LARKDETECT

Release Plan

Version 1.0

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APPROVALS

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REVISION HISTORY

Version	Date	Organization/Point of Contract	Description of Changes
1.0	07/04/2020	CoronaSG/ Ang Zhan Phung Edmund	First Draft

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1. INTRODUCTION

This release plan is a detailed description of Team CoronaSG's application, LarkDetect and its upcoming release versions. The purpose of this release plan is to allow the team to understand the constraints and risks and decide on the product goals. With a well-laid plan, we can determine the significance of each task and then identify the criteria for each release version, ensuring a smooth product release.

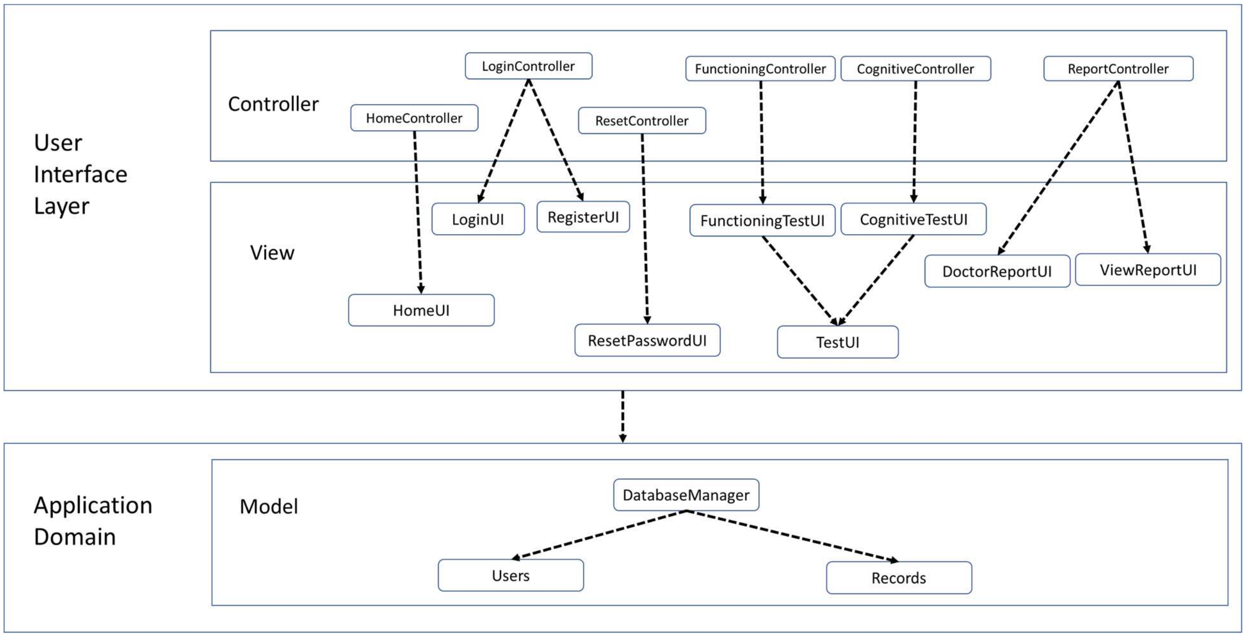
2. REFERENCED DOCUMENTS

Table 1: Referenced Documents

Document Name	Document Number	Issuance Date
Project Plan	1.4	31/03/2020
Risk Management Plan	1.1	02/03/2020

3. OVERVIEW

According to a study by Well-being of Singapore Elderly (WiSE), families are unprepared when their loved ones are diagnosis with dementia. With this problem in mind, LarkDetect was built to provide early diagnosis for dementia. The LarkDetect web application is using a Model-View-Controller (MVC) architecture as seen in the figure below.



4. ASSUMPTIONS, CONSTRAINTS, RISKS

4.1. Assumptions

No.	Assumption
1	The system will not be used on any other devices except a computer/laptop.
2	The system will only be used when scaling is 100% for both computer and browser display, and when the browser is in full screen mode. The display resolution must be 1920x1080 only.
3	All team members must commit and complete all tasks assigned to them, until the end of the project.
4	Acquisition of funds is always on time and is sufficient for the project.
5	The project timeline is correct and will not be extended.
6	There will be no additional requirements from client.
7	The estimated costs calculated are accurate and no changes will be made.

4.2. Constraints

Budget

Due to budget constraints, the resources for software need to be completed using 0 dollar. This will add strains to our developers and need to ensure the most efficient software could be used to complete the task required.

Schedule

As per the Gantt Chart in the Project Schedule, the targeted timeline of 13 weeks to complete this project is very packed. The project planning must be cautious and correctly estimated to ensure that work can be completed in time.

Manpower

Due to the fixed size of 6 people, we need to put the best man to fit for individual tasks. Proper assigning and planning of tasks must be carried out in order to ensure that no procedures in the process of project development are left out.

