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| Project approach  Online Learning Platform | Prince2  Author: åsa wegelius  Owner: åsa wegelius  Client: Jarl Tuxen  Version: 1.0.1 |

# Project Approach History

## Revision History

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| --- | --- | --- | --- |
| version | Revision date | Implemented by | Reason |
| 1.0.0 | 01-03-2016 | Åsa Wegelius | First draft. |
| 1.0.1 | 04-03-2016 | Åsa Wegelius | Added Project Approach and Development environment |
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|  |  |  |  |

## Approvals

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| Version | Name | Title | Date |
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## Distribution

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| --- | --- | --- | --- |
| Version | Name | Title | Date |
| 1.0.1 | Jarl Tuxen | Steering Commitee | 04-03-2016 |
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# Purpose

The purpose of the project is to develop a platform that facilitates both teachers that wish to publish their courses online and students that wish to increase their knowledge.

# Project Constrains

## Hardware constrains

Processor: Intel® Core™ i7-2600K CPU @ 3.40GHz 3.40 GHz  
RAM: 12.0 GB  
System type: 64-bit operative system Windows 7 Ultimate

## Software constrains

The system will run on an Apache Tomcat 8. We will not need

* An application container that supports EJBs.
* Two-phase commit.

We will use open-source monitoring tools like [MoSKito](http://www.moskito.org/) and/or [Nagios](https://www.nagios.org/). Apache Tomcat 8 will therefore be a sufficient choice of an application container.

Apache Tomcat have a recommended upper limit of 500 simultaneous users. If we estimate a higher amount of simultaneous users, we need to look at a distributed solution with two or more servers.

## Recourses

It is a study project so there is no salary involved. No hardware investment is required. The recourse constrain is therefore man-hours. We have five persons available. They are available for 1h/day up until 06/05/16. And they are available 7h/d after that up until delivery day which is 01/06/16. That gives a budget of 810 man hours counting from the start of the project.

## Security

There will be no sensitive information or technologies involved in the project. The security level will therefore be low. We will for example use a public repository on GitHub.

## Type of solution

We are going to design from scratch and use company staff.

# Project Approach

We are going to manage the project according to Prince2 methodology and develop according to Scrum methodology. The project has one backlog linked to Project Management/Prince2 and one linked to Scrum. This sine there are different people involved in the different processes.

All tasks involving Project Management are entered in OnlineLearningPlatformPM backlog. The members choose themselves what task they want to deliver in each sprint. The backlog is divided into Themes where the themes corresponds to Prince2 themes:

Pre-project ends with the approval of a Project Brief and Initiation ends with the approval of a Project Initiation Document. This backlog differs from a classic Scrum Backlog in the way that it is not owned by a Product Owner but is collectively owned by the Project Management team. That is Åsa Wegelius, Tudor Stoica, Adrian Lungeanu and Ionut Vieru. Its purpose is to divide work into manageable tasks and to give an overview to everyone what is in progress and what needs to be done.

OnlineLearningPlatformSD is closer to a traditional Scrum Backlog. The Scrum team consists of Åsa Wegelius, Tudor Stoica, Ionut Vieru and Clovis Lebret. Åsa Wegelius takes the role as Product Owner when it comes to the OnlineLearningPlatformSD. There are some documentation deliveries before the Scrum process starts. They are added in the theme *Pre-Project*. The Scrum Team members pick the tasks the want to write from there as with the PM backlog. There are no negotiations with the Product Owner in the Pre-Project phase since the delivery dates are hard deadlines. At delivery days the Product Owner puts the documents together and sends them in.

The Pre-Project phase will end at 04-03-2016 and the pure Scrum Phase will start after that. Åsa Wegelius will both have the role of Product Owner and Developer due to shortage of staff even though it violates the Scrum methodology.

# Development Environment

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| --- | --- |
| item | Applied for |
| Methods: |  |
| Use Case | Requirement capturing |
| User Story | Requirement capturing |
| Supplementary Specification | Requirement capturing |
| Class diagram | Data modeling |
| Backlog | Requirement capturing |
|  |  |
| Tools: |  |
| NetBeans | Construction |
| MySQL Workbench | Construction |
| GitHub | Version control |
| Draw.io | Modeling |
| Pencil Project | GUI modeling (mockups) |
|  |  |
| Languages: |  |
| Java | backend |
| MySQL | DBMS |
| HTML5 | frontend |
| JavaScript | frontend |
| CSS | frontend |
| LESS | frontend |