The University of British Columbia

L o c a l l y

Project Plan

Angy Chung

Anna Gudimova

David Jung

Mo Kiani

Andy Lin

Alena Safina

September 28, 2016

Table of Contents

1.0 Introduction

The purpose of this document is to outline the first version of the plan for the multi-phase project Locally. We estimate the number of sprints to be equal to five with each sprint being two weeks long, in order to ensure frequent progress checks and issue identification. The project plan will be updated biweekly before the beginning of every sprint.

The project objective is to bridge the gap between consumers and local farmers and promote healthier lifestyles and locally grown food. The primary consumers of our app are farmer markets' vendors and consumers living in the Greater Vancouver area. We plan to conduct a short target audience research by going to farmer markets and analyzing client's' opinions on what features and information they would want to see in our app.

Our final deliverable will be an Android application that would help customers discover nearby farmer markets' locations, dates, vendors, and produce in season. It will include the following features:

- search bar allowing customers to find specific vendors and types of produce;
- link to produce in season;
- link to vendors nearby;
- link to the event calendar containing dates and locations for farmer markets as well as a list of vendors for each market;
- vendor profiles allowing vendors to address their customers of what they currently have in stock.

Our team is responsible for delivering the final version of the product by the end of sprint 5 along with project documentation. Our team will meet regularly in the lab hours to update each other on individual progress and the difficulties we have encountered. Along with that we will use Trello for project management, tasks assignment, and progress updating.

Let us now describe the project lifecycle and phases in the form of Product Backlog and Sprint Backlog. This will provide the initial estimates on the amount of work and allocation of resources for each project feature.

2.0 Team Product Backlog

For our application, we have considered the main features and artifacts we need to implement, and the ones with higher priorities are what we need to ensure we create a minimally viable product. As the project progresses, we expect to modify this table and add/remove features as needed.

Priority	**Item #**	**Description**	**Estimate**	**Remaining Hours By Sprint Start**				
				1	**2**	**3**	**4**	**5**
Very High	1	Product Vision	6	6	0	0	0	0
	2	AWS Server Acquisition and Setup	6	6	0	0	0	0
	3	DB Design	18	18	8	0	0	0
	4	Query Design	20	20	20	10	0	0
	5	Learn new technologies e.g. Android Studio, Git	21	21	15	6	0	0
High	6	UI Prototypes	30	30	30	25	15	5
	7	Graphics	10	10	10	10	10	0
	8	Use Case Analysis	20	20	10	0	0	0
	9	Vendor Authentication	30	30	30	25	15	5
	10	Calendar Design	30	30	30	20	10	5
Medium	11	Vendor Profiles	30	30	30	25	15	10
	12	Links to Google maps for market location search	15	15	15	15	9	6
Totals			**236**	**236**	**198**	**136**	**74**	**31**

Table 1. Product Backlog

With the initial proposal complete, we only need time to fine tune requirements with real vendors and customers by going to the farmers market and surveying their needs. We also

make a conservative estimate of 30 hours for calendar design to have time for any extra functionalities we may require after fine tuning requirements with the market research data. There is also the additional task of learning new technologies, particularly Android Studio which is the main software we will use to develop our application and Git which we will use for version control. We will also need to familiarize ourselves with the MVP design pattern and how to apply it to our application.

3.0 Product Burndown Chart

Based on the Burndown Chart below, our project's expected completion date is at the end of sprint five. This burndown chart will help us gauge our productivity during each sprint and keep us on track in completing the project on time. We will need to update the chart according to any changes in requirements or features and reassess if progress starts to slow down.

