

PARADOX

RSS NEWS READER

Project Plan

By
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1 Overview

Austin Eckman has been contracted by Cognitive Thought Media of Palo Alto, CA to develop a mobile RSS reader app for iOS.

Project Deliverables

- Application to load and accurately parse RSS 1.x, 2.x and Aton standard syndication format feeds.
- Application retrieves RSS/Atom feeds from specified UR:s, displays error if URL is not found or RSS/Atom is malformed.
- Application maintains read/unread state of each retrieved link/content node.
- Application contains additional functionality to include Social Media sharing, open in browser and user favorites.
- User can refresh loads by dragging down.

Project High Level Schedule

Name	Begin date	End date
▼ • Paradox RSS News Reader	12/1/14	2/16/15
▶ • Create Dev Environment	12/1/14	12/3/14
▶ • Develop UI for application	12/4/14	12/15/14
▶ • Application Development	12/16/14	2/13/15
▶ • Application Finalization and Documentation	2/14/15	2/16/15

Need for project

- Application will give users better control over their use of news media.

Opportunities

- Revenue streams from either ad supported free versions or paid version
- Goodwill value of application to Cognitive Thought Media poses company for additional other revenue streams and customer loyalty.

2 Project Resources and Plan

2.1 Roles and Responsibilities

Given the unusual nature of this project, Austin Eckman will server as the Project Manager, Developer and Tester.

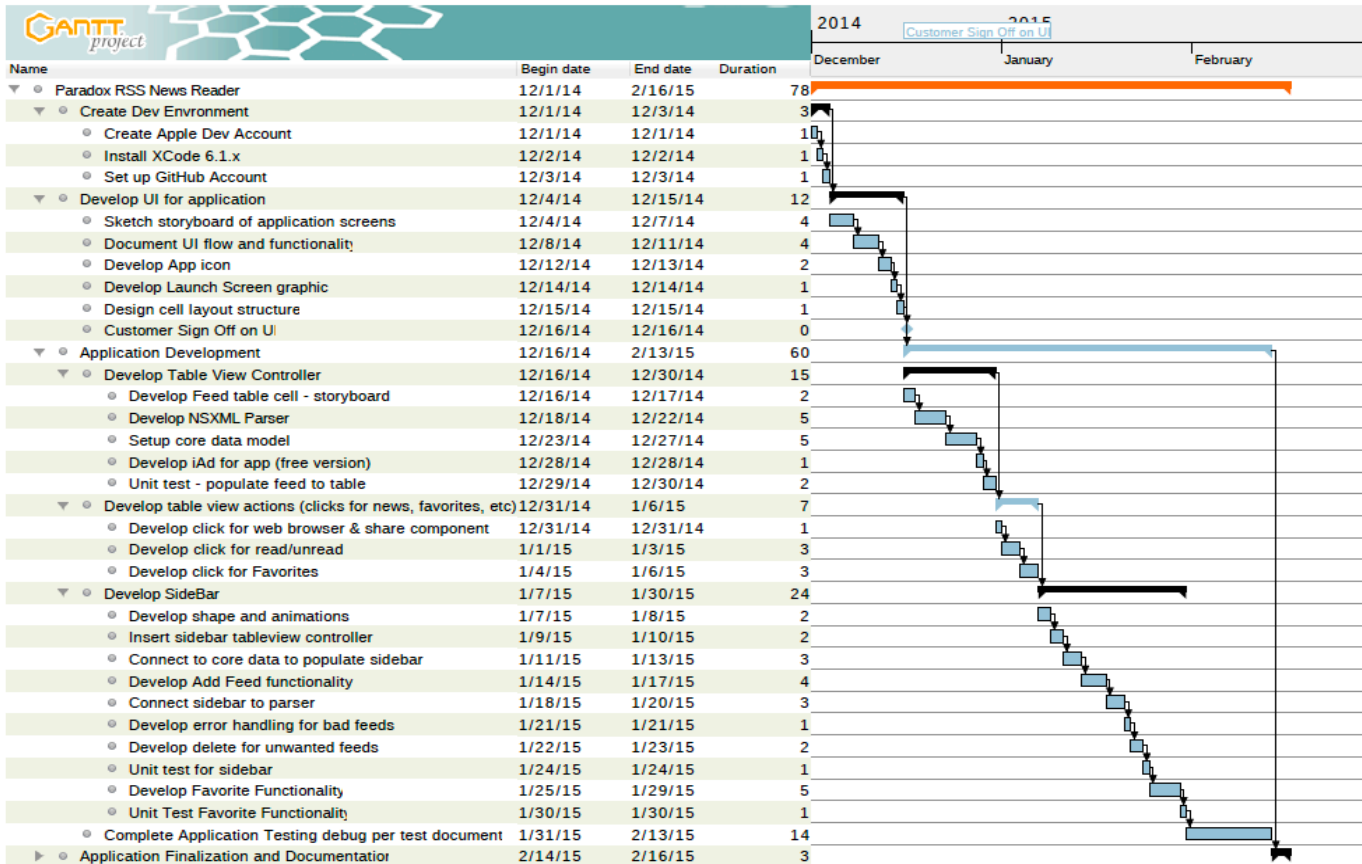
2.2 Issue Escalation

Any project issues will be escalated to the Business Professionals of America on behalf of the client Cognitive Thought Media of Palo Alta, Ca.

2.3 Project Development Plan

Paradox RSS News Reader

Gantt Chart



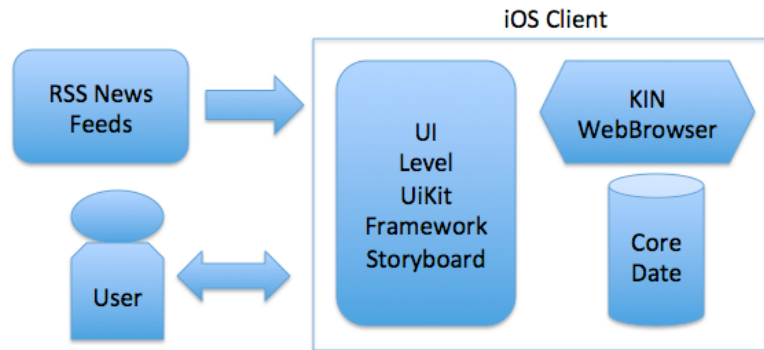
2.4 Project Materials

The following items will be necessary for this project:

- MacBook Air i7 8gig Ram, OSX 10.9,
- Xcode 6.1.1
- iPhone 6 w/ iOS 8.1
- Apple Developer account
- Lightning cable
- GitHub Account
- Internet Access

3 Project Approach

3.1 Architecture



3.2 Development Model

The development model will be based on the waterfall methodology.

3.3 Communication Management

Communications and project updates during the development phase shall include the following:

- Daily project development progress update in GanttProject plan.
- Weekly Status report of Budget, Project Risks, issues, etc.
- Teleconference phone calls as necessary to discuss emerging issues

3.4 Change Management

All change management will be administered in GitHub.com. Since there will be one developer for the duration of this project, no other change management items are necessary to preserve code.

3.5 Testing

Unit testing will be conducted by developer using Apple's Xcode iOS simulator. Final Beta code testing will be conducted by deploying application to an iPhone 6.

3.6 Documentation

Code will include appropriate comment level documentation. Additionally, GitHub repository will house application documentation and project deliverables.