Life Cycle Plan (LCP)

LiveRiot Video Editing System and social networking enhancement

Team 04

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12/08/2013

Version History

Date	Author	Version	Changes made	Rationale
09/25/13	Yang Li	1.0	• Original for CSCI577; Tailored from ICSM OCD Template	• To fit CS577 course content
10/13/13	Yang Li, Haishan Ye	1.1	• Modified Section 1, 2, 3, 4, 5	• Completion of Exploration Phase
10/22/13	Yang Li	2.0	• Modified Section 5, Add Section 6.1	• Plan for the development
12/01/13	Yang Li	2.1	• Add all sections	•
12/08/13	Yang Li	2.2	• Correct few error	•

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1 Introduction

1.1 Purpose of the LCP

LCP helps stakeholders to identify tasks in the project and their corresponding timelines. It also helps to point out the roles and skills of members of developer team and describe the complete strategy, artifacts and responsibilities of everyone in the project.

According to the ISCM, every iteration and phase has to be planned and identified before actions are taken. LCP will guide and plan each phase.

Efforts, resources and schedule will be estimated with COCOMO and the results will be listed in LCP.

1.2 Status of LCP

This is the LCP at the Foundation Commitment Package phase (Draft FC Package), with a version number 1.1. This version has removed defects of pervious version and added responsibilities and resources.

For the FC package, this version has set milestones and artifacts each phases, created more detailed and context-related responsibilities & skills and estimated resources.

1.3 Assumptions

- The duration of the project is 12 weeks (Fall 2013)
- There are six on-campus students and a DEN student in the project team
- There will be team meeting and meeting with clients to discuss the progress of the project
- ICSM is being used to guide this project

2 Milestones and Products

2.1 Overall Strategy

The LiveRiot video editing system and social networking enhancement project developed by team 04 will process according to Incremental Commitment Spiral Model. This system is part of the whole program of LiveRiot to build a website as well as an app on iPhone, which provide a platform for people to edit and share videos and audios.

Exploration phase

Duration: 09/13/13- 09/27/13
Concept: In this phase the team focuses on analyzing the requirements of clients and understanding the current system. The develop team would meet clients to discuss the initial scope and operational scopes.
Deliverables: Valuation Commitment Package
Milestone: Valuation Commitment Review
Strategy: One Incremental Commitment Cycle

Valuation phase

Duration: 09/28/13- 10/16/13
Concept: In this phase, the team had two win-win negotiation sessions to identify the win conditions, analyze the detailed requirements, evaluate the risks and prioritize the requirements. After the needs of the clients were clarified and confirmed, certain requirements with comparatively high risks were chosen to be prototyped, in order to control the risks. The prototype included basic UI design and a simple functional real device demo.
Deliverables: Draft Foundations Commitment Package, Project Effort Reports, Progress Reports, Prototype Report, System and Software Architecture Description
Milestone: Architecture Review Boards Foundations Commitment Review
Strategy: Incremental Commitment Cycles for Architected Agile, Meetings, Prototypes

Foundations phase

Duration: 10/17/13- 10/31/13
Concept: In this phase, the team will assess the project status. The changes in requirements will be analyzed, and corresponding adjustments will be made. NDI components will be assessed and development software architecture will be designed. Besides, actual functional prototypes will be built.
Deliverables: Development Commitment Package
Milestone: Development Commitment Review
Strategy: Incremental Commitment Cycles for Architected Agile, Meetings, Prototypes

Development phase – Construction Iteration

Duration: 11/1/13- 11/30/13
Concept: In this phase, a detailed project plan is created. Architectural design of the system will be used to guide the development process. Development team will implement the system

based on the previous prototype. Regular meetings will be held to assess the current risks. Test team will test the current project and core capability drive-through will be performed at the end of this phase.
Deliverables: Transition Readiness Review Package
Milestone: Transition Readiness Review
Strategy: Incremental Commitment Cycles for Architected Agile, Development, Tests, Integrations

Development phase – Transition Iteration
Duration: 12/1/13- 12/10/13
Concept: By this phase, the complete and developed system should be ready. Training will be provided. Development team will provide a training plan, and document a detailed user manual. And the functioning software system will be transitioned.
Deliverables: Operational Commitment Review Package
Milestone: Operational Commitment Review
Strategy: Incremental Commitment Cycles for Architected Agile, Transition, Training

