

# Roadmap

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## Introduction

This document covers the execution of the project implemented on *Ingeniería de Software I*, which is called "Dog Walker".

### OKR

**Objective:** Modernize the hiring process of Dog Walkers in our city by developing a mobile app.

**Key Results:**

- Deploy a basic minimum viable product where the user can search and book Walks for their dog which serves as a Proof of Concept.

Old Key Results:

- Deploy a basic but functional application at 04/12/2019 that solves the problem of discovering and hiring Dog Walkers near the user's home location.
- Have 2 Dog Walkers and 4 Dog Owners using the app at 04/12/2019
- Have 4 transactions made at 04/12/2019.
- Receive feedback from 3 users.

### Team

The **Team** is composed by:

- Ángeles Borracci ([aborracci@itba.edu.ar](mailto:aborracci@itba.edu.ar)) (Team Leader)
- Gabriela Gomes ([ggomes@itba.edu.ar](mailto:ggomes@itba.edu.ar))
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### Term Strategy

The **Strategy** for execution during the Term will take place in the following steps:

- 1) Investigate the problem our product tries to solve and understand the clients and future users. (Sprint 1)
- 2) Define technologies to be used. (Sprint 1)
- 3) Define features and functionalities. (Sprint 2 & 3)
- 4) Develop the product by implementing features. (from sprint 2 onwards until launch)
- 5) Testing and optimizing the app. (from sprint 4 onwards)

The first week of the Quarter will be a time to define needs, objectives and eventually, the product we want to develop. To do so, we will create a survey for our two kind of clients, collect relevant information and make conscious decisions about the App. Meanwhile, we will decide the technologies to be used on our product.

Following, we will define features and functionalities of our product and start developing them in sprints.

At the end, we shall test and optimize the coding.

Having this said, the **MUST REACH goal of the Term** is to have a working product to be used by some clients, from which we'll receive feedback.

### Important files

All the files used on this project will be on the following [drive](#).

## ***Sprint 1 (August 27th - September 3rd)***

### Sprint Objectives

- 1) Find a problem to be solved and define a product.
- 2) Create a survey to understand the two types of user (Dog Owner and Dog Walker).
- 3) Write conclusions on the survey.
- 4) Investigate and define the technologies to be used on the project.
- 5) Have an updated Documentation.
- 6) Build a demo.

### Constraints

- **Objective 4:** No money will be invested on the software.
- **Objective 6:** Having only one week on the Sprint and no data of the wanted features, the demo will be a plain app demonstrating its simple usability.

### Sprint Recap

During the first sprint, the objectives were assigned to different members of the team. As it was an early stage of the project, feedback was key to define the main idea of the product.

The survey was assigned to Gabi and Angie, who included questions that would provide the most amount of data to develop the app. Gabi did a mid-analysis to see if the answers were being helpful or any other information should be asked. Marc and Angie updated the documentation, while Nico B and Nico D investigated softwares to be used on the project and the constraints we would have with each tool. In addition to this, Marc built a simple demo using the software Marvel, which would give a main idea of how the mobile app would work.

### Results for Objectives 2 & 3

#### Summary

The [answers to the survey](#) were high, with a better scope than expected. The idea of the project was well received and the survey left us with a lot of information to analyse its meaning.

### Next Steps

The information provided by the survey will be used to define the features of our mobile app. Knowing what the two types of users want and expect from such a tool will be critical to define how to design our product.

### Results for Objective 4

#### Summary

As for the client application we will be using Flutter in order to easily make a cross platform application. As for the admin panel we will be using a website as it is much more convenient to use than a normal application. We will use Firebase for the backend (as it doesn't need to make lots of requests). This doesn't support geolocation (as it would be very expensive to maintain) but, if the time comes, we will develop a server (hosted in, for example, Heroku) in order to manage this requests.

### Next Steps

The investigation was necessary to define the languages to be used on the project. Now, the team can start implementing basic features for the mobile app such as registration, log in and building the profiles.

### Sprint Retrospective (Risks)

The team identified no risks so far.

## ***Sprint 2 (September 4th - September 17th)***

### Sprint Objectives

- 1) Have an updated Documentation.
- 2) Define the mobile OS to be used.
- 3) Develop a functioning login and registration.
- 4) Interview a dog walker.
- 5) Define the information to be asked to the two types of user.
- 6) Explore similar softwares.
- 7) Write the Use Cases.

### Constraints

- **Objective 2:** The least amount of money will be invested on this app. At the same time, we need by the end of the Quarter to have users. For this, the app needs to be launched on any store.
- **Objective 4:** The working hours of the dog walkers and the uncertainty of where to find one.

### Sprint Recap

The updated documentation was responsibility of Angie, who gathered the information of the team's work and wrote it down on this document, describing the next steps of each objective and defining the next Sprint's Objectives.

Developing a login and a registration was Nico D's task, who also defined the mobile OS to be used along with Angie.

The other members of the team dedicated their time to more research and planning of the project. Nico B defined the use cases of our software. Meanwhile, Marc decided the information we are going to ask the users and the data we are going to show from each user. In addition to this, Gabi explored similar apps and brainstormed ideas to include on our product. Even though no member of the team held an interview with a dog walker, Angie detailed a personalized questionnaire to use as a guide for the encounter.

