**Release and Iteration Plans**

**Illusive Men**

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Release Plan

# Release 1

Delivery date: **09/09/2014** Total Story Points: **47**

Provide the main functions of features such as: location tracking, communication channels, games, user interface and patient profiling.

The carers will be able to see where patients are on the map and whether or not they are within the pre-determined virtual fence. In addition, they will also be able to send and receive text-based messages from the patient.

The patients will be able to see their current position on a map, send an SOS to carers or family members. In addition, they will have access to memory improving games and games for entertainment.

## Location Tracking

Feature that tracks the patient’s location and reports it to carers and family members when patients leave specified zones. Considered as the main feature of the smartwatch because patients can receive assistance from carers, family or emergency services when they are lost.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 01 | Virtual Fence | 4 |
| 02 | See Patient’s Current Location | 2 |
| 07 | Mapping | 1 |
| 45 | Position Uncertainty | 2 |
| 49 | Course Correction | 4 |
| 56 | GPS Tracking | 4 |
|  | Story Point Sub-Total: | **17** |

## Communication Channels

Feature that assists with sending messages to carers or family members. Also alerts the patient for various activities. This feature provides easy to use channels of communication for the patient to message a concerned carer or family member to ensure contact can be made between the two parties consistently.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 06 | SOS Beacon/Panic Button | 1 |
| 13 | Low Battery Alert | 1 |
| 21 | Call Smartwatch | 1 |
| 32 | Contact List | 1 |
| 40 | Text Message Interface | 1 |
|  | Story Point Sub-Total: | **5** |

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## Games

Feature that can help keep the patient occupied and help improve the patient’s memory. This feature is important to keep the patient entertained on occasion as well as to help improve the patient’s memory to reduce unfavourable behaviour and situations by playing games.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 04 | Occupation | 8 |
| 05 | Memory Training | 8 |
|  | Story Point Sub-Total: | **16** |

## User Interface

Feature that allows the patient to navigate throughout the smartwatch application easily. This feature is important to ensure the patient can remember how to utilise the application.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 51 | Clock | 1 |
| 52 | Simplicity - Stage 1 - Prototype | 2 |
| 53 | Simplicity - Stage 2 - Refined Prototype | 2 |
| 54 | Simplicity - Stage 3 - Create Virtual Watch | 2 |
|  | Story Point Sub-Total: | **7** |

## Patient Profiling

Feature that allows setup and viewing of the patients profile with personal and medical information. This is important in case the patient is in an emergency and specific medical information is required by the emergency services to assist the patient appropriately.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 17 | Show Profile | 1 |
| 46 | Privacy Settings | 1 |
|  | Story Point Sub-Total: | **2** |

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# Release 2

Delivery date: **14/10/2014** Total Story Points: **40**

The goals for this release are to implement additional functionality to the existing features such as: location tracking and patient profiling. Carers will be able to track multiple patients at once, be alerted when the patient has not checked-in and when the patient’s smartwatch loses GPS or cellular connections. Patients will be able to check-in, schedule activities and receive reminders for those activities and record and play voice-recorded notes to self.

## Location Tracking

Carers will be able to track multiple patients at once which assists health facilities assign patients to carer groups. In addition, whenever the patient loses GPS or cellular connectivity the carer will be alerted to provide additional information on the patient in case of emergency or assistance. Also, carers will be alerted if patients do not check-in regularly, this allows the carer to assist the patient as quickly as possible in case of emergency or assistance. Lastly, the carer will only be alerted if the patient is outside the virtual fence for a pre-determined period of time to avoid false emergencies.

Patients will be able to check-in to let the carer know that they are fine and do not currently require assistance.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 15 | Patient and Carer Groups | 4 |
| 18 | GPS Signal Loss | 4 |
| 25 | Patient Check-in | 2 |
| 26 | Patient No Check-in Alert | 2 |
| 38 | Cellular Signal Loss | 4 |
| 39 | Last Known Position | 2 |
| 44 | Position Timeout | 4 |
|  | Story Point Sub-Total: | **22** |

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## Patient Support

Patients will be able to view how to use the smartwatch, incase the patient forgets. In addition, the patient will be able to record and listen to voice recorded notes. Also, activities can be scheduled within the smartwatch and reminders so that the patient does not forget. Lastly, patients will be able to activate an audible panic alarm to let people nearby that they need assistance.