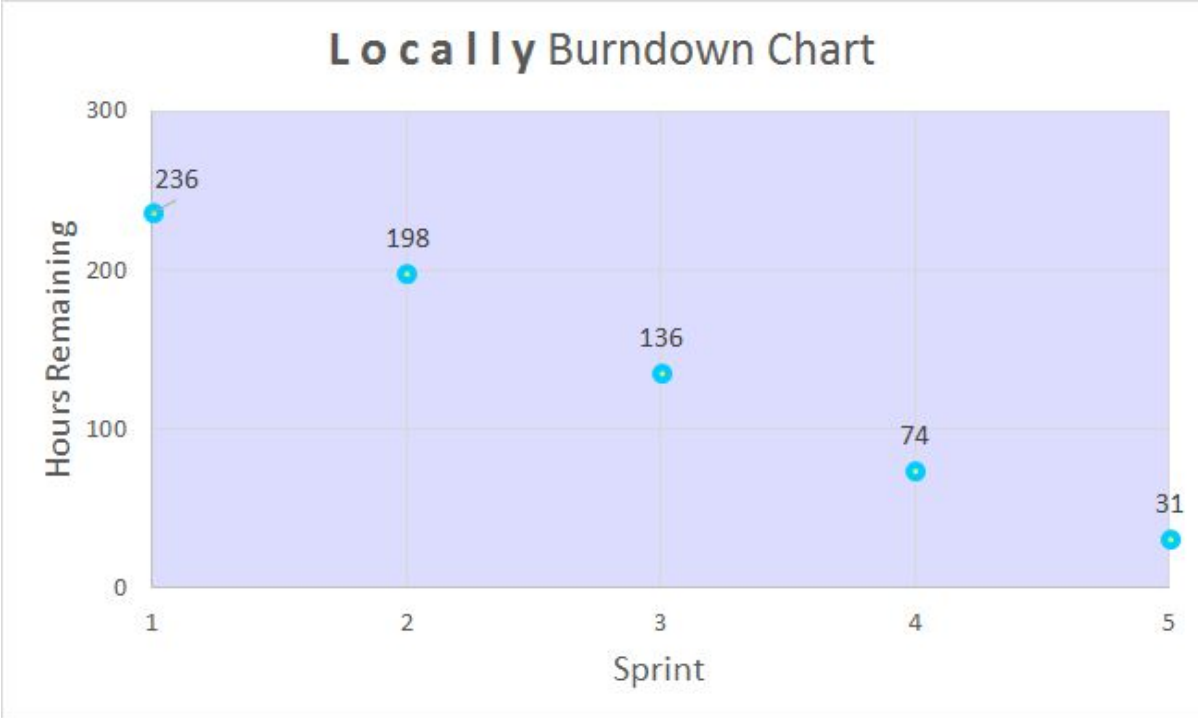

Figure 1. Product Burndown Chart

4.0 Sprint Backlog

In the first Sprint, we are mainly focused on establishing a product vision through market research (visiting the UBC Farmer's Market and collecting data) as well as performing use case analysis and defining the scope of the project. We will then proceed to take time to learn new technologies such as Android Studio and Git and start the setup of our servers and database design.

Days Left in Iteration			**14**	**7**
Who	**Description**	**Status**	**26 Sep, 2016**	**3 Oct, 2016**
Alena, Mo	Product Vision: Market Research	In Progress	6	0
Anna, David	AWS Server Acquisition and Setup	In Progress	6	2
Alena, Angy, Andy	DB Design	In Progress	18	13
TBD	Query Design	Not started	20	20
Everyone	Learn new technologies e.g. Android Studio, Git	In Progress	21	15
TBD	UI Prototypes	Not started	30	30
TBD	Graphics	Not started	10	10
Everyone	Use Case Analysis	In Progress	10	4
TBD	Vendor Authentication	Not Started	30	30
TBD	Calendar Design	Not Started	30	30
TBD	Vendor Profiles	Not Started	30	30
TBD	Links to Google maps for market location search	Not started	15	15
Total Hours Remaining			**38**	**11**

Table 2. Sprint 1 Backlog

5.0 Sprint Burndown Chart

The following sprint 1 burndown chart shows time distribution for the sprint 1 tasks. In the first week we plan to allocate 27 hours for the project work and 11 hours in week two. This estimate is tentative, and it gives us room during week two to catch up on the previous week's unfinished tasks and start working on sprint 2 tasks with the remaining time.

Figure 2. Sprint 1 Burndown Chart