

Project Purpose & Functionality

Journey Organiser
<3.0>



Version	Date	Author	Approved by	Description
1.0	18/10/2015	Mateusz Maly	-	First draft of the project requirements document
2.0	03/11/2015	Mateusz Maly	-	Updated Scope Document. Included milestones, testing, QA, Project Approach and changed some of the original functionality. Added Contents page
3.0	20/03/2016	Mateusz Maly	Jan Gucwa Mateusz Maly	Document style change

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1. Project Description

The project will deliver a fully functioning Android application and a website designed to allow the users to search for best travel options available in the United Kingdom.

1. Project Purpose

The purpose of the Transport application is to enable the user to decide on the best option for reaching his desired destination. The application will include a map which will decide on the best route for the journey. The user then will decide on the best transport option considering the time and the cost of the journey which will be produced by the application.

2. Functionality

3.1 Requirements

The basic functionality of the application will include:

- Detailed map from the starting point to the destination.
- Cost and time calculator for each journey.

Travel options will include:

- Train
- Coach/Bus
- Personal Vehicle (Car/Motorcycle)
- Bicycle, Walking
- Taxi
- Car sharing

3.2 Basic Functionality

- Users can search for basic ways of transport like train or bus.
- Map will be displayed alongside the results.
- Users will be able to see different ways of getting from point A to point B
- The cost of each journey will also be available

3.3 Advanced Functionality

- Users will be able to register and save their details like car information or favourite journeys

4. Stakeholders

1. Mateusz Maly (Project Manager)
2. Jan Gucwa (Chief Software Developer)
3. Filip Borowiak (Quality Assurance)
4. Karol Baran (Chief Tester)
5. Dawid Janelli (Documentation)

5. Project Deliverables

- Fully functioning android application and a website
- User and technical guides
- Meeting minutes

6. Project Milestones

1. Functionality researched and approved.
2. Designs for the App and Website completed.
3. Database established.
4. Server set up.
5. Basic UI implementation
6. Back end to front end connection for the App and the Website.
7. Poster created.
8. Advanced UI and Map implementation.
9. User Accounts set up.
10. Technical and User guides created.
11. Technical report created.
12. Individual Reports completed.

7. Project Approach

Agile project management will be used throughout the project. Project Manager will produce and update Project Plans every two- three weeks and when a major part of the system has been implemented. All members of the group are required to take their own responsibility for particular parts of the project that they have been tasked with, however, if anyone is struggling, project manager should delegate other resources to that part of the project. Project members are required to complete their tasks on time and upload their work on GitHub regularly. If a member of the project completes his work before the deadline, and has no further tasks assigned to him, he must contact the Project Manager and ask for a new task. If members of the project will not produce the expected results by the deadlines set in the Project Plan, the Project Manager will send out formal emails to each member of the project to remind them of their task and the deadlines. If the contribution of the members will still not improve, the Project Manager will ask for daily updates of progress.

8. Communication Approach

Each member of the group must attend weekly meetings with the supervisor where project progress and next tasks will be discussed. Group members are also required to attend any other meetings organised. All other communication is to be done through Facebook group chat, every piece of work that each member produces must be uploaded onto GitHub.

9. Risks

9.1 Application

- The main risk associated with this project is the Data availability and accessibility.
- The UI might not be user friendly and easy to use.
- Due to high amount of testing required the completion date might get delayed.

9.2 Project

- One of the risks associated with the project is the input of the individual members of the group.

10. Testing

The Application must thoroughly checked for any errors or problems. System testing will be one of the first tests performed, one of the things to look out when performing the System Testing is the consistency between the App and the Website. Unit testing will also be used to check the performance of the Application on individual units.

11. Quality Assurance

Quality of the code and documents must be maintained throughout the project. Member of the project responsible for the Quality Assurance must produce a plan which will clearly state procedures in code handling and document design. So for example one of the procedures would be to write comments for every method and function in the program so that if anyone else picks up the code they will have a clear idea of what is going on.

12. Success Criteria

Application will be fully functional from the technical and the UI side. It will contain the travel options mentioned in the functionality above. The user will be able to register, save and access his favourites and view previous journeys. An option to add users own vehicle will also be available. The application will then calculate the prices according to the vehicle chosen by the user.

The app should be able to accurately calculate the time and the route from the starting to the destination. Google maps will be used as a way to test this criteria. The difference between the results from our application and Google maps should be minimal.

13. Roles and Responsibilities

Role	Assigned to	Responsibilities
Project Manager	Mateusz Maly	<ul style="list-style-type: none"> - Managing the Project in accordance with the project plan - Provide overall project guidance - Direct Team members towards project objectives - Handle project resolution
Chief Software Developer	Jan Gucwa	<ul style="list-style-type: none"> - Manage the underlying software architecture - Oversee the technical aspect of the project - Guide other group members in software development.
Chief Quality Assurance	Filip Borowiak	<ul style="list-style-type: none"> - Draft Quality Assurance procedures - Implement QA standards
Chief Tester	Karol Baran	<ul style="list-style-type: none"> - Draft a testing plan for the application - Assign Tests to the team members - Escalate the issues to rest of the team
Documentation Writer	Dawid Janelli	<ul style="list-style-type: none"> - Create high quality documents that meets the standards set by the team. - Write easy to understand technical and user guides