Each member built their slides for the presentation of the Sprint.

On this Sprint, the team interacted more, giving feedback to others tasks.

### Results for Objectives 2

#### Summary

The two suitable stores to launch this projects are: App Store (for iOS users) and PlayStore (for Android users). The first one has a cost to publish while the second one has only a registration fee. Thus, we will registrate only on the Play Store.

#### Next Steps

On the next Quarter, the app will be only develop for Android users and eventually, it will be published on the Play Store.

### Results for Objectives 3

#### Summary

The app already has a login and logout option. A new user can registrate manually or using a Google account, which the app accepts as a login. Momentarily, both options redirect to the home page. The app can also recover a forgotten password.

#### Next Steps

The following step will be to redirect the registration to the 'Create Profile' section.

### Results for Objectives 4

#### Summary

We prepared a [personalized questionnaire](#) for dog walkers with experience. The questions are a guide for an interview, which could give us a better perspective of the systems they currently use.

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The objective to make an interview was unsuccessful. Finding a dog walker is a very random event.

### Next Steps

We will reassign this task to a member of the team who has mornings free and is more likely to run into dog walkers.

## Results for Objective 5

### Summary

On the previous Sprint, we shared a survey asking what information do Dog Owners and Dog Walkers think is necessary to have from each other. Each description has got a priority rank according to the results, allowing us to have a clear vision of what our users expect from our app. With this in mind, and the research we made from other apps (Objective 6), we defined the [information necessary to be asked to the user](#).

### Next Steps

Said information allows our team to start working on the profile's development, which is what will be developed on the next sprint.

## Results for Objective 6

### Summary

We looked similar apps such as "PetBacker" and "Dog Walk", to explore what they consider important and how they implement their softwares. Interacting with other apps gave us an idea on what to do and what not to do. We used this as a [brainstorming of ideas](#) to add to our Software.

We separated all the ideas in different categories:

- Information to be asked about: the owner, their dogs and the walker;
- What should appear on the main page/home;
- How to make a dog owner trust in our app.

### Next Steps

Define home page from the new ideas.

## Results for Objective 7

### Summary

We wrote Use Cases about actions performed everyday such as the hiring process workflow or its termination and actions involved in the account's initial setup such as the sign up process. This allows us to keep our focus on developing the most necessary views in order to meet our defined OKRs in time, along with defining the necessary



## Dog Walker

frameworks and libraries we should use and the functionalities to implement ahead of time so as to not waste too much time changing and adapting the code later on.

### Next Steps

Some use cases' flow were left blank, which will be worked on the next Sprints. For this, we'll need to define the interaction between the user and the app's process between creating a dog walk on the platform and having your dog walked.

### Sprint Retrospective (Risks)

The team identified no risks so far.

## ***Sprint 3 (September 18th - October 8th)***

### Sprint Objectives

- 1) Have an updated Documentation. (Roadmap, Vision)
- 2) Code 'Create Profile' Section for the three kind of profiles (dog walkers, dog owners and the dogs).
- 3) Interview a Dog Walker and make conclusions.
- 4) Define the process of planning a walk.
- 5) Design home page.

### Constraints

- **Objective 2:** The complexity of the flutter code regarding the DB (firebase) queries. It is hard to show the data from the DB into the app screens.

### Sprint Recap

The updated documentation was responsibility of the entire team, each of one wrote and update the documents.

Developing a first approach of the HomeScreen, and User, Dog and DogWalker profile pages was Nico D's task. The designs for those screens were idea and creation of Marc. And the backend was developed by Nico B. We encounter some issues with the image upload so that task will be done the next Sprint.

### Results for Objectives 1

#### Summary

Each team member was responsible for describing their tasks and progress on this Roadmap Document.

## Dog Walker

### Next Steps

To have each member continue writing their own progress. Start writing the Vision Document.

## Results for Objectives 2

### Summary

We designed and coded (both in the back and front-end sides) the Dog Owners information screen, the Dog screen (where all the dogs of the dog owners are shown) the add a new dog screen and also the Dog Walker screen. It was hard to merge the front and the back because of the complexity of flutter language.

### Next Steps

The app will have a well defined Home Screen. The team will code the transaction between Dog Owners and Dog Walkers. We will list Dog Walkers by their living location and we will try to add a map where all the dog walkers will be shown live.

## Results for Objectives 3

### Summary

We interviewed two dog walkers to understand how they work and what their routine consists of. Understanding their process was key to knowing which features would be important for our app and what do dog walkers expect from such a technology. To make dog walkers want to use our product is a hard task and for it we need to make sure that they have a useful experience with this app. Some of the conclusions we could take from the interview is that knowing if the dog is castrated or not and how its behaviour is, is really important, so we made the right choice on including this in the information needed to be provided. Also, that the most important thing is that the walker loves dogs and both the walker and the owner are responsible people. Since this platform will connect people that haven't met previously, the feedback section and having recommendations will be useful. Also, it will be good to collect feedback from experienced walkers and make a set of rules or instructions of what to do in order to have a good walk. And the idea of tracking the walk was received very well so we have to continue working on that.

