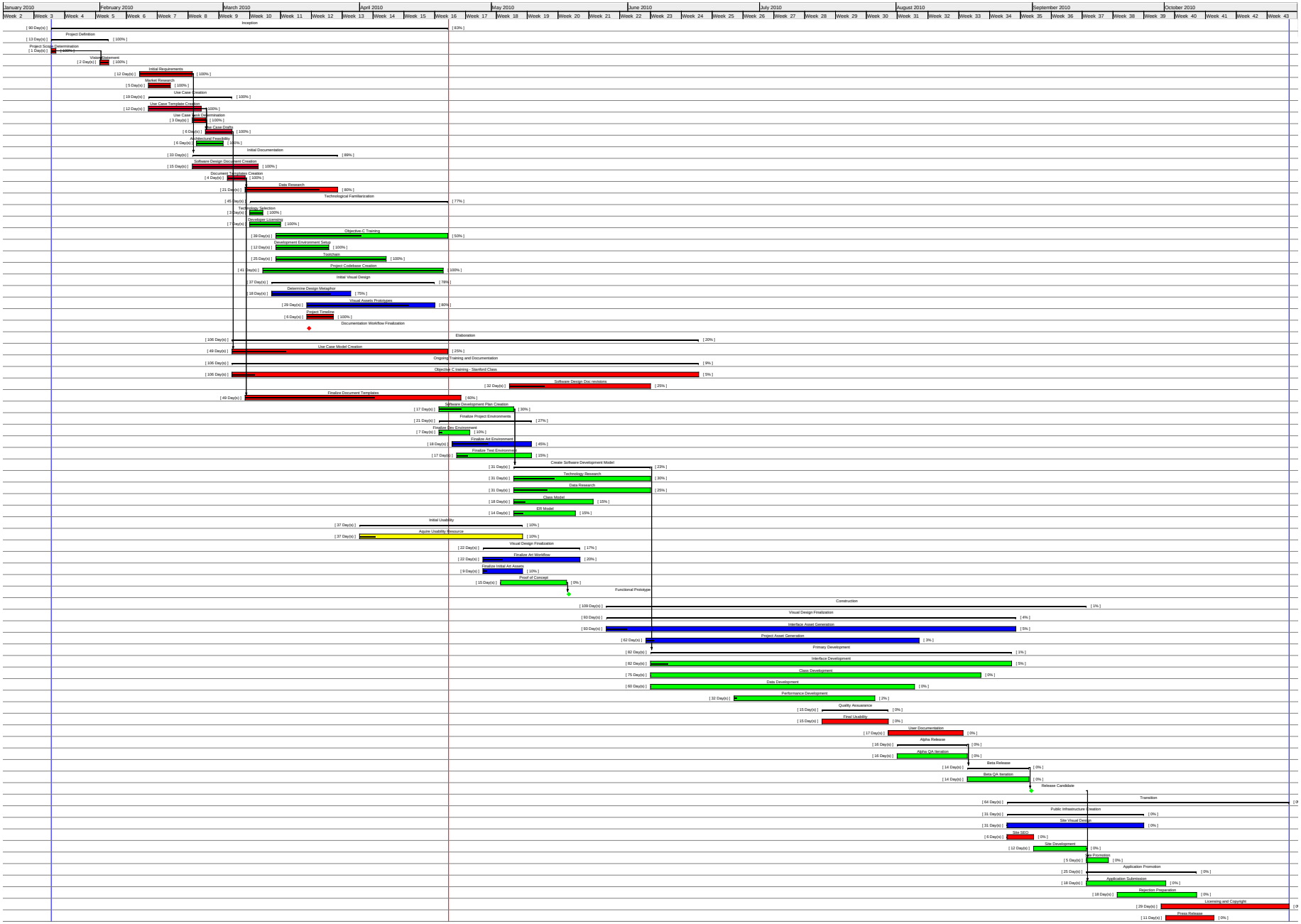
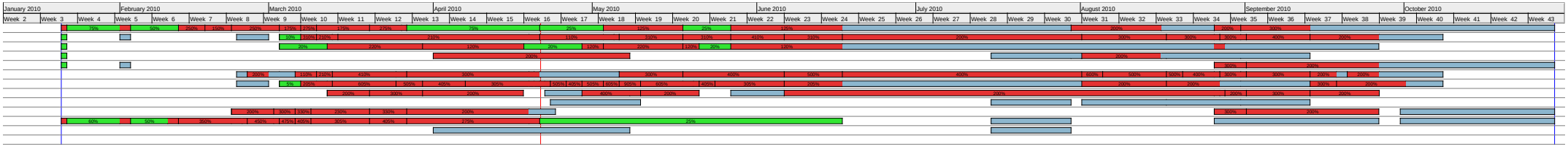
Tasks

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

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


January 2010
February 2010
March 2010
April 2010
May 2010
June 2010
July 2010
August 2010
September 2010
October 2010
Week 2
Week 3
Week 4
Week 5
Week 6
Week 7
Week 8
Week 9
Week 10
Week 11
Week 12
Week 13
Week 14
Week 15
Week 16
Week 17
Week 18
Week 19
Week 20
Week 21
Week 22
Week 23
Week 24
Week 25
Week 26
Week 27
Week 28
Week 29
Week 30
Week 31
Week 32
Week 33
Week 34
Week 35
Week 36
Week 37
Week 38
Week 39
Week 40
Week 41
Week 42
Week 43
Inception
Project Definition
Project Scope Determination
Vision Statement
Initial Requirements
Market Research
Use Case Creation
Use Case Template Creation
Use Case Task Determination
Use Case Drafts
Architectural Feasibility
Initial Documentation
Software Design Document Creation
Document Templates Creation
Data Research
Technological Familiarization
Technology Selection
Developer Licensing
Objective-C Training
Development Environment Setup
Toolchain
Project Codebase Creation
Initial Visual Design
Determine Design Metaphor
Visual Assets Prototypes
Project Timeline
Documentation Workflow Finalization
Elaboration
Use Case Model Creation
Ongoing Training and Documentation
Objective-C training - Stanford Class
Software Design Doc revisions
Finalize Document Templates
Software Development Plan Creation
Finalize Project Environments
Finalize Dev Environment
Finalize Art Environment
Finalize Test Environment
Create Software Development Model
Technology Research
Data Research
Class Model
ER Model
Initial Usability
Aquire Usability Resource
Visual Design Finalization
Finalize Art Workflow
Finalize Initial Art Assets
Proof of Concept
Functional Prototype
Construction
Visual Design Finalization
Interface Asset Generation
Project Asset Generation
Primary Development
Interface Development
Class Development
Data Development
Performance Development
Quality Assurance
Final Usability
User Documentation
Alpha Release
Alpha QA Iteration
Beta Release
Beta QA Iteration
Release Candidate
Transition
Public Infrastructure Creation
Site Visual Design
Site SEO
Site Development
Site Promotion
Application Promotion
Application Submission
Rejection Preparation
Licensing and Copyright
Press Release

Resources Chart