

Life Cycle Plan (LCP)

Online Wedding Management

Team 12

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12/4/13

Version History

Date	Author	Version	Changes made	Rationale
09/25/13	Life Cycle Planner	1.0	Skills added	Initial draft of LCP document
10/14/13	Life Cycle Planner	1.1	Section 1-5 added	LCP for FCP
10/16/13	Life Cycle Planner	1.2	Updated format, added to section 5	Format errors, missing modules in section 5
10/22/13	Life Cycle Planner	1.3	Added needed skills in skills section since we will all be leaving, added section 6.1	Necessary since we are not staying for 577b, 6.1 necessary for DCP
12/1/13	Life Cycle Planner	1.4	Finished Section 6, checked for errors.	Final Document Completion
12/4/13	Life Cycle Planner	1.5	Update section 1, fix spelling mistakes, revise section 6	Information invalid or in need of revision

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1. Introduction

1.1 Purpose of the LCP

The LCP, or Life Cycle Plan, document is intended as a reference for stakeholders and developers to see the plan for each phase of iteration of this project, how feasible our project may be, and the schedule that follows. The LCP will allow future developers insight into how this project was handled and what practices were successful for completion of the Minimum Viable Product of the Online Wedding Management System.

1.2 Status of the LCP

The status of the Life Cycle Plan is currently at the Transition Readiness Review stage and version number is 1.5. At this point, we have followed conventions throughout the project; however, since the last version of this document, our most recent addition included the CCD, or Core Capability Drive-through, its results, and a statement of adherence to our initial plan. These can all be found in section 6.

1.3 Assumptions

The duration of the project is 12 weeks in Fall 2013.

There are a total of 7 people working on the project including one DEN student.

There is at least one meeting between the team and the client to discuss about the status of the project.

The client has a zero budget and the developers will have to use open source software.

2. Milestones and Products

2.1 Overall Strategy

The Online Wedding Management System is following Architected Agile process because there is no Non-Development Item or Web service that would fit to most of the core capabilities.

Exploration phase

Duration: 09/12/13- 9/27/13

Concept: In this phase we identify the concept of the project, analyze its feasibility and the software architecture. The prototype will be discussed with team and client.

Deliverables: Valuation Commitment Package

Milestone: Valuation Commitment Review

Strategy: Incremental cycle with work split up into responsibilities

Valuations phase

Duration: 09/27/13- 10/21/13

Concept: In this phase we identify we will solidify the goals for the prototype through win-win discussions with the team and client. We then will implement the prototype. Once this is done, we may decide how much time and effort the final product should take and how many features as a team we may take. In this phase, we will have the ability to complete the FC package.

Deliverables: Foundation Commitment Package

Milestone: Foundation Commitment Review

Strategy: Incremental cycle with work split up into responsibilities

Foundations phase

Duration: 10/21/13- 12/02/13

Concept: In this phase we identify the foundations for developing our product. We decide on NDI, solidify techniques and practices for code use, and check the feasibility of our features. Once we decide the feasibility of each of our win conditions, we can delegate the implementation process.

Deliverables: Development Commitment Package

Milestone: Development Commitment Review

Strategy: Incremental cycle with work split up into responsibilities

Development phase

Duration: 12/02/13- end of semester

Concept: In this phase we will develop our product, merge code from different responsibilities, while maintaining our evaluation, feasibility analysis, and communication with the client. We will also create a test framework for our product.

Deliverables: Final Product

Milestone: Product

Strategy: Incremental cycle with work split up into responsibilities

2.2 Project Deliverables

2.2.1 Exploration Phase

Table 1: Artifacts Deliverables in Exploration Phase

Artifact	Due date	Format	Medium
Client Interaction Report	09/20/2013	.doc, .pdf	Soft copy
Valuation Commitment Package <ul style="list-style-type: none"> • 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
Evaluation of Valuation Commitment Package	09/27/2013	.xls	Soft copy
Project Effort	Every Monday	Text	ER system
Project Plan	Every Monday	.mpp, .pdf	Soft copy
Progress Report	Every Monday	.xls	Soft copy

2.2.2 Valuation Phase

Table 2: Artifact deliverable in Valuation Phase

Artifact	Due date	Format	Medium
FC Package including: <ul style="list-style-type: none"> • OCD • LCP • FED • SID • SSAD • Prototype 	10/21/13	.doc, .pdf	Soft copy
Project Effort Report	Every Monday	text	ER system
Project Plan	Every Monday	.mpp	Soft copy
Progress Report	Every Monday	.xls	ER system
Bugzilla	Every Wednesday	online	Soft copy

