Run Challenge App

Project Management Plan

VERSION 1.0.3

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TEAM 164

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Introduction and Purpose

The “Run Challenge App” is a mobile web app exclusively coded by team 164 to fulfil the task given by the Osnean Institute of Sports (OIS) to help in training of athletes. The app, once improved and developed further, is also suitable for public communities who are interested to keep track on their daily fitness. By mainly depending on Global Positioning System(GPS), the app allows users to generate random location as destination, keep track of their current location and able to save or view run in the future.

The main purpose of this document is to give an overview of our app, some essential info’s, procedure on handling codes and method of how our coders collaborate to come up with this amazing app directed towards mainly athletes. This includes background, scope of the project, main function of the app as well as process and responsibilities undergone by each team member to succeed in developing the app.

Project Information

Background

With the advent of smart phones, mobile phones have shattered the very clichéd thought that they are being used only to call or send a text message. Mobile application plays a very important role to push mobile phones up to the very top list of reasons why people nowadays cannot keep their hand of smartphone. Osnean Institute of Sport(OIS) a sport association had assigned a task to every team as a part of tender process to develop a running app. This mainly is to help famous athletes to train easily by just using their handphone devices. By just launching the app, the athletes can see their current location on the map, generate a random destination on the map within specific range. Once they are ready, they can run to their destination per specific route. By the end of the run they can view their runs details, such as time elapsed and distance run. They can help themselves to prepare for future events and competitions. Aside from just focusing on these athletes, our team is aiming to improve and develop our current app so that it is compatible to be used and launched by normal users from community as a normal android or IOS app to track their daily fitness.

Scope

The coding and development of this running app requires understanding of object orientation, persistent storage and use of external Google API's. Besides, knowledge on creating basic JavaScript, HTML and CSS designs are required to ensure proper display of the interface of the app. The team are required to have a very fundamental coding skills in order to produce a well displayed interface on the app to make sure the end users of the app are feeling comfortable to be using this fitness app

The assumptions applied to the coding of the app is that end users of this app is able to handle normal technology device with minimal guidance. The users are assumed to be able to follow the direction shown on the app in order to reach the destination in the quickest route

Intended use

This app is initially targeted towards famous athletes under the Osnean Institute of Sport(OIS) in aid to their training for better fitness and stamina. However, it is friendly enough to be used by any fit and healthy user as well. It should however not be used by anyone living in a city environment where it is usually more populated and to avoid certain dangers such as crashes. Furthermore, a stable internet connection and GPS tracking system is strongly recommended to ensure the user of the app will not be confused by the route generated by the app system. The app will not be made available to public by any parties without acknowledgment and permission from the original developers. This is to prevent any copyright issues that may arise should anybody tries to market the app for their own commercial benefit.

Deliverables/due dates

By the end of the project, the app is able to track location of user, generate a random location within specific distance, saving the run, date and time taken, reattempt if unsatisfied with certain runs and also delete it according to user's interest. A documentation of user guide will be given to every user to launch and use the app correctly. The estimated launching date for our running app is on Sunday 21st May 2017.

The following tasks are assigned and completed by each of the members in our team:

Date	**App Progress**	**Person in charge**	**Due date**
29/4/2017	Created directory in team's Git repository by committing the provided skeleton code and setting up Asana team 164 and will update from time to time	Alexander	30/4/2017
29/4/2017	Set up Google API key for team 164	Chee Yee	30/4/2017
1/5/2017	Drafting of Project Management plan	Alexander, Chee Yee	4/5/2017

4/5/2017	Finalised Project Management plan	Alexander, Chee Yee	4/5/2017
4/5/2017	Setting up Run class. Location detecting and tracking coding	Alvin, Chee Yee	7/5/2017
7/5/2017	Debugging of previous codes. Updating Run class. Generating random destinations. Setting up markers and button for each function	Alvin, Chee Yee, Alexander	10/5/2017
8/5/2017	Debugging of previous codes. Test run codes. Completing run codes are drafted. Discussion about local storage.	Alvin, Alexander	10/5/2017
11/5/2017	Debugging of previous codes. Persistence storage of Run instances. Start on view runs and retrieving run from local storage.	Alvin, Chee Yee	14/5/2017
13/5/2017	Debugging of previous codes. Designing app user interface on a paper	Alvin, Chee Yee, Alexander	14/5/2017
14/5/2017	Debugging of previous codes. Coding of app interface	Chee Yee	16/5/2017
15/5/2017	Debugging of previous codes. Starts adding comment and adding some final touch on previous codes.	Alvin	16/5/2017
17/5/2017	Testing of app again to make sure everything works	Alexander	18/5/2017
17/5/2017	Preparing documentation of user guide	Alvin, Chee Yee	18/5/2017
21/5/2017	Planning and discussion for app demonstration and client presentation	Alvin, Chee Yee, Alexander	21/5/2017
23/5/2017	Rehearsal for client presentation	Alvin, Chee Yee, Alexander	23/5/2017

Personnel/HR Management

Alvin
Email: atan0003@student.monash.edu
Responsibilities:
- Outline main part of the code
- Update the map according to the user's current location
- Add random destination to the map
- Match functions and buttons
- Outline the idea and code for viewing and reattempting runs

Alex
Email: alex001@student.monash.edu
Responsibilities:
- Set up Git Kraken and Asana
- Outline the idea and code for persistent storage
- Update the map to show routes that have been finished by user
- Outline the function to calculate the timer and estimated distance left
- Test run the app by time to time and give feedback to the functions and codes

Chee Yee
Email: oon0001@student.monash.edu
Responsibilities:
- Update the google API key in newRun.html
- Update the map according to the user's current location
- Update the page interface design
- Update the marker and circle accuracy to be shown in the map
- Set up and update the documentation template

Decision on Processes

Usage of collaborative tools (changes of code): GitKraken, Asana, Google drive

GitKraken
A software used to access the repository easily. Codes to run our running app are exchanged and shared among the members through Gitkraken as it enables us to be able to monitor changes made by each member, and the file pushed to the repository is always the updated version of the working app. This allows the team to always have access to the most updated files when working individually.

Asana

Asana is used as a reminder platform among the team so that no deadlines will be violated throughout the project. It helps keep the team to keep track of the progress and avoid confusion of what has or has not been done.

Google Drive

Google Drive is mainly used to store different version of codes where some may have certain useful features but is not fully working. This allows us to add more features to the main working codes with the least number of bugs. It is also more convenient than GitKraken in terms of different types of files, although multiple folders containing the same files can be confusing at times.

Communications Management

Set up a meeting time which is available for every team members. Meeting minutes are recorded and shared among team members to keep an update of the current progress of the project through WhatsApp. Communicate using social media: WhatsApp, Skype, Chrome remote.

Skype, Chrome remote, or Google drive is used effectively only if the team is not able to meet or see each other, hence a video call or conference call is made to ease the barrier of communications through texting or looking at hundreds of lines of codes only. Chrome Remote allows user to easily access another user's desktop without having to meet physically while still being able to work together simultaneously on the same piece of work, like how google doc works. It has a great synergy with Skype where users can simultaneously communicate and work at the same time making physical meeting unnecessary at times. This creates an efficient working environment where users can be in their comfortable working space making it more productive.