

# Project plan

Agnethe Soraa, Tomas Dohnalek, Jan Bednarik, Milos Jovac

Project adviser: Anh Nguyen Duc

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## 1 Project customer

Netlight AS is a consulting company engaged in IT and management. They operates throughout Europe with offices in Stockholm, Oslo, London, Munich and Helsinki. The company was founded at 1999 and employs to 500 employees.

## 2 Project description

- PR text - effects

## 3 Required work

- ?

## 4 Project scope

## 5 Project architecture

## 6 Measurement of Project Effects

To measure success of our end-product we have to set up some criteria to be fulfilled. The product should pass all test-cases and function according to customer's requirements.

## 7 Planned workload

Compendium proposed week workload 25 person-hours per week. During our internal meeting we have decided that each member will spend 30 hours per week

because our team consists only of 4 members. We agreed on fixed daily working hours so that we could distribute the workload through the whole semester. We will do daily stand-ups according to Scrum methodology.

## **8 General Terms**

### **8.1 Methology**

### **8.2 Tools selections**

For Scrum support and issue tracking we use Gravity Tool<sup>1</sup>. The tool is right now in Beta but it is free to use and have all features we needed from proposed AgileZen. For collaboration on Minutes, Project Plan and other documents we use GitHub. This tool was proposed by our customer and it is popular free collaboration tool. For document editing we agreed on LaTeX. For group resources and links we use Facebook groups and for managing schedule we use Google Calendar.

### **8.3 Limitations**

We should develop this project under a few technical, resource, time and knowledge limitations. Big limitation is image processing and small experience in Mobile development. As this course last for a 13 weeks, it is normal that we had to make some trade-offs. We devoted 2 weeks in exploring technologies and possible similar solutions that we can benefit from.

## **9 Schedule**

general paragraph about sprint length

### **9.1 Phases**

**Sprint 0 (ends 6th of September)**

**Sprint 1 (ends 20th of September)**

**Sprint 2 (ends 4th of October)**

**Sprint 3 (ends 18th of October)**

**Sprint 4 (ends 1st of November)**

**Sprint 5 (ends 15th of November)**

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<sup>1</sup>[www.gravitydev.com](http://www.gravitydev.com)

Table 1: Skills

<b>Event</b>	Someone gets sick	1	2	3
<b>Consequence</b>	4	1	1	1
<b>Possibility</b>	5	1	4	1
<b>Risk</b>	20	4	1	4
<b>Reactive Measures</b>	Other people do more ours — Person can work from home	3	3	3
<b>Proactive Measures</b>	Free weekends	3	1	2
<b>Responsible</b>	All	2	5	1

## 9.2 Gantt chart

## 9.3 Milestones

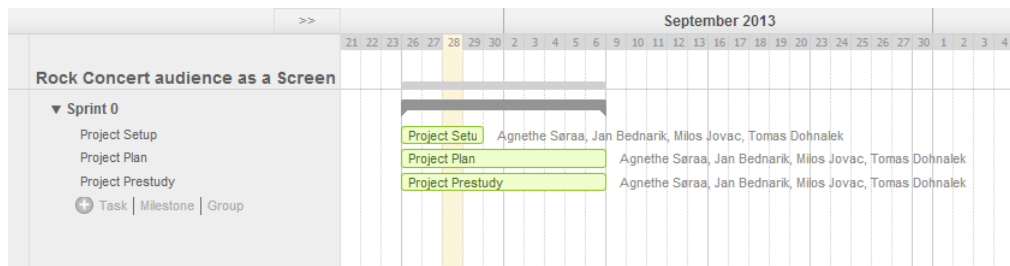


Figure 1: Gantt Chart

Table 2: Skills

	Agnethe	Tomas	Milos	Jan
<b>Leadership</b>	4	1	2	3
<b>Scrum</b>	4	1	1	1
<b>Mobile software development</b>	3	1	4	1
<b>L<sup>A</sup>T<sub>E</sub>X</b>	1	4	1	4
<b>Network programming</b>	2	3	3	3
<b>Image processing</b>	1	3	1	2
<b>Java</b>	3	2	5	1
<b>C++</b>	1	4	3	4
<b>Testing</b>	1	4	2	3

## 10 Risk management

## 11 Organization

## 12 Risk management

	Event	Consequence	Possibility	Risk
	Someone gets sick	4	5	20
	Coding problems	4	7	28
	Testing problems	4	4	16
Implementing things we are not supposed to		7	6	42
Dead end with technologies		8	8	64
Unrealistic time estimate		7	8	56
Frequent changes in requirements specification		6	3	18
Customer too ambitious		9	5	45
Hardware problems		9	3	27

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## 13 Quality Assurance