2.2.3 Foundations Phase

Table 3: Artifact deliverable in Foundations Phase

Artifact	Due date	Format	Medium
DC Package	12/02/13	.doc, .pdf	Soft copy
Project Effort Report	Every Monday	text	ER system
Project Plan	Every Monday	.mpp	Soft copy
Progress Report	Every Monday	.xls	ER system
Bugzilla	Every Wednesday	online	Soft copy

2.2.4 Development Phase

Table 4: Artifact deliverable in Development Phase

Artifact	Due date	Format	Medium
TRR Package	12/09/13	.doc, .pdf	Hard copy
Project Effort Report	Every Monday	text	ER system
Project Plan	Every Monday	.mpp	Soft copy
Progress Report	Every Monday	.xls	ER system
Final Product	12/12/13	website	Hard copy

3. Responsibilities

3.1 Project-specific stakeholder's responsibilities

The client and the stakeholders are involved in win-win sessions and general team meetings. A project plan and a progress report is made every week. Bugzilla must be updated every week as well. These are responsibilities for the whole team on a weekly basis. Below is the primary responsibilities of each team member at each phase for their specific role. Team Roles in the below table refers to these tasks that must be performed by every member each week.

3.2 Responsibilities by Phase

The following table is a template for stakeholder's responsibilities in each phase.

Table 5: Stakeholder's Responsibilities in each phase

Team Member / Role	Primary / Secondary Responsibility				
	Exploration	Valuation	Foundations	Development-Construction Iteration	Development-Transition Iteration
Rathin Kumar: Project Manager	Primary: Project plan	Primary: Project plan	Primary: Project plan	Primary: Project plan	Primary: Project plan
	Progress report	Progress report	Progress report	Progress report	Progress report
	Assign tasks for team members	Assign tasks for team members	Assign tasks for team members	Assign tasks for team members	Assign tasks for team members
	Bugzilla	Bugzilla	Bugzilla	Bugzilla	Bugzilla
	Secondary: Team Roles	Secondary: Team Roles	Secondary: Team Roles	Secondary: Team Roles	Secondary: Team Roles
Divya Yellapragada: Operational Concept Engineer	Primary: OCD	Primary: OCD	Primary: OCD	Primary: OCD	Primary: OCD
	Analyze current system	Analyze current system	ID objectives, constraints, priorities	ID objectives, constraints, priorities	ID objectives, constraints, priorities
	Assess operational concept	Establish new operational concept	Explore alternatives	Explore alternatives	Secondary: Team Roles
	ID shared vision	ID objectives, constraints,	Analyze current system	Analyze current system	

	Secondary: Team Roles	priorities Secondary: Team Roles	Assess operational concept ID shared vision Secondary: Team Roles	Secondary: Team Roles	
Amala Ragnekar System Architect	Primary: Analyze NDI interoperability Secondary: Team Roles	Primary: Analyze proposed system SSAD Secondary: Team Roles	Primary: Analyze proposed system SSAD Assess NDI/NCS components Provide feasibility for NDI/ NCS project Secondary: Team Roles	Primary: Assess System Architecture SSAD Define Technology Dependent Define Technology Independent Specify Architecture Styles and Patterns Secondary: Team Roles	Primary: Provide Feasibility evidence for Architecture Agile SSAD Secondary: Team Roles
Kristen Morse Life Cycle Planner	Primary: Life Cycle Plan Identify Development iteration Estimate Project effort. Schedule Identify Life Cycle Manage Approach Secondary: Team Roles	Primary: Life Cycle Plan Identify responsibilities and skills Assess Development iteration Detail Project Plan Assess Life Cycle Content Secondary: Team Roles	Primary: Life Cycle Plan Identify milestones/products Assess Development iteration Detail Project Plan Secondary: Team Roles	Primary: Support Plan Life Cycle Plan Transition Plan Process feasibility Evidence Assess Development iteration Detail Project Plan Secondary: Team Roles	Primary: Transition Plan Support Plan Secondary: Team Roles
Rajani Thakur Requirements Engineer	Primary: Capture/Score MMf and Win	Primary: Capture progress of Win	Primary: Capture progress of Win negotiations	Primary: Capture progress of Win	Primary: Capture progress of Win

