Detailed Project Development Plan

Iteration Plan

Each iteration lasts for a week, and the steps followed during the iteration are:

1. Make User stories (Test Cases)
2. Analysis of these stories.
3. Designing the layouts
4. Write Unit Tests
5. Coding
6. Integration + Integration Testing
7. Perform Acceptance testing for the prototype and record test outcomes.
8. Incorporate the test outcomes in the code
9. Release of module at the end of the iteration
10. Stand-up meeting (Daily)

Pair Programming Plan

Each member of the team is denoted by the following number:

1. Harsha
2. Abbas
3. Neeraj
4. Amogh
5. Max
6. Aditi

The pairs are changed every day according to the following order:

Day 1: 14, 25, 36

Day 2: 13, 45, 26

Day 3: 12, 34, 56

Day 4: 15, 23, 46

Day 5: 16, 24, 35

Modules to be covered in each iteration

Week 4

    a. register

    b. sign in

    c. home screen

Week 5

    d. edit/view profile

    e. create database

    f. create web service

Week 6

    g. booking history

    h. manage preferences

    i. create new journey

Weeks 7 and 8

    j. search for journey

    k. accept/reject requests

    l. calculating start point

Week 9

    m. create chat

    n. create p2p

    o. create group

Weeks 10 and 11

    p. journey tracker

    q. mapping journey

    r. user rating

Week 12

Report and demo

Specification of Coding Standard

The Java naming conventions for coding will be followed which includes:

- Camel Case for Classes, Interfaces, variables and methods, where classes and interfaces begin with an uppercase letter, whereas methods and variables begin with a lowercase letter
- Class names should always be nouns
- Method names should always be verbs
- Variables should not start with '_' or '$'
- Constant variables should be in uppercase