2.2 Project Deliverables

2.2.1 Exploration Phase

Table 1 Artifacts Deliverable in Exploration Phase

Artifact	Due date	Format	Medium
Client Interaction Report	09/20/2013	.doc, .pdf	Soft copy
Valuation Commitment Package: • Operational Concept Description (OCD) Early Section • Life Cycle Plan (LCP) Early Section • Feasibility Evidence Description (FED) Early Section	09/27/2013	.doc, .pdf	Soft copy
Bugzilla report	Every Wednesday	Text	Bugzilla Website
Project Plan	Every Wednesday	.mpp	Soft copy
Progress Report	Every Wednesday	.xls	Soft copy

2.2.2 Valuation Phase

Table 2 Artifacts Deliverable in Valuation Phase

Artifact	Due date	Format	Medium
Draft Foundations Commitment Package: • Operational Concept Description (OCD) • Feasibility Evidence Description (FED) • Life Cycle Plan (LCP) • System and Software Architecture Description (SSAD) • Prototype report (PRO)	10/16/2013	.doc, .pdf	Soft copy
Evaluation of Draft Foundations Commitment Package	10/17/2013	.doc, .pdf, Bugzilla	Soft copy, Bugzilla
Response to Evaluation of Draft Foundations Commitment Package	10/17/2013	.doc, .pdf, Bugzilla	Soft copy, Bugzilla
Foundations Commitment Package: • Operational Concept Description (OCD) • Feasibility Evidence Description (FED) • Life Cycle Plan (LCP) • System and Software Architecture Description (SSAD) • Prototype report (PRO) • System and Software Requirements Definition	10/212013	.doc, .pdf	Soft copy
Evaluation of Foundations Commitment Package	10/22/2013	.doc, .pdf, Bugzilla	Soft copy, Bugzilla
Response to Evaluation of Foundations Commitment Package	10/22/2013	.doc, .pdf, Bugzilla	Soft copy, Bugzilla
Bugzilla report	Every Wednesday	Text	Bugzilla Website
Project Plan	Every Wednesday	.mpp	Soft copy
Progress Report	Every Wednesday	.xls	Soft copy

2.2.3 Foundation Phase

Table 3 Artifacts Deliverable in Foundation Phase

Artifact	Due date	Format	Medium
Development Commitment Package: • Operational Concept Description (OCD) • Feasibility Evidence Description (FED) • Life Cycle Plan (LCP) • System and Software Architecture Description (SSAD) • Prototype report (PRO) • Quality Management Plan (QMP) • Test Plan (TP) • Iteration Plan (IP)	10/23/2013	.doc, .pdf	Soft copy
Evaluation of Development Commitment Package	10/29/2013	.doc, .pdf, Bugzilla	Soft copy, Bugzilla
Response to Evaluation of Development Commitment Package	10/29/2013	.doc, .pdf, Bugzilla	Soft copy, Bugzilla
Bugzilla report	Every Wednesday	Text	Bugzilla Website
Project Plan	Every Wednesday	.mpp	Soft copy
Progress Report	Every Wednesday	.xls	Soft copy

2.2.4 Development Phase

Table 4 Artifact Deliverable in Development Phase

Artifact	Due date	Format	Medium
Draft Transition Readiness Package: • Operational Concept Description (OCD) • Feasibility Evidence Description (FED) • Life Cycle Plan (LCP) • System and Software Architecture Description (SSAD) • Test Plan (TP) • Iteration Plan (IP)	12/02/2013	.doc, .pdf	Soft copy

• User manual (UM) • Training Material (TM)			
Transition Readiness Package: • Operational Concept Description (OCD) • Feasibility Evidence Description (FED) • Life Cycle Plan (LCP) • System and Software Architecture Description (SSAD) • Prototype report (PRO) • Quality Management Plan (QMP) • Test Plan (TP) • Iteration Plan (IP) • User manual (UM) • Training Material (TM)	12/09/2013	.doc, .pdf	Soft copy
Bugzilla report	Every Wednesday	Text	Bugzilla Website
Project Plan	Every Wednesday	.mpp	Soft copy
Progress Report	Every Wednesday	.xls	Soft copy