### Next Steps

We will try to interview even more walkers and some dog owners interested in our app in order to keep improving our idea.

### Results for Objectives 4

#### Summary

One of the keys of the project is to have an easy system to concrete a walk. Using the survey was a necessary tool to understand what kind of interaction the user wants with the app to engage a walk. At the same time it was essential to have a dog walker's opinion on the matter. We discovered that the less interaction between the dog owner and the dog walker the better.

#### Next Steps

Develop the process of adding a walk and joining a walk.

### Results for Objectives 5

#### Summary

On the first Sprint, we made a Survey. In that survey we asked the user, which features they think are necessary in order to fulfil the purpose of our app. We used those answers and ranked the features in order of priority, to understand, which features are important and need to be on the home screen.

Once we defined them, we design the first prototype of the home screen with the main features in it.

#### Next Steps

Develop the home screen for the next Sprint.

## ***Sprint 4 (October 15th - October 29th)***

### Sprint Objectives

- 1) Have an updated Documentation. (Roadmap, Vision, Use Cases).
- 2) Code Home and 'Crear paseo' for Dog Walkers.
- 3) Design the following views: 'Buscar paseos' for Dog Owners, 'Mis Paseos', 'Mapa'.
- 4) Contact more dog walkers.

### Constraints

- **Objective 2:** The complexity of the dart language, the lack of knowledge about it and the small amount of time available greatly impacted the amount of features implemented.

### Sprint Recap

The updated Roadmap document was responsibility of Angie. The Use Case Document was further developed by Nico B. The Vision Document was written by Gabi and Angie. Developing a first approach of the HomeScreen, and User, Dog and DogWalker profile pages was Nico D and Nico B's task. This wasn't accomplished on this Sprint. The designs for those screens were idea and creation of Marc. Contacting more Dog Walkers was Angie's task.

### Results for Objective 1

#### Summary

This Roadmap was written to have the Sprint documented. With a Vision Template, we started writing the Vision Document and made real progress. We analyzed many aspects of our product and were able to update many sections of such document. About the Use Cases document, we were able to include more of them, both vital to the application, such as "Walks' Search" or "Current Walk View", and some that are not part of the main workflow, such as "Help Menu". These allows us to create even more precise User Stories which will be taken into account in the following sprints, with more precise information on what should be done for each part of the workflow and what User Stories are more important than others.

#### Next Steps

We shall continue developing the Roadmap and Vision Document.

### Results for Objective 2

#### Summary

The complexity of the dart language, the lack of knowledge about it and the small amount of time available greatly impacted the amount of features implemented. Meanwhile we found some bugs on our project that we were not able to fix due to not understanding the problem. The lack of information of this new language was also not helpful. We encountered some issues with the image upload.

#### Next Steps

Fix what is not working on our App and implement the remaining features of our product.

### Results for Objective 3

#### Summary

In the Home screen we designed last sprint, we sketched four buttons linked to the main features. In this sprint, we made a draft of each view. The style and colors used were similar in each view to stay consistent in the app.

#### Next Steps

The view's prototypes will be translated into code in the next Sprint.

### Results for Objective 4

#### Summary

We walked across multiple Dog Walkers, to whom we presented the project and asked for their contact information.

#### Next Steps

We will get in touch with such a Dog Walker, so they can try our product and give us real feedback.

## ***Sprint 5 (October 30th - December 4th)***

### Sprint Objectives

1. Have a finished Documentation. (Roadmap, Simplified Vision, Extended Vision, Use Cases).
2. Build final presentation.
3. Develop platform: mobile app + server.

### Constraints

- **Objective 3:** The complexity of the dart language, the lack of knowledge about it and the small amount of time available impacts directly on the amount of features implemented.

### Sprint Recap

The updated Roadmap document was responsibility of Angie. The Use Case Document was finished by Nico B and Angie. The Vision Document was finished by Gabi and Marc, with some input from Angie..

Building the final presentation was responsibility of all the members.

NicoB was in charge of developing OP in the mobile app.

## Dog Walker

Due to unexpected events, one of our members, NicoD, had to step back from this project. This sudden change of roles impacted highly on the results of our Sprint and Quarter. This is why we decided to change our Key Results of the Quarter, leaving the testing on clients for the next Quarter.

### Results for Objective 1

#### Summary

This Roadmap was written to have the Sprint documented.

We made real progress on the Vision Document and finished it to have it handed in. We analyzed many aspects of our product and were able to define all sections of such document.

The Use Cases document was also finished.

### Results for Objective 2

#### Summary

For our final presentation we built some slides to show the work we have been doing. On it, we made a recap of the whole Quarter. We analyzed our accomplishments and our failures. For this we focused on the old OKRs and the new OKRs.

### Results for Objective 3

#### Summary

For our final presentation we wanted to develop the mobile app and server in order to have a fully functional platform. Due to lack of personnel and time constraints we have only finished developing most of the platform's most important features like a proper SingUp/SignIn, the ability to create Dogs and book Walks.