	conditions System/Software Requirements Secondary: Team Roles	negotiations System/Software Requirements Secondary: Team Roles	System/Software Requirements Secondary: Team Roles	negotiations System/Software Requirements Secondary: Team Roles	negotiations System/Software Requirements Secondary: Team Roles
Kayomars Batiwalla Feasability Analyst	Primary: Feasibility Evidence NDI components Mitigate Risks Planning Secondary: Team Roles	Primary: Feasibility Evidence NDI components Mitigate Risks Planning/Analysis Identify appropriate process Secondary: Team Roles	Primary: Feasibility Evidence Business Case NDI components (conclusion & recommendation) Mitigate Risks Planning/Analysis Identify appropriate process Secondary: Team Roles	Primary: Feasibility Evidence NDI components (Conclusion & recommendation) Mitigate Risks Planning/Analysis Identify appropriate process Secondary: Team Roles	Primary: Feasibility Evidence Mitigate Risks Planning/Analysis Secondary: Team Roles
Kris Reynolds: IIV & V	Primary: Verify/ Validate Work Products Bugzilla Repository Secondary: Team Roles	Primary: Verify/ Validate Work Products Bugzilla Repository Secondary: Team Roles	Primary: Verify/ Validate Work Products Bugzilla Repository Secondary: Team Roles	Primary: Verify/ Validate Work Products Bugzilla Repository Secondary: Team Roles	Primary: Verify/ Validate Work Products Bugzilla Repository Secondary: Team Roles
Samta Varia: Client	Primary: Analyze current system Identify Organizational and Operational Transformation Shared vision Secondary: Win-win negotiations through Winbook	Primary: Assess Development Iteration Core capabilities drive through Secondary: Win-win negotiations through Winbook	Primary: Assess Development Iteration Assess prototype and components Secondary: Win-win negotiations through Winbook	Primary: Support Plan Training Plan Assess Development Iteration Secondary: Win-win negotiations through Winbook	Primary: Training Plan Assess Development Iteration Secondary: Win-win negotiations through Winbook

3.3 Skills

Team members	Role	Skills
Rathin Kumar	Project Manager	<p>Languages: C, HTML, Perl, CSS, MySQL</p> <p>team skills: project management, coordination, scheduling, organization</p> <p>Skills needed for future developers: Management skills, communication skills, HTML, PHP</p>
Divya Yellapragada	Operational Concept Engr	<p>Languages: C, C++, Java, html, CSS, Perl, PHP,</p> <p>Other: Ruby on Rails, Java script, Json, AJAX</p> <p>Skills needed for future developers: Understanding of diagramming, HTML, PHP</p>
Amala Rangnekar	Software Architect	<p>Languages: C++, C, Java, HTML, CSS, AJAX, JQuery, PHP, Javascript</p> <p>team skills: testing, documentation</p> <p>Other: MySQL, Oracle, CodeIgniter, UML</p> <p>Skills needed for future developers: Understanding of current architecture, ability to adapt it, HTML, PHP</p>
Kristen Morse	Life Cycle Planner	<p>Languages: C++ , Java, Ruby, Python, HTML, CSS, PHP</p> <p>team skills: organization, scheduling, communication,</p> <p>Other: UI experience, Photoshop, database experience(MySQL, Oracle)</p>

		<p>Skills needed for future developers: Planning skills, communication with project manager, HTML, PHP</p>
Rajani Thakur	Requirements Engineer	<p>Languages: Java, Javascript, HTML, CSS, JQuery team skills: software experience Other: UI experience, MySQL, Oracle tools used</p> <p>Skills needed for future developers: Understanding current uses and requirements for change, PHP, HTML</p>
Kayomars Batilwala	Feasability Analyst	<p>Languages: PHP, Javascript, HTML, Java, C, AJAX, CSS Other: MySQL, Zend, CodeIgniter, UML experience</p> <p>Skills needed for future developers: Ability to see issues in development plan and mitigate them, PHP, HTML</p>
Kris Reynolds	IIV & V	<p>Languages: C++, MySQL, Other: embedded systems, working experience, Software Tools Knowledge</p> <p>Skills needed for future developers: Ability to communicate with group, HTML, PHP</p>

4. Approach

4.1 Monitoring and Control

Project Report is being used to monitor the progress of the project on a bi-weekly basis.

4.1.1 Closed Loop Feedback Control

After the scheduled meetings, the minute of meetings is made available to all the team members via Bugzilla, Facebook, google Drive, and even Drop Box.

4.1.2 Reviews

In our team reviews we talk about the progress from the previous week, what we like and dislike about our past work, how we can improve it, and how we will continue for the next week. This is in the form of a weekly meeting (or multiple).