3 Responsibilities

3.1 Responsibilities by Phase

Table 5: Stakeholder's responsibilities

Name/Role	Exploration	Valuation	Foundations	Development-Construction Iteration	Development-Transition Iteration
Name: **LiveRiot** **Role:** **Client**	**Primary Responsibility** - Explain scope and primary requirement - Contribute to the win conditions - Clarify the problems from development team	**Primary Responsibility** - Assess work artifacts and provide feedback - Identify shared vision, goal, and concepts	**Primary Responsibility** - Provide feedback for prototypes	**Primary Responsibility** - Test system development modules - Provide feedback of system features	**Primary Responsibility** - Accept the training - Prepare for system transition
Name: **Yang Li** **Role:** **Project manager** **Life cycle planner**	**Primary Responsibility** - Plan the project - Plan the schedule - Contact clients - Manage client interaction **Secondary Responsibility** - Plan project life cycle phases - List deliverables - Identify responsibilities and skills of team members	**Primary Responsibility** - Create detail project plan - Record project individual effort - Record project progress - Create and follow action items - Manage client interaction **Secondary Responsibility** - Identify responsibilities and skills	**Primary Responsibility** - Record Project progress - Create detailed project plan-Manage client interaction **Secondary Responsibility** - Create life cycle plan - Assess life cycle content - Create detail project plan	**Primary Responsibility** - Record Project progress - Modify detailed project plan - Develop system - Manage client interaction	**Primary Responsibility** - Manage client interaction - Deliver final project artifacts
Name: **Haoyu Huang** **Role:** **Feasibility Engineer** **System Architect**	**Primary Responsibility** - Assess the risks of the project plan - Mitigate risks **Secondary Responsibility** - Explore current system design	**Primary Responsibility** - Access and evaluate NDI and NCS components candidates **Secondary Responsibility** - Analyze business case - Assess and	**Primary Responsibility** - Define technology-independent architecture - Define technology-dependent architecture - Specify architecture	**Primary Responsibility** - Identify test plan and procedures - Test system **Secondary Responsibility** -NA	**Primary Responsibility** - Test system

		evaluate NDI and NCS components candidates	styles, patterns and frameworks - Create system and software architecture description - Assess system architecture - Create UML Model		
Name: **Ye Tian** **Role:** **Operational Concept Engineer** **Prototyper**	**Primary Responsibility** -Plan project life cycle phases - List deliverables and team members -Identify responsibilities and skills **Secondary Responsibility** -Identify system modules and functionality - Design prototype	**Primary Responsibility** - Analyze current system - Identify shared vision - Establish new operational concept - Identify organizational and operational transform **Secondary Responsibility** - Analyze and prioritize capabilities to prototype - Prepare development / production environment - Develop prototype	**Primary Responsibility** - Create operational concept description - Assess operational concept **Secondary Responsibility** - Analyze and prioritize capabilities to prototype - Develop Prototype - Access prototype and components - Fix defects	**Primary Responsibility** - Develop system **Secondary Responsibility** - System development	**Primary Responsibility** - Develop system - Fix defects
Name: **Zichuan Wang** **Role:** **Operational Concept Engineer** **Prototyper**	**Primary Responsibility** - Review the work products/ deliverables - Shaper of project plan - Provide evaluation of work products **Secondary Responsibility** - Provide quality control on documents	**Primary Responsibility** - Analyze and prioritize capabilities to prototype - Prepare development / production environment - Develop prototype **Secondary Responsibility** - Analyze current system - Identify shared	**Primary Responsibility** - Analyze and prioritize capabilities to prototype - Develop Prototype - Access prototype and components - Fix defects **Secondary Responsibility** - Create operational concept	**Primary Responsibility** - Develop system **Secondary Responsibility** -Test modules during development and record test case results - Ensure module code modifications are done based on test case results	**Primary Responsibility** - Develop system - Fix defects

