

Revision History

Date	Version	Description	Author
13/01/2015	0.1	First time planning	Henkka

Software Development Plan

1. Introduction

1.1. Purpose

The purpose of this project is to develop a chat application for the staff of a mental hospital. The application is designed to make the communication, delegation of tasks and exchange of information between staff members more convenient and efficient.

2. Target Group

The possible user group for the application consists of:

- Nurses
- Doctors
- Psychiatrists
- Security personnel

The psychiatric hospital has 12 departments and about 440 employees. It can have maximum 300 patients at a time. Usually the duration of the treatment is long, the patients are committed for 5 to 8 years on average.

3. Project Organization

3.1. Roles and responsibilities

- a project manager who has the overall responsibility of the project, its progress and timeliness of the results. Ideally, the project manager is the most experienced person in the team, as well as has strong administrative skills. The project manager brings projects plans to the steering group and prepares progress reports.
- a user representative who can be a complete novice in systems development. The user is responsible for conveying the wishes and requirements of the company to the project team, and participates in the development, especially in the user interface definition.
- a visual designer
- a user interface specialist
- a systems analyst has responsibility for the structure of the system and the systems development process
- a project secretary has main responsibility for the product documentation.
- programmers for front-end and back-end development.
- testers

Henkka	Programmer, tester, project manager, user representative
Tommi	Programmer, tester, user interface specialist
Kaitsu	Programmer, tester, visual designer, secretary
Kim	Programmer, tester, visual designer, systems analyst

4. Management process

4.1. Project estimates

The deadline for the project is supposedly the 14th of March, meaning that we have approximately eight weeks to finish the project. The first version of the project plan has to be ready by 20th, and we intend to have it ready by tomorrow, the 14th of January, so that we have more time to plan the structure and complete labs. The time estimation until we start doing the actual code is still unknown, for we haven't received a lab topic schedule yet.

4.2. Phase plan

The first phase is to do a thorough plan where we figure out all the features and functionality we want to implement to the project. The main focus will be on the mandatory features, but we definitely want to do something extra. After we have designed a draft of the structure, we probably have to demo it in order to receive feedback.

The second phase is to create a backlog according to the list of features. This means that we will specify the tasks which are required to complete the planned features. With the backlog it is easier to divide the tasks between the team members.

- Project initiation
- Project planning
- Project execution
- Project closure

4.3. Iteration objectives

In testing phase, iteration is done until the code works the way we want it to work and until the usability from the user's point of view is at least decent.

4.4. Project schedule and monitoring

We decided to use the agile scrum approach with the project's schedule. In scrum methodology the timeline of the project consists of smaller time periods called sprints, that are e.g. a week long. We will set our objectives for each week and during the last working day we will inspect the current situation and plan the next sprint. In practice, this happens relatively easy with Trello by selecting the cards of highest priority for each sprint week. If something is still incomplete at the end of the week it will be moved to the next week's sprint. The ideal situation is that only one or so cards is in the progress list at a time. We will also reserve some time to the end of the project in case something takes more time that we have anticipated.

4.5. Sprint plans

We are going to fill in the sprint plan table according to the weekly sprint meetings.

Week 1	Initialization: Project plan 0.1 Set up group and Trello Case description Lab work
Week 2	Planning: Project plan first version ready Assign the areas of responsibility Lab work

Week 3	User personas and scenarios List features and functionality Classes
Week 4	
Week 5	
Week 6	
Week 7	
Week 8	Finalizing:

4.6. Project Deliverables

Deadline for the first project plan is the 20th of January.

- prototypes
- final products and report etc