4.2 Methods, Tools and Facilities

Tools	Usage	Provider
Bugzilla	Report bugs and meetings	Open Source
Win Book	Keep track of Win-Win Negotiations	USC
COCOMO II	Tool for estimating cost and schedule for projects	USC
Microsoft Project	Update project plan with this tool	Microsoft
Facebook	Team updates, messages, delegation of tasks, communication with team members and client	Facebook
Google Hangout/ Google Drive	Team meetings and records of those meetings in google drive (drive also used to keep records of products such as FC Package)	Google

5. Resources

- Estimated CSCI577a Effort : 7 team members at 10 hrs/week for 12 weeks
- Total estimated effort -840 hours
- Budget information – zero budget
- Project duration – one semester
- Component modules in your development project. OnlineWeddingManagement.com
- Programming language used – PHP, HTML, CSS

Table 2: COCOMOII Scale Driver

Scale Driver	Value	Rationale
PREC	Nominal	Our system is a web based system with many features, but our team feels that they have seen some of the web framework before
FLEX	Nominal	The client knows what she wants, but is willing to be flexible if the team notices a challenge that will halt development
RESL	High	We are using ICSM and have risk mitigation and identification as responsibilities in our roles list, so our risk resolution should be high
TEAM	Very High	Our team gets along well, has similar skills, communicates well, and understands our client's wishes so far. It looks as though we have a very high team cohesion.
PMAT	Nominal	Our team will be using ICSM, so our Process maturity should be nominal

Table 3: COCOMOII Cost Driver: Invitation

Cost Driver	Value	Rationale
RELY	VHigh	Must be reliable. Information can not change when a user logs off.
DATA	Nominal	Database must hold enough information for users info and libraries of data for template.
DOCU	High	we must remain heavily documented on this module
CPLX	High	Drag and drop functionality brings about possible complexity
RUSE	Nom	Can be reused
TIME	VHigh	Execution within parts of a second while drag and drop onto invitation.
STOR	Nom	Storage needed to store all invitation data
PVOL	Nom	Should need to change within 2 weeks to 6 months
ACAP	High	All of our team has software experience
PCAP	High	All members are comfortable with our feature list and their implementation. Each person brings something to the table for our product
APEX	High	Each member has some application experience
PLEX	Nominal	Some of us have experience with the platform
LTEX	High	All but one member have experience in the programming language we are using
PCON	Very Low	No members will continue on to 577b
TOOL	High	Comfortable with software tools
SITE	High	Most of the team is in the same area. One member is in another city, one member is an hour from campus, and all the rest are on campus.

Table 4: COCOMOII Cost Driver: Emailer

Cost Driver	Value	Rationale
RELY	High	Emailer will need to be reliable or the invitation process cannot be completed (rsvp etc)
DATA	Nominal	Our database will not need to be too large to contain emailing information.
DOCU	High	we must remain heavily documented on this module
CPLX	Low	We should be able to use existing tools, complexity is low.
RUSE	Nominal	Should be reusable in case emailing is needed for other purposes
TIME	Low	No execution time constraint.
STOR	Low	Low storage constraint
PVOL	Low	Shouldn't need to change this over a period of < 6 months.
ACAP	High	All of our team has software experience
PCAP	High	All members are comfortable with our feature list and their implementation. Each person brings something to the table for our product
APEX	High	Each member has some application experience
PLEX	Nominal	Some of us have experience with the platform
LTEX	High	All but one member have experience in the programming language we are using
PCON	Very Low	No members will continue onto 577b
TOOL	High	Comfortable with software tools
SITE	High	Most of the team is in the same area. One member is in another city, one member is an hour from campus, and all the rest are on campus.

Table 5: COCOMOII Cost Driver: Login and Registration

Cost Driver	Value	Rationale
RELY	High	Must be reliable. Once registered, should be able to login
DATA	Nominal	Our database will not need to be too large to login and registration
DOCU	High	we must remain heavily documented on this module
CPLX	High	Hashing passwords may prove difficult
RUSE	Low	Shouldn't be reused
TIME	Low	No execution time constraint.
STOR	Nom	Storage needed to store all registration data
PVOL	Low	Shouldn't need to change this over a period of < 6 months.
ACAP	High	All of our team has software experience
PCAP	High	All members are comfortable with our feature list and their implementation. Each person brings something to the table for our product
APEX	High	Each member has some application experience
PLEX	Nominal	Some of us have experience with the platform
LTEX	High	All but one member have experience in the programming language we are using
PCON	Very Low	No member will continue into 577 b
TOOL	High	Comfortable with software tools
SITE	High	Most of the team is in the same area. One member is in another city, one member is an hour from campus, and all the rest are on campus.