		vision - Establish new operational concept - Identify organizational and operational transform	description - Assess operational concept		
Name: **Haishan Ye** **Role:** **Requirement Engineer** **Life Cycle Planner**	**Primary Responsibility** - Identify the system concept - Develop vision and usage - Analyze current system **Secondary Responsibility** - Explore system design - Modeling of product workflow	**Primary Responsibility** - Capture and score MMF and win-conditions - Capture progress of win-win negotiation **Secondary Responsibility** - Identify responsibilities and skills	**Primary Responsibility** - Identify system and software requirements definition **Secondary Responsibility** - Create life cycle plan - Assess life cycle content - Create detail project plan	**Primary Responsibility** - Develop system **Secondary Responsibility** - Assess system architecture and monitor alignment of system development with system architecture	**Primary Responsibility** - Develop system - Fix defects
Name: **Kaiqi Zhang** **Role:** **Feasibility Engineer** **System Architect**	**Primary Responsibility** -Identify system modules and functionality - Design prototype **Secondary Responsibility** -Plan project life cycle phases - List deliverables and team members -Identify responsibilities and skills	**Primary Responsibility** - Analyze business case - Assess and evaluate NDI and NCS components candidates **Secondary Responsibility** - Access and evaluate NDI and NCS components candidates	**Primary Responsibility** - Document feasibility evidence description - Assess feasibility evidence	**Primary Responsibility** - Identify test plan and procedures - Test system	**Primary Responsibility** - Test system

3.2 Skills

Team members	Role	Skills
Yang Li	Project Manager, Life Cycle Planner	Current skills: - Languages: C/C++, HTML, PHP - Website development - Schedule management Required skills: - Project planning - Progress controlling - Coordinating whole team

		- iOS development - COCOMO II
Haoyu Huang	Feasibility Engineer, System Architect	Current skills: - Languages: Java, C/C++, JavaScript - Website development Required skills: - UML - System analysis - Architecture design - Feasibility and risk analysis
Ye Tian	Operational Concept Engineer, Prototyper	Current skills: - Languages: Objective-C, C - iOS Development Required skills: - Clear concept of the whole project - Design and modeling
Zichuan Wang	Operational Concept Engineer, Prototyper	Current skills: - Languages: Objective-C, Ruby - Ruby on Rails - Font-end development - Interface Design Required skills: - Clear concept of the whole project - Design and modeling
Haishan Ye	Requirement Engineer, Life Cycle Planner	Current skills: - Languages: Objective-C, C, C#, JAVA - iOS Development Required skills: - Project planning - Progress controlling - COCOMO II - Clear communication skill
Kaiqi Zhang	Feasibility Engineer, System Architect	Current skills: - Languages: Objective-C, Python - iOS Development Required skills: - UML - System analysis - Architecture design - Feasibility and risk analysis
Alok Mitra	IIV&V	Required skills: - Knowledge of testing - Knowledge of technical debt - Knowledge of project tracking metrics

4 Approach

4.1 Monitoring and Control

- Bi-weekly Progress Report
- Bi-weekly Project Plan
- Weekly team meeting
- Weekly meeting with clients
- Bugzilla
- Commitment Review
- Git to manage the version of our project

4.1.1 Closed Loop Feedback Control

We have a weekly Team Meeting as well as a weekly meeting with client to discuss what we did and what we have to finish in the next week.
Also we use Basecamp, the widely used web-based project-management tool, to manage the project, create discussion so that we could share materials among all team member and clients as well as discuss questions we meet in the project at any place with others.
iMessage, group, WeiChat group and QQ group is built among team members to discuss, which helps a lot.
Bugzilla is used, team members report bugs and send it to assignee through Bugzilla.

4.1.2 Reviews

We have weekly meeting with clients to report what we have done and what need improving and changing.
Bi-weekly project plan and project report are ways to review.
Code review as we build the project.
Commitment review is held at each milestone.

4.2 Methods, Tools and Facilities

Tools	Usage	Provider
Xcode	Provides the platform to develop the project	Apple
iPhone	The platform to test the app	Team members
GitHub	Help in manage versions of the project	Open Source
Heroku	A server program testing service provider	Heroku
OmniPlan	The tool to make project plan	The Omni Group
MS World	Used to write documents	MS

5 Resources

- Estimated CSCI577a Effort : 7 team members at 12 hrs/week for 12 weeks
- Total estimated effort – 1008 hrs
- Budget information – $2000
- Project duration – 12 weeks
- Component modules in your development project – app for iPhone
- Programming language used – Objective-C, html, Ruby

