# **Project Plan**

A.N.H. - Agile Network for Hospitals

# **Document Control**

### **Document Information**

	Information
Document Id	Project Plan
Document Owner	League of Procrastinators
Issue Date	13.01.2016
Last Saved Date	20.01.2016
File Name	Project Plan

# **Document History**

Version	Issue Date	Changes
1.0	19.01.2016	Initial writing

# **Document Approvals**

Role	Name	Signature	Date
Project supervisor	All teachers		
Project Review Group	Whole team		
Project Manager, User Representative, Project Secretary	Léa		
Visual Designer	Julia		
User Interface Specialist	Léa/Anh		
System Analyst	Anh		
Front-end	Julia/Won		
Back-end	Anh/Won		

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# 1 Planning Basis

### 1.1 Scope

Refer to the case description (appendix).

### 1.2 Milestones

Milestone	Description	<b>Delivery Date</b>
Team roles appointed	The team is put together and a general work load distribution is agreed upon.	13.01.2016
Start of project work	The project planning will be finished, and each team member will take on the assigned tasks.	25.01.2016
End of project work	All coding, testing and documentation will be finished.	04.03.2016

#### 1.3 Phases

Phase	Description	Sequence
Project Initiation	Assembly of the project team and assignment of roles.	Phase # 1
Project Planning	Definition of the case description, user personas and scenarios.	Phase #2
Project Execution	Coding and testing.	Phase #3
Project Closure	Submitting all project documentation and the software itself.	Phase #4

# 1.4 Activities

Phase	Activity	Description	Sequence
Project Planning	Develop Project Plan	Assigning the team member roles, writing the case description, planning the	After the Project Plan but before the formulation of supplier contracts
Project Execution	Coding and Testing	Devise database model, Android and web front-end, Java back-end.	After project planning.
Project Closure	Docume nting and delivery	Document the functionality and deliver the app. Have a presentation.	After project execution

#### 1.5 Tasks

Phase	Activity	Task	Sequence
Project Planning	Develop Quality Plan	Create case description Create preliminary project plan Create user personas, scenarios	1 <sup>st</sup> 2 <sup>nd</sup> 3 <sup>rd</sup>
Project Execution	Coding and Testing	Create web chat server Create web front-end Create android front-end	1 <sup>st</sup> 2 <sup>nd</sup> 3 <sup>rd</sup>
Project Closure	Documenting and delivery	Concept document Document functionality, how to use, program structure Presentation	1 <sup>st</sup> 2 <sup>nd</sup> 3 <sup>rd</sup>

# 1.6 **Effort**

Task	Effort
Create case description	1 day
Create preliminary project plan	2 days
Create user personas, scenarios	2 days
Create web chat server	21 days
Create web front-end	21 days
Create android front-end	14 days
Concept document	2 days
Document functionality, how to use, program structure	4 days
Presentation	1 day

# 1.7 Resources

Task	Resource
Identify Quality/functionality Targets	All
Identify Quality Assurance Techniques	All
Identify Quality Control Techniques	All
Document Quality Plan/functionality	All
Create web chat server,	All
Create web front-end,	All
Create android front-end	All
Concept document	All
Document functionality, how to use, program structure	All
Presentation	All

### 2 Project Plan

#### 2.1 Schedule

Phase	Activity	Task	Date
Project Planning	Develop Quality Plan	Create case description Create preliminary project plan Create user personas, scenarios	13-14.01 18-20.01 20-21.01
Project Execution	Coding and Testing	Create web chat server Create web front-end Create android front-end	25.01-15.02 25.01-15.02 15.02-22.02
Project Closure	Documenting and delivery	Concept document Document functionality, how to use, program structure Presentation	22.02-24.02 24.02-28.02 29.02-01.03

#### 2.2 Dependencies

Activity	Depends on	Dependency Type
Develop Project Plan	Appoint Project Team	Finish-to-start
Coding and Testing	Develop Project Plan	Start-to-start
Coding and Tooling	Develop Floject Flair	Ctart to ctart
Documenting and	Coding and Testing	Start-to-start
delivery		

#### 2.3 **Assumptions**

It is assumed that:

- The project will not change in scope
- The resources identified will be available upon request

#### 2.4 Constraints

- The project must operate within resource allocations approved
- The project team must deliver the software with no requirement for additional hardware(No I-watches, Oculus VR, beepers, just phone and laptop)
- Staff must complete the project within not too much excessive working hours.

### 3 Appendix

Case description