Table 6: COCOMOII Cost Driver: Survey

Cost Driver	Value	Rationale
RELY	Nominal	Not necessarily. User can change this data. Should be somewhat reliable
DATA	Nominal	Our database will not need to be too large to contain this survey
DOCU	High	we must remain heavily documented on this module
CPLX	Low	Implementing survey into invitation should be as simple as storing data into the database
RUSE	high	Can be reused
TIME	Nom	Small execution time constraint. A few seconds
STOR	Nom	Storage needed to store all survey data
PVOL	Low	Shouldn't need to change this over a period of < 6 months.
ACAP	High	All of our team has software experience
PCAP	High	All members are comfortable with our feature list and their implementation. Each person brings something to the table for our product
APEX	High	Each member has some application experience
PLEX	Nominal	Some of us have experience with the platform
LTEX	High	All but one member have experience in the programming language we are using
PCON	Very Low	No member will continue to 577b
TOOL	High	Comfortable with software tools
SITE	High	Most of the team is in the same area. One member is in another city, one member is an hour from campus, and all the rest are on campus.

Cost Estimation from above modules:

Estimation							
Total Lines Of Code: 18,039				Hours/PM: 152.0			
Estimated	Effort	Schedule	PROD	COST	INST	Staff	Risk
Optimistic	54.11	12.68	333.37	0.00	0.00	4.3	
Most Likely	67.64	13.60	266.70	0.00	0.00	5.0	0.4
Pessimistic	84.55	14.57	213.36	0.00	0.00	5.8	

Given this risk estimation, and the fact that we have 7 staff members, it looks as though the project will be doable given our time allotment, developer skills, and other factors. This project should be successfully completed in the time given.

6. Iteration Plan

6.1 Plan

In this section, the iteration plan for the first iteration is planned out in terms of capabilities to be implemented and how we will test those capabilities. Some of the capabilities for this first iteration will also follow into the second iteration, assuming they cannot be finished in our first iteration. All capabilities will be implemented before the semester is over. Most will be started in the first iteration, some will be started in the second.

6.1.1 Capabilities to be implemented

Table 7: Construction iteration capabilities to be implemented

ID	Capability	Description	Priority	Iteration
1	Emailer RSVP/Send	Functionality of our emailer, ability to send to recipient and have them RSVP to sender.	1	1
2	Drag and Drop with all elements	Apply our drag and drop functionality to all items that should be dragged into website template	2	1,2
3	Add libraries to database	Add additional libraries for extra items on template, also make sure emails are being stored correctly	1	1
4	Intelligent Survey	Use JQuery to implement the intelligent survey and data population	2	1
5	Request emails with server	Asynchronous and Synchronous requests	1	1
6	Server Setup	Make sure AWS works with our project	1	1
7	Bootstrap integration	Add bootstrap to our website for better UI	3	2
8	Registration page	Populate database with registration information and CSS for page	2	1,2

6.1.2 Capabilities to be tested

Table 8: Construction iteration capabilities to be tested

ID	Capability	Description	Priority	Iteration
1	Emailer RSVP/Send	Test time it takes to RSVP, send. Test that the email sends correctly	1	1
2	Drag and Drop with all elements	Test the placements of drag and drop and whether it saves	2	1,2
3	Add libraries to database	Test by checking whether library has all needed elements	1	1
4	Intelligent Survey	Test that survey data goes into the correct area of database, attached to user	2	1
5	Request emails with server	Test whether emails are requested by server	1	1
6	Server Setup	Test our connection to AWS and whether or not our website looks the same	1	1
7	Bootstrap integration	Test on different browsers	3	1,2
8	Registration page	Test whether data goes correctly into database.	2	1,2

6.1.3 Capabilities not to be tested

We will be testing all of our capabilities.

6.1.4 CCD Preparation Plans

1. User Context-Setting:
We will ask our client to come to SAL and test our system capabilities. She will walk through all of our features in order to test the user experience and completion of decided upon win-condition features.
2. Site Preparation dry run:
We will be performing a dry run without our client the day before the CCD. We want each member of the team to test the system without help from others in order to support

the idea that a user who does not know the system could navigate our website freely and without difficulty. We will also be testing each feature for stability and making sure the user could not break any feature.

3. Feedback forms:

We will be taking heavy notes before, during, and after the CCD in order to make sure we understand the satisfaction of the client, the necessary improvements, and can make a plan for our next iteration.