Table 6 Module lists and SLOC of each module

No.	Module Name	Brief Description	SLOC	REVL
1	Tumblr Share Module	Provide function to share videos on Tumblr	150	2%
2	Facebook Share Module	Provide function to share videos on Facebook	350	2%
3	Twitter Share Module	Provide function to share videos on Twitter	180	1%
4	Friendship Module	To record relationship of users on LiveRiot	400	1.5%
5	Account Module	The module of login, create account and so on	200	0%
6	Featured videos lists	Providing a list of videos, which are tagged with features like “Top 10”	400	2%
7	Video Tagging	Records users’ tag of videos	350	1%

Table 7: COCOMOII Scale Driver

Scale Driver	Value	Rationale
PREC	LO	Since there is no such an app before, the precedent is low
FLEX	HI	Since the requirement could change sometimes, though the schedule is relatively fixed according to the progress of the arrangement.
RESL	LO	The architecture design is not clear enough since requirement change over time
TEAM	HI	Communication is flexible and we cooperate well
PMAT	NOM	CMM Level = 2

Table 8: COCOMOII Cost Driver for Tumblr Share Module

Cost Driver	Value	Rationale
RELY	NOM	The project is relatively reliable
DATA	NOM	10 ⩽ D/P ⩽ 100
DOCU	NOM	Documents is based on our project
CPLX	NOM	The project is just like other popular app.
RUSE	NOM	We need to construct the component of Facebook and Twitter
TIME	HI	If too slow, the app will lose customers.
STOR	NOM	The space of storage is part of the whole LiveRiot system and it will be enough.
PVOL	NOM	No frequent great change to our platform
ACAP	NOM	We do not have such a experience though we will try our best
PCAP	NOM	Some team members have the experience to develop app on iPhone
PCON	HI	We will not change team members during the process of the project
APEX	NOM	Some of the team members have the experience of developing app on iPhone
LTEX	NOM	We have the experience of objective-C, HTML and projects of other languages needed for this one.
PLEX	NOM	The platform is familiar to us
TOOL	NOM	The tools XCode and others are convenient.
SITE	HI	We communicate by e-mail and other tools, well our client have to come school and take the meeting.
SCED	NOM	The schedule is relatively reasonable and it is little possible for stretch-out or acceleration.

Table 9 COCOMOII Cost Driver for Facebook Share Module

Cost Driver	Value	Rationale
RELY	NOM	The project is relatively reliable
DATA	NOM	10 ⩽ D/P ⩽ 100
DOCU	NOM	Documents is based on our project
CPLX	NOM	The project is just like other popular app.
RUSE	NOM	We need to construct the component of Facebook
TIME	HI	If too slow, the app will lose customers.
STOR	NOM	The space of storage is part of the whole LiveRiot system and it will be enough.
PVOL	NOM	No frequent great change to our platform

ACAP	NOM	We do not have such a experience though we will try our best
PCAP	HI	Some team members have the experience to develop app on iPhone
PCON	HI	We will not change team members during the process of the project
APEX	HI	We have no experience of developing Facebook sharing
LTEX	NOM	We have the experience of objective-C and projects of other languages needed for this one.
PLEX	NOM	The platform is familiar to us
TOOL	NOM	The tools XCode and others are convenient.
SITE	HI	We communicate by e-mail and other tools, well our client have to come school and take the meeting.
SCED	NOM	The schedule is relatively reasonable and it is little possible for stretch-out or acceleration.

Table 10 COCOMOII Cost Driver for Twitter Share Module

Cost Driver	Value	Rationale
RELY	NOM	The project is relatively reliable
DATA	NOM	$10 \leqslant D/P \leqslant 100$
DOCU	NOM	Documents is based on our project
CPLX	NOM	The project is just like other popular app.
RUSE	NOM	We need to construct the component of Facebook and Twitter
TIME	HI	If too slow, the app will lose customers.
STOR	NOM	The space of storage is part of the whole LiveRiot system and it will be enough.
PVOL	NOM	No frequent great change to our platform
ACAP	NOM	We do not have such a experience though we will try our best
PCAP	HI	Some team members have the experience to develop app on iPhone
PCON	HI	We will not change team members during the process of the project
APEX	NOM	The development of Twitter share is relatively
LTEX	NOM	We have the experience of objective-C, HTML and projects of other languages needed for this one.
PLEX	NOM	The platform is familiar to us
TOOL	NOM	The tools XCode and others are convenient.
SITE	HI	We communicate by e-mail and other tools, well our client have to come school and take the meeting.
SCED	NOM	The schedule is relatively reasonable and it is little possible for stretch-out or acceleration.