4.3. Risks

No.	Risk	Response Strategy
1	Inadequate funding to complete the project due to inaccurate/changing cost estimates.	- Request for additional funds to ensure high quality product developed. - Find an alternative option to replace the high cost items while ensuring high quality product is produced.
2	Staff illness at critical times	- Each work assignment is handled by 2-3 people.

		- maintain a good documentation or log activities to allow others keep up with the change / pick up where you left off.
3	Time and cost required to develop the software is underestimated	- Create a priority list of work to be completed and its predecessors - Depending on the type of cost changes, we could consider seeking an alternative option or seek additional funding from the investors.
4	System Performance issue	- Create a progressive benchmark to ensure that the performance is consistent with the user/customer's’ expectations.
5	Development error	- Multiple testing is performed consistently before the release date or presentation to the clients. - Development Log Documentation need to be consistently updated.
6	Staff Turnover	- More than one member is assigned to each work assignment therefore, each member could take over the work easily. - By working closely with other members, each member would be familiar with the development work and thus could take over when there is Staff Turnover.
7	User interface uncertainties	- Create a guidebook for the user to understand better the system UI - We would conduct a quick training for the users to familiarize themselves with the system.
8	Client changes requirements	- Depending on the requirement changes, make the changes accordingly. - If it’s unchangeable or difficult to change, the development team will provide the cost for changes for the client to consider.
9	Teamwork and coordination problems	- By maintaining a consistently updated development log, everyone would be able to keep up with what other members are doing and would be able to take over if necessary.

5. RELEASE APPROACH

5.1. Rationale

With the Agile Lifecycle model being used in the LarkDetect Project Plan, we will be adopting Software Prototyping Model for the release plan. As Agile Lifecycle breaks the project down into small incremental builds which can be implemented very quickly. This prototyping approach is used to ensure that the developer makes a small-scale model of the proposed program so that users can give feedback and ensure it meets their needs. We deem this approach suitable due to the tight schedule we were given, and regular feedback can be used to improve the prototype.

With the assumption that no additional requirement from client, we deem this approach to be able to fit our requirement and meet the timeline.

5.2. Release Strategy

Our team had segmented the delivery of the product into three main releases. Since a huge amount of time and resources will be devoted to developing and implementing the test function of the software application. The first release will contain the login and test function.

The second release will consist of registration, login, and minimal report function. This will ensure that the user experience will be taken care off.

The third and final release will be beautifying the reports and ensure all other functionalities (i.e. home button, about us) are completed. There will be a final review to ensure that all functionalities stated in the SRS have been fulfilled.

5.2.1. Release Content

As mentioned in the release strategy, we will have a total of 3 release versions for the LarkDetect. The breakdown will be as shown.

Release Version 0.1.0	
Task Description	Remarks
Test A – Functionality Test	Test should be able to perform basic drawing of lines to connect to random generated dots.
Test B – Cognitive Test	Test should be able to perform basic drawing of lines to connect to random generated dots.
Login	Login should be able to fetch back from the database with a pre-set username and password
Release Version 0.2.0	
Registration	Fully implemented as per SRS
Login	Fully implemented as per SRS
Test A – Functionality Test	Fully implemented as per SRS
Test B – Cognitive Test	Fully implemented as per SRS
Reports	Report should be able to fetch information from the results generated by the test
Release Version 1.0.0	
Reports	Fully implemented as per SRS
Home Page	Fully implemented as per SRS
Doctor’s Report	Fully implemented as per SRS

5.2.2. Release Schedule

The first release will be 15 working days from the start of prototype, with the basic test implemented. The subsequent release will take 2 weeks to be completed. In between each release, there will be feedback of bugs and including resolving any errors identified.

5.2.3. Release Impacts

When any business and/or system impacts associated with each release and business processes to be modified in this Release Plan should be highlighted. After each release, the development team must make modifications to the system as per feedback. Should any modification affect the release plan, the Project Manager will be held accountable for the overseeing of the project. As individual member has their own scope of work, when additional workload for modification are required, the Project Manager will be tasked to allocate the workload while ensuring that it should be properly balanced out. Project Manager should not be biased and allocate all tasks and responsibilities fairly to each team member.

5.2.4. Release Notification

After a release is generated, the respective stakeholders will be notified as stated below. Methods of how the stakeholder will be notified.

Stakeholders	**Method of Providing Notification**	**Information Included in Notification**	**Timeframes for Receipt of Information**
Users	Emails	What changes are made, including the fixed bugs.	1 day prior to version release
Teammates	Meetings, Group Chats (Optional), Emails, Video Conferencing (Optional)	What changes are made, including the fixed bugs. Also to state the reason why changes were made and necessary feedbacks received.	Immediately once decision to implement the new release version
Investors	Emails and Meetings	What changes are made, including the bugs to be fixed and user feedbacks.	7 days prior to version release
Sponsors	Emails	What changes are made, including the bugs to be fixed and user feedbacks.	7 days prior to version release

6. ACRONYMS

Term Name	**Term Definition**
UI	User Interface
SRS	System Requirement Specification