4. CCD risk management plans:

We will mitigate risk by allowing our client to navigate the system without any help. By doing this we will know that any satisfaction from the client comes solely from her use of our system and not from the team's knowledge of the system guiding her experience. Another risk we will manage is whether or not we can implement more features beyond the CCD. We will discuss with the client our availability and knowledge of any features she desires and will plan to choose during the meeting whether or not the features desired may be implemented in the upcoming iteration.

6.2 Iteration Assessment

6.2.1 Capabilities Implemented, Tested, and Results

1. User login -- allow user to login with no issues, give error message when invalid.
Test: Try to incorrectly login, see error. Login with correct credentials
Result: Functions correctly.
2. User registration – allow user to login
Test: Fill in required fields and register
Result: Functions correctly.
3. Personal Webstie
Test: see ALL changes from survey.
Result: Functions correctly.
4. Survey completion
Test: fill our survey, see results in personal website. Fill out many events.
Result: Functions correctly.
5. Emailing guests
Test: Email correct guest list recipients. Email incorrect recipients.
Result: Functions correctly.
6. Guest Management, including viewing, deleting, and uploading guest list
Test: upload and view guest list, delete and upload a new guest list. View.
Result: Functions correctly.
7. Invitation Customization
Test: customize invitation and see saved changes
Result: Functions correctly.

Table 9: Capabilities implemented, tested, and results

ID	Capability	Test Case	Test Results	If fail, why?
1	User Login	TC1	Pass	NA
2	User Registration	TC2	Pass	NA
3	Personal Website	TC3	Pass	NA
4	Survey Completion	TC\$	Pass	NA
5	Email Guests	TC5	Pass	NA
6	Guest Management	TC6	Pass	NA
7	Invitation Customization	TC7	Pass	NA

6.2.2 Core Capabilities Drive-Through Results

In the CCD, our team had our client drive-through these features:

- User login
- User registration
- Personal Webstie
- Survey completion
- Emailing guests
- Guest Management, including viewing, deleting, and uploading guest list
- Invitation Customization

The feedback we received from our client indicated that she was satisfied with the system. Her feedback included:

Positive Feedback:

Our client indicated that our win-win conditions had all been met, except for one condition in which the client and team had decided was a “possible” feature. She liked our libraries and background images. She liked the navigation through the site and how the survey filled out detailed information. She noted that the survey was exactly how she had imagined it. Our client seemed very happy.

Improvements:

Our client noted that there were improvements to be made. Our client would like the following improved:

1. Add text boxes where there are text inputs
2. Don’t allow so many details to be filled out when creating a new user account
3. Remove unnecessary background images on guest management pages.
4. Fix home and logout buttons (considered change).

Changes to be considered:

Our client would like us to consider the following features:

1. Ability to upload photo on personal website.
2. Hindi Translation. Our client wants the website to be translated to Hindi. She has noted that this would be an added feature but she would like it. The risk involved in this is

finding a tool that correctly translates English to Hindi. Our client only wants this feature if it can be done with accuracy.

Risks:

Our main risks in adding the changes to be considered involve the limited time we have left. If we are able to get these features out, our client will be happy, but we are concerned that we will not be able to properly test these features before we give them to our client. Our risk mitigation will be speaking with the client about the possibility of the Hindi Translation not being accurate. Our risk mitigation with photo upload will be making sure to do test-driven development with this task and allowing peer-review.

6.3 Adherence to Plan

Our team ran on schedule for this project and our expectations were met for each deadline. At the prototype, we expected functionality of the drag and drop as well as libraries for the invitation design. We were able to meet this requirement. By the CCD, we wanted our website fully functional with every feature at a minimum capability. When we walked into the CCD, we not only had basic functionality, but also were able to present well-defined features with ease of use for our client. We adhered to the plan and from the feedback in the CCD, we were able to make all necessary changes asked of us by our client. Our end product includes every win-win condition negotiated and our client believes we have given her what she had asked for. Thanks to our life cycle plan, we were able to finish all of the features required and agreed upon within the time constraints of this project. All our deadlines were met, leaving only training, transition, and additional features to do. For future reference, adherence to a strict iteration plan would be useful at the very beginning. We did a great job of following our plan, but if we were to do this project again, we would create tighter in house deadlines in which the team members would be responsible to one another to finish them. This may have helped up get work done faster. In future interactions we urge programmers to use weekly deadlines and keep updated with each member's work and struggles. This will make for a more successful product in the future.