Table 11 COCOMOII Cost Driver for Friendship Module

Cost Driver	Value	Rationale
RELY	NOM	The project is relatively reliable
DATA	NOM	10 ⩽ D/P ⩽ 100
DOCU	NOM	Documents is based on our project
CPLX	NOM	The module is common in usual projects.
RUSE	NOM	We need to construct the component of Facebook and Twitter
TIME	HI	If too slow, the app will lose customers.
STOR	NOM	The space of storage is part of the whole LiveRiot system and it will be enough.
PVOL	NOM	No frequent great change to our platform
ACAP	NOM	We do not have such a experience though we will try our best
PCAP	HI	Some team members have the experience to develop app on iPhone
PCON	HI	We will not change team members during the process of the project
APEX	NOM	Some of the team members have the experience of developing app on iPhone
LTEX	NOM	We have the experience of objective-C, HTML and projects of other languages needed for this one.
PLEX	NOM	The platform is familiar to us
TOOL	NOM	The tools XCode and others are convenient.
SITE	HI	We communicate by e-mail and other tools, well our client have to come school and take the meeting.
SCED	NOM	The schedule is relatively reasonable and it is little possible for stretch-out or acceleration.

Table 12 COCOMOII Cost Driver for Account Module

Cost Driver	Value	Rationale
RELY	NOM	The project is relatively reliable
DATA	NOM	10 ⩽ D/P ⩽ 100
DOCU	NOM	Documents is based on our project
CPLX	NOM	The module is common in projects.
RUSE	NOM	We need to construct the component of Facebook and Twitter
TIME	HI	If too slow, the app will lose customers.
STOR	NOM	The space of storage is part of the whole LiveRiot system and it will be enough.

PVOL	NOM	No frequent great change to our platform
ACAP	NOM	We do not have such a experience though we will try our best
PCAP	HI	Some team members have the experience to develop app on iPhone
PCON	HI	We will not change team members during the process of the project
APEX	NOM	Some of the team members have the experience of developing app on iPhone
LTEX	NOM	We have the experience of objective-C, HTML and projects of other languages needed for this one.
PLEX	NOM	The platform is familiar to us
TOOL	NOM	The tools XCode and others are convenient.
SITE	HI	We communicate by e-mail and other tools, well our client have to come school and take the meeting.
SCED	NOM	The schedule is relatively reasonable and it is little possible for stretch-out or acceleration.

