

Project plan

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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

Product can be logically divided into two sections – client and server application. Client side should be used by the audience whereas server side should be used by the concert manager. Both kind of applications will communicate through network, there is no need of internet connection.

Each application can be divided into more detailed architecture; we will focus on that in next sprint.

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 Tool¹. 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)

¹www.gravitydev.com

Table 1: Skills

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

Sprint 4 (ends 1st of November)

Sprint 5 (ends 15th of November)

9.2 Gantt chart

9.3 Milestones

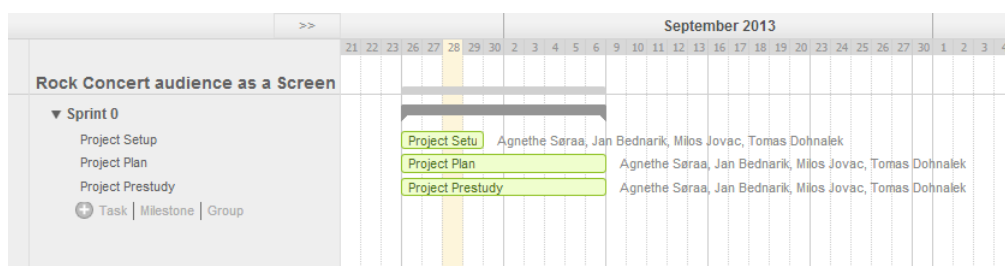


Figure 1: Gantt Chart

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10 Risk management

11 Organization

11.1 Role Assignment

To assign roles according to our skills and previous experience we have decided to make survey of relevant knowledge. Results of this survey can be seen in

Table 2: Skills and previous experience table. 1 means no experience, 5 means expert.

	Agnethe	Tomas	Milos	Jan
Leadership	4	1	2	3
Scrum	4	1	1	1
Mobile software development	3	1	4	1
L^AT_EX	1	4	1	4
Network programming	2	3	3	3
Image processing	1	3	1	2
Java	3	2	5	1
C++	1	4	3	4
Testing	1	4	2	3

table 2. This table was used as a base for our role assignment. The assigned roles can be seen in table 3. Other roles proposed in compendium we will share.

12 Risk management

13 Quality Assurance

Table 3: Assigned roles and their responsibilities

Role	Person	Responsibility
Project Leader	Agnethe	Responsible for progress of the project according to the plan. Distributes work to group members. Has final call in arguments.
Scrum Master		Leads the scrum stand-ups.
Communication Responsible		Responsible for communicating with customer and supervisor. Regularly send meeting minutes, agenda and other documents to customer and supervisor.
QA Responsible		Ensure a quality of all documents and end-product.