Rock Concert Audience as a Screen

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 background

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.

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[1]. 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 out 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 shedule we use Google Calendar.

8.3 Limitations

We should develop this project under a few technical, resource, time and knowlage limitations. Big limitation is image processing and small expirience 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)

[1] www.gravitydev.com

Table 1: Skills

Event	Someone gets sick	1	2	3
Consiquence	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

9.2 Gantt chart

9.3 Milestones

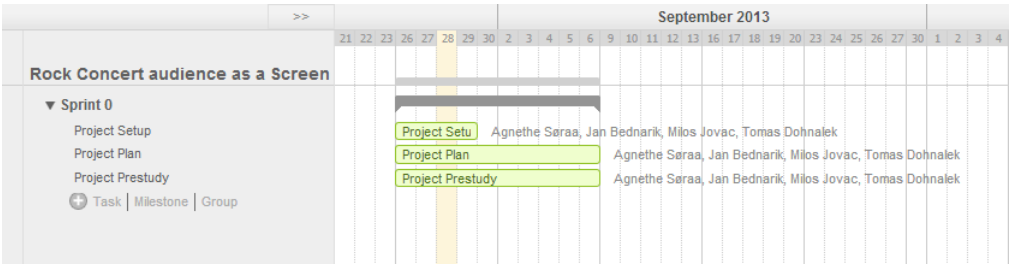

Figure 1: Gantt Chart

9.4 Milestones

10 Risk management

Table 2: Skills

	Agnethe	Tomas	Milos	Jan
Leadership	4	1	2	3
Scrum	4	1	1	1
Mobile software development	3	1	4	1
LaTeX	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