Table 13 COCOMOII Cost Driver for Video Tagging

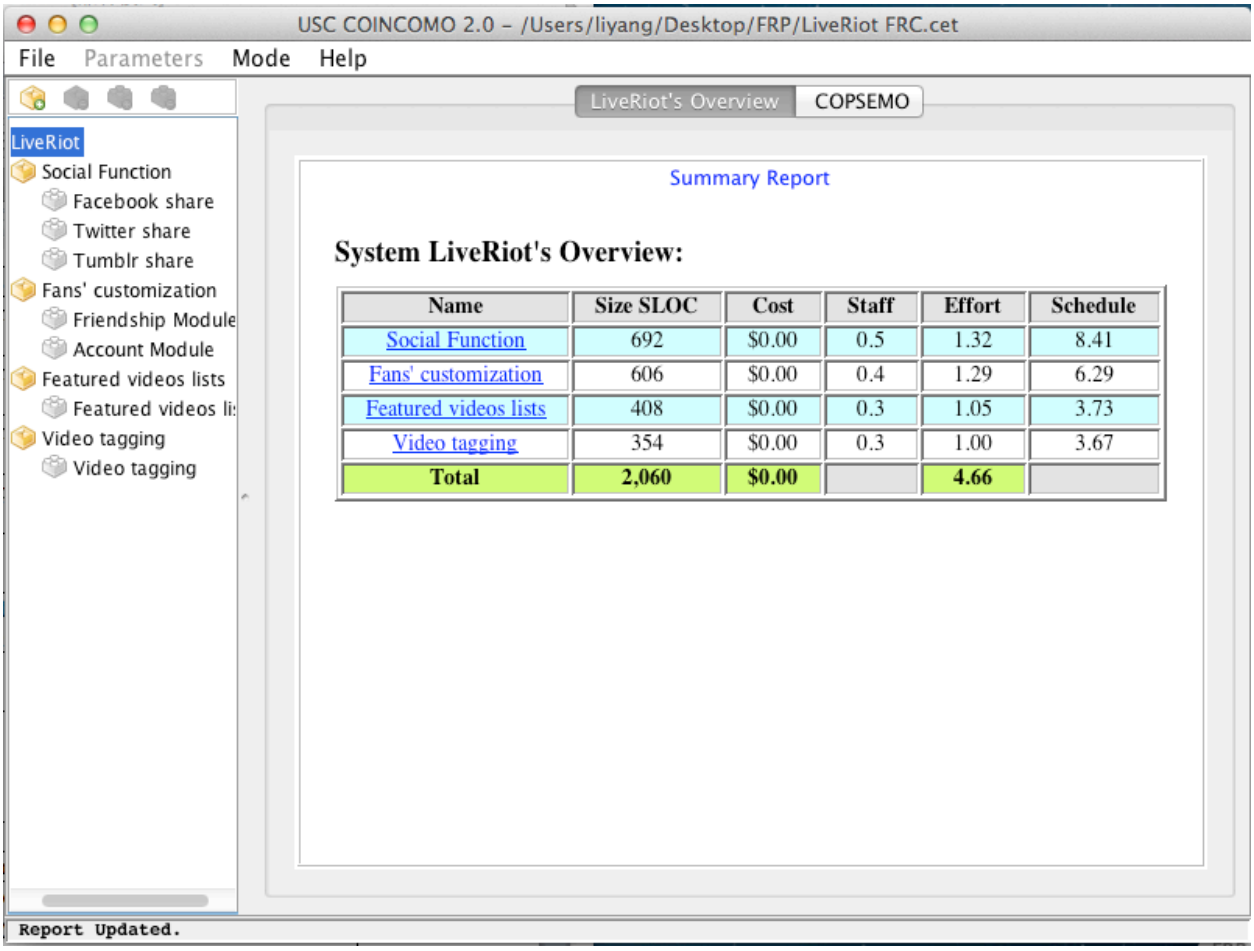
Cost Driver	Value	Rationale
RELY	NOM	The project is relatively reliable
DATA	NOM	$10 \leqslant D/P \leqslant 100$
DOCU	NOM	Documents is based on our project
CPLX	NOM	The module is common in projects.
RUSE	NOM	We need to construct the component of Facebook and Twitter
TIME	HI	If too slow, the app will lose customers.
STOR	NOM	The space of storage is part of the whole LiveRiot system and it will be enough.
PVOL	NOM	No frequent great change to our platform
ACAP	NOM	We do not have such a experience though we will try our best
PCAP	LO	We have not such a experience
PCON	HI	We will not change team members during the process of the project
APEX	NOM	Some of the team members have the experience of developing app on iPhone
LTEX	NOM	We have the experience of objective-C, HTML and projects of other languages needed for this one.
PLEX	NOM	The platform is familiar to us
TOOL	NOM	The tools XCode and others are convenient.
SITE	HI	We communicate by e-mail and other tools, well our

		client have to come school and take the meeting.
SCED	NOM	The schedule is relatively reasonable and it is little possible for stretch-out or acceleration.

Table 14 COCOMOII CostDriver for Feature Video List

Cost Driver	Value	Rationale
RELY	NOM	The project is relatively reliable
DATA	NOM	$10 \leqslant D/P \leqslant 100$
DOCU	NOM	Documents is based on our project
CPLX	NOM	The module is common in projects.
RUSE	NOM	We need to construct the component of Facebook and Twitter
TIME	HI	If too slow, the app will lose customers.
STOR	NOM	The space of storage is part of the whole LiveRiot system and it will be enough.
PVOL	NOM	No frequent great change to our platform
ACAP	NOM	We do not have such a experience though we will try our best
PCAP	LO	We have not such an experience
PCON	HI	We will not change team members during the process of the project
APEX	NOM	Some of the team members have the experience of developing app on iPhone
LTEX	NOM	We have the experience of objective-C, HTML and projects of other languages needed for this one.
PLEX	NOM	The platform is familiar to us
TOOL	NOM	The tools Xcode and others are convenient.
SITE	HI	We communicate by e-mail and other tools, well our client have to come school and take the meeting.
SCED	NOM	The schedule is relatively reasonable and it is little possible for stretch-out or acceleration.

