Project Plan

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Contents

1   Introduction

This project plan describes this application and the development of it. It will cover how our organization is governed and our road to development and completion of the project.

The project is a virtual take on the classic board game "Labyrinth". The user will be able to navigate through a labyrinth, made out of walls and sink holes, using the built-in accelerometer in the android phone.

2   Organization

The conditions through which this application is developed are chosen for most possible throughput from every team member. We will work using a modified version of the "waterfall" model, making it a hybrid between "scrum" and the "waterfall" model. The organization consists of three members, making all an equal part of the project. Together, a basic outline of what the application will behave and look like is created (the requirements). During development the group will work as one on the different iterations.

3   Responsibilities

In initial work will be put together as a group. When we start coding we will do this individually. This will work.

The initial work will be put together as a group. This involves the planning of the project, the requirements, the test plan, a project schedule and all the other things needed for the project, withstanding the actual coding of the application. The coding will be divided equally within the organization, with every member having responisibility of different areas.

4 Milestones

Our milestones are divided into different versions. Each version implements a new set of requirements and takes the application one step further towards the first final release. For information on each requirement, see the requirements document.

0.1 Beta

Delivered on: Friday, May 4th

Will contain the following requirements:
1. System: 1.1, 1.2, 1.3
2. Initiation: 2.1, 2.2, 2.4
3. Stering: 3.2
4. Interaction: 4.2, 4.6
5. Activities: 5.1, 5.1.1, 5.1.4

0.2 Beta

Delivered on: Wednesday, May 9th

Will contain these new requirements:
2. Initiation: 2.3, 2.5
3. Steering: 3.3
4. Interaction: 4.1, 4.5

0.3 Beta

Delivered on: Sunday, May 13th

Will contain these new requirements:
2. Initiation: 2.6, 2.7
4. Interaction: 4.3, 4.4
6. Menus: 6.1, 6.1.1, 6.1.3, 6.2, 6.2.3, 6.2.4

1.0 Beta

Delivered on: Wednesday, May 16th
Will contain these new requirements:

5. Activities: 5.1.3, 5.1.2, 5.2, 5.2.2, 5.2.3, 5.3, 5.3.1, 5.3.2
6. Menus: 6.2.1

1.0 Final

Delivered on: Friday, May 18th.

Will have all bugs that 1.0 Beta contains removed.

1.1

Delivered if there is time.

Will contain these new requirements:
8. Vibration: 8.1, 8.2, 8.3, 8.4

1.2

Delivered if there is time.

Will contain these new requirements:
5. Activities: 5.2.1
6. Menus: 6.1.2
7. Sound: 7.1, 7.2, 7.3, 7.4

2.0

Delivered if there is time.

Will contain these new requirements:
6. Menus: 6.2.2