Carers will be able to call patients and give them directions if the patient is lost.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 11 | ‘How to’ button | 1 |
| 16 | Voice Recorded Notes | 2 |
| 27 | Activity Reminders | 1 |
| 30 | Activity Scheduling | 4 |
| 31 | Fall Alert | 4 |
|  | Story Point Sub-Total: | **12** |

## Patient Profiling

Patients or carers will be able to update the patients profile, this is to ensure all personal and medical information displayed is up-to-date to help the relevant services in case of emergency.

Carers will be able to see historical data on activities and information relating to activities such as how frequently they are undertaken per week, so that they can adjust the virtual fence of the patient.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 19 | Profile Update | 1 |
|  | Story Point Sub-Total: | **1** |

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# Release 3

Delivery date: **To be negotiated** Total Story Points: **53**

The goals for this release are currently subject to negotiation.

## Location Tracking

Carers will be able to see the path the patient has taken in their current journey to identify problem areas if an accident occurs. In addition, they will be given the last known position of the patient before they lose any mapping or tracking connectivity. Lastly, if the patient has not changed location for a period of time they will be alerted.

Family members will be able to disable the virtual fence so that alerts are not sent to the carers if the patients are under the family members supervision.

Patients will be alerted if they are reaching the boundaries of the virtual fence so that they are aware of where they are.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 03 | Datamining | 2 |
| 08 | Buffer Zone | 2 |
| 14 | Disable Fence | 2 |
| 23 | Status | 8 |
|  | Story Point Sub-Total: | **14** |

## Patient Support

Doctors will be able to call the patients landline or smartwatch to give medical advice to the patient in cases of urgency.

Patients will be able to set custom ringtones for family members so that they can recognise who is calling them easier. In addition, they will be able to view the nearest friendly area and a path to it from their current position. Also, patients will be able to keep in contact with their family members and friends through social networking sites. Lastly, they will be able to see the time so that they can plan their activities for the day accordingly.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 20 | Call Landline | 1 |
| 28 | History | 4 |
| 33 | Find Nearest Safe Zone | 8 |
| 34 | Audible Panic Alarm | 1 |
| 35 | Social Networking | 1 |
| 50 | House Plan | 4 |
|  | Story Point Sub-Total: | **19** |

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## Health Monitoring

Patients will be able to monitor their own health so that they can seek medical assistance if required.

Carers will be alerted when patients health are determined to be diminishing. In addition, they will be alerted if the patient is not exercising on a regular basis.

|  |  |  |
| --- | --- | --- |
| Story ID | Story Title | Story Points |
| 09 | Health Monitor | 4 |
| 43 | Exercise Monitor | 16 |
|  | Story Point Sub-Total: | **20** |

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# Delivery Schedule

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Week 5 Aug. 21/22/23 | Week 6 Aug. 28/29/30 | Week 7 Sep. 4/5/6 | Week 8 Sep. 11/12/13 | Week 9 Sep. 18/19/20 | Week 10 Sep. 25/26/27 | Mid-Semester Break | Week 11 Oct. 9/10/11 | Week 12 Oct. 16/17/18 |
| Iteration 1 |  | Iteration 2 |  | Iteration 3 |  | Iteration 4 |  |  |
| Release 1 Sept. 11 / 12 / 13 |  |  |  | Release 2 Oct. 16 / 17 / 18 |  |  |  |  |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |
| Iteration 5 |  |  |  |  |  |  |  |
| Release 3, 4, … |  |  |  |  |  |  |  |

## Estimated Velocity: 5.3 average per person per Iteration

Iteration Plan

# Iteration 1

Total Story Points: **30** Total Hours: **73**

## Current Velocity:

## Story 1: Patient Tracking - Virtual Fence

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Write test cases | 2 |  |
| 2 | Set up a virtual fence with a given radius in relation to a given point | 4 |  |
| 3 | Create interface to input custom radius and location | 1 |  |
| 4 | Create notification system for when the patient is outside the virtual fence | 4 |  |
| 5 | Verify story is complete (acceptance test) | 1 |  |
|  | Story Points: **4** Total Hours: | **12** |  |