Figure 1 Figure of COCOMOII Analysis Result



6 Iteration Plan

6.1 Plan

Our first iteration focuses on constructing the app on iOS 7 and implementing the Facebook share module, Twitter share module and Tumblr share module. This module will provide the function to share videos from LiveRiot app to other SNS platform such as Facebook, Twitter and Tumblr.
In this iteration, we will record our work and plan in DC package.

6.1.1 Capabilities to be implemented

The follows are capabilities we will implement in the upcoming iteration.

Table 15 Construction iteration capabilities to be implemented

ID	Capability	Description	Priority	Iteration
1	Share by Facebook SDK	Use Facebook SDK to implement the function that users could share video on Facebook	1(HIGH)	1
2	Share on Twitter	Implement the function to share videos on Twitter	1(HIGH)	1
3	Share on Tumblr	Users can also share videos on Tumblr	1(HIGH)	1
4	Share by Social Framework	Users could also share on SNS by iOS social framework	1(HIGH)	1

6.1.2 Capability to be tested

We plan to test the capabilities through the following process.

Table 16 Construction iteration capabilities to be tested

ID	Capability	Description	Priority	Iteration
1	Share on Facebook	Click on Facebook share button and then login after you fill your Facebook account or with the default one to share the video so that it can be view directly on Facebook	1(HIGH)	1
2	Share on Twitter	Click on Twitter share button and then login after you fill your Twitter account or with the default one to share the video on Twitter	1(HIGH)	1
3	Share on Tumblr	Click on Tumblr share button and then	1(HIGH)	1

		login after you fill your Tumblr account or with the default one to share the video on Tumblr		
4	Login with Facebook Account	Users could login with their Facebook account. If so, this account will be the default account when they share video on Facebook.	2(MED)	2
5	Login with Twitter Account	Users could login with their Twitter account. If so, this account will be the default account when they share video on Twitter.	2(MED)	2
6	Login with Tumblr Account	Users could login with their Tumblr account. If so, this account will be the default account when they share video on Tumblr.	2(MED)	2

6.1.3 Capabilities not to be tested

There is no capability we won't test.

6.1.4 CCD Preparation Plans

We will invite clients and other users to take part in the Core Capability Drive-through.

The team will show users how the app work and each function features that may be implemented and ask about their opinions. The most important part of these functions would be the social sharing. We will show them how users can share videos from LiveRiot app to other SNS with comments.

The purpose of CCD is to make sure our current process is on the right way and our clients are satisfied with what we have developed. Also if there is some drawback, we could get the feedback from clients as soon as possible.

To test the current system, we would ask clients for administration on the Website of LiveRiot so that we can get source url of videos from the website. This will be used with our accounts of other SNS as test data of the app.

The following table is the Feedback Form we should get from clients after this CCD:

ID	Suggestion	Rate (Satisfied) 1-5 (not so good)
1	Good in all, most functions have been implemented very well. Need to fix two little problems.	1

6.2 Iteration Assessment

6.2.1 Capabilities Implemented, Tested, and Results

ID	Capability	Test Case	Test Results	If fail, why?
1	Users can successfully login with validate Facebook account	TC-01-01, TC-01-02，TC-01-03	Pass	
2	If user input wrong Facebook ID or password, they cannot login	TC-01-01, TC-01-02，TC-01-03	Pass	
3	Users can successfully login with validate Twitter account	TC-01-04	Pass	
4	If user input wrong Twitter ID or password, they cannot login	TC-01-04,	Pass	
5	Users can successfully login with validate Tumblr account	TC-01-05	Pass	
6	If user input wrong Tumblr ID or password, they cannot login	TC-01-05	Pass	
7	Share on Facebook	TC-02-01	Pass	
8	Share on Twitter	TC-02-02	Pass	
9	Share on Tumblr	TC-02-03	Pass	

6.3 Adherence to Plan

Team 04 has been following the iteration plan and completed all proposed capabilities on time except some delay caused by followings in the past semester:

- At the beginning of our work, we cannot get in contact with our client in the first client interaction session.
- We wait a comparably long time to get the URL of videos on LiveRiot.
- Tagged module, which we plan to implement, was not really developed because we do not know relative information and our client only asked us to implement the share module.