# Introduction

Welcome to the Campus Maps Project Plan. The following is a brief introduction about the major portions of the project plan.

## Preliminary Requirements

Knowledge – Learning Jquery, Qunit, node.js, CSS, HTML plus understanding and implementing the server side logic. We should have a basic schedule set up with the clients for meetings and availability. We also should agree upon a method of communication with the clients, and a general format of how such queries are to look.

Physical – We need to get a server to host on; this is a big deal because we can't access the API without authorization from a uAlberta server. We should have the necessary devices and browsers to properly test the application.

## Technical Issues

1. Learning how to use Worklight, more specifically turning the web view into their native formats on both Android and iOS. Windows platform would be nice as well, but lower on the priority list.

2. We all need to get on the same page regarding the usage of basecamp. Anyone not familiar with basecamp should play around with it for a bit.

3. We will need to learn how to use Qunit. We will need to implement thorough testing on the logic portion of our app. Testing for the HTML/CSS will be both visual and can use the W3C validation tools to check for blatant errors and poor coding style.

4. We still need to find a hosting solution for our project. Currently we have an option with Dean (Yet to be implemented) and an option with Eleni (No information back as of yet).

## Personnel Issues

1. Our clients may not always be available to service questions. We have established that they could dedicate a few hours per week if need be. We have also established we will be meeting every 2-3 weeks depending on the progression and issues of the project. We have also established when contacting the clients through email we should use a ranking system for the priority of the issues (Urgent – Moderate – Marginal)

2. We may run into some instances where no one knows how to accomplish something. For example if we have to do lots of server side code we maybe need to read up on node.js. To solve this we can do individual research, do some paired research, ask Blerina, ask Eleni, ask the clients, or consult the all knowing google.

## Resources Required

1. The time we require from the clients will not be a consistent amount, more likely it will come into play when issues and concerns arise. We have established the guidelines for the amount of time they have and how we should contact them (See Personal Issues #1)

2. Currently we have no money to invest in any technology or licenses for any sort of software. Our private git repo was provided to us, and we should be able to get away with the free trial on Basecamp.

## Dependencies Between Issues

Under our current design philosophy we are going to try and write tests, for the parts where testing makes sense, prior to writing the code.

## Major Risks

1. Introduction of bugs into the master stream of the code because of poor testing or even some cases an unforeseen incident.

2. The GPS system is unreliable inside the buildings of the school; this will affect the ability of the device to follow the path.

3. We will also run into a lack of map data, which could result in an improper path.

4. We will most likely encounter running out of time to implement all the features that we are going to set out and accomplish.

5. We will also have to deal with schedule conflicts between team members because everyone has other things going on as well as this.

## Medium Risks

1. We may come to a point where the list of requirements is growing faster than we can check them off.

2. We will have to deal with some cross platform compatibility because not every browser renders the HTML/CSS in the exact same way.

3. We may have to deal with missing expertise, loss in interest in the project, or even lack of faith in each other.

4. We may have to deal with a lack of constructive feedback from the client and will have to deal with the clients schedule, because they are busy also.

## Breakdown of Major Development Tasks

At this point we have completed Project Initiation and Requirements Gathering, Requirements Document, Project Plan.

### The next major steps in the design process

1. User Interface mockups - Should be completed by Feb 25/13 with an estimated 5 man hours
2. Architecture document - Should be completed by Feb 25/13 with an estimated 15 man hours

### The next major steps in the development process

1. Prototype - Should be completed by Feb 25/13 with an estimated 60 man hours
2. Develop code/implementation - Should be completed by Mar 11/13 with an estimated 30 man hours
3. Code review and delivery - Should be completed by Mar 25/13 with an estimated 10 man hours

### The next major steps in the testing and debugging process

1. Unit tests - Should be completed by Mar 25/13 with an estimated 10 man hours
2. Acceptance tests & documentation - Should be completed by Mar 25/13 with an estimated 25 man hours

### The next major steps in the documentation process

1. User manual - Should be completed by Apr 8/13 with an estimated 5 man hours
2. Management document - Should be completed by Apr 8/13 with an estimated 5 man hours