## Story ID: 2 Patient Tracking - See Patient’s Current Location

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Read through Google Maps API to understand testing potentials | 0.5 |  |
| 2 | Write test cases | 1 |  |
| 1 | Connect to Database | 0.5 |  |
| 2 | Retrieve Latest Location from Database on Interval | 1 |  |
| 3 | Display Google Map | 0.5 |  |
| 4 | Listen for New Location and Update | 2 |  |
| 5 | Verify story is complete (acceptance test) | 0.5 |  |
|  | Story Points: **2** Total Hours: | **6** |  |

## Story ID: 7 Patient Tracking - Mapping

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Write test cases | 1 |  |
| 2 | Display a Google Map | 0.5 |  |
| 3 | Show Current Location on Map | 1 |  |
| 4 | Verify story is complete (acceptance test) | 0.5 |  |
|  | Story Points: **1** Total Hours: | **3** |  |

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## Story 17: Patient Profiling - Show profile

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Write test cases | 1 |  |
| 2 | Create interface for adding profile information | 1 |  |
| 3 | Display profile information | 0.5 |  |
| 4 | Verify story is complete (acceptance test) | 0.5 |  |
|  | Story Points: **1** Total Hours: | **3** |  |

## Story 32: Communication - Contact list

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Write test cases | 1 |  |
| 2 | Create interface for adding contacts | 1 |  |
| 3 | Display list of contacts | 0.5 |  |
| 4 | Verify story is complete (acceptance test) | 0.5 |  |
|  | Story Points: **1** Total Hours: | **3** |  |

## Story 45: Patient Tracking - Position Uncertainty

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Write test cases | 2 |  |
| 2 | Get location data through GPS | 1 |  |
| 3 | Check whether position is reliable | 1 |  |
| 4 | Send alert to carer if position is reliable | 1 |  |
| 5 | Veriy story is complete (acceptance test) | 1 |  |
|  | Story Points: **2** Total Hours: | **6** |  |

## Story 56: GPS Tracking

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Write test cases | 2 |  |
| 2 | Decide on Database Application | 0.5 |  |
| 3 | Database Design | 2 |  |
| 4 | Application and Database integration | 5.5 |  |
| 5 | Verify story is complete (acceptance test) | 2 |  |
|  | Story Points: **4** Total Hours: | **12** |  |

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## Story 40: Communication - Text Message Interface

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Write Test Cases | 2 |  |
| 2 | Build UI for messaging system | 2 |  |
| 3 | Integrate Android SMS API with messaging application | 2 |  |
| 4 | Verify story is complete | 1 |  |
|  | Story Points: **1** Total Hours: | **7** |  |

## Story 42/52: Simple Interface - Simplicity - Stage 1 - Prototype

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Create mockup environment | 0.25 |  |
| 2 | Decide on basic homescreen layout | 0.25 |  |
| 3 | Mockup the homescreen concept | 2 |  |
| 4 | Seek client and team feedback | 1 |  |
| 5 | Make adjustments based on feedback | 1 |  |
| 6 | Seek more feedback | 0.25 |  |
| 7 | Verify Story Complete | 0.25 |  |
|  | Story Points: **2** Total Hours: | **5** |  |

## Story 42/53: Simple Interface - Simplicity - Stage 2 - Refined Prototype

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Build UI in Android App Environment | 4 |  |
| 2 | Seek client and team feedback | 1 |  |
| 3 | Refine the UI | 2 |  |
| 4 | Seek more feedback | 0.5 |  |
| 5 | Verify Story Complete | 0.5 |  |
|  | Story Points: **4** Total Hours: | **8** |  |

## 06: SOS/Panic Button - Communication Channels

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Task Description | Estimate | Taken |
| 1 | Write test cases | 2 |  |
| 2 | Get location data through GPS | 0.5 |  |
| 3 | Create prompt on Patient app, indicating more presses needed | 2 |  |
| 4 | Create an alert on Carer app activated by Patient app | 1 |  |
| 5 | Directs Carer app to patient location on GPS | 1.5 |  |
| 6 | Veriy story is complete (acceptance test) | 1 |  |
|  | Story Points: **4** Total Hours: | **8** |  |