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## ***RELEASE PLAN***

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### ***GuessWho!***

*Face-Name Matching Game for Dementia Patients*

***Delivered by***  
***Bookies***

***Submitted to –***  
***Dr Shen Zhiqi***  
*Nanyang Technological University*  
*School of Computer Science and Engineering*

Joshi Chaitanya Krishna(U1522971F)  
Genevieve Lam Wen Qi (U1521863H)  
Sharma Vidur (U1522940D)  
Yong Chen Feng (U1620913B)  
Heng Zhi Guang (U1620660F)  
Chen Guanyu (U1621093D)

## Revision History

| Version Number | Date        | Author(s)    | Comments         |
|----------------|-------------|--------------|------------------|
| 1.0            | 27 Oct 2018 | Team Bookies | Baseline Version |
|                |             |              |                  |

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# 1. Introduction

## 1.1 Purpose

This document entails information regarding the process of implementation and releasing of the *GuessWho!* app. The goal is to make sure that the implementation and productization of the product follows the latest versions according to the project plan and development lifecycle.

The Release Plan discusses the important factors involved in the product development and testing and ensures successful migration for the product release.

## 1.2 Scope of Activities

The scope of activities includes any assumptions, dependencies, various constraints, potential risks, and the strategy used for the release approach, throughout the course of the product development and the release of *GuessWho*.

## 1.3 Intended audience

the Release Plan intended audience may include:

- Lab Supervisor
- Application Manager
- Project Manager
- Development Team
- Infrastructure Team
- Relevant stakeholders

## 1.4 Prerequisites for the release

The pre-conditions for the product to proceed with the release plan includes:

- Change Management Coordinator has to sign the completed Acceptance Testing
- The development team has verified and tested the system beforehand.
- No pending issues reported during the AT.
- No unresolved project issues affecting the rollout.

# 2. Referenced Documents

**Table 1:** *Referenced Documents*

| Document Name                          | Document Number | Issuance Date |
|--|-----------------|---------------|
| Project Proposal                       | 1.0             | 20/9/18       |
| Configuration Management Plan          | 1.0             | 19/10/18      |
| Quality Plan                           | 1.0             | 30/9/18       |
| Project Plan                           | 1.0             | 20/10/18      |
| Risk Management Plan                   | 1.0             | 16/10/17      |
| System Requirement Specification (SRS) | 1.0             | 20/9/17       |

### 3. Overview

*GuessWho!* is a web application made for dementia patient, to tackle dementia, through a simple memory game that aims to aid users' memory.

The users are required to identify the face of the person appearing on their screen and match their names accordingly. The faces used in the application are initially taken from the user's personal collection.

The caretakers of the patients are given their progress report of the patient's condition through a progress-tracking feature. Based on the performance, different and specialized methods of treatment or therapy can be given to different patients.



**Figure 1:** Context Diagram

The above context diagram illustrates the overall process of the *Guess Who!* application interacting with external components such as user and database.

### 4. Assumptions, Constraints, Risks

#### 4.1. Assumptions

The product development was made based the following assumptions:

- The application does not act as a substitute for medical dementia treatment and professional help.
- The application is to the public and free to use, considering that the distribution does not make additional profits and discredit the developing team.
- The device has to be connected to the internet at all time.
- The application will roll out latest releases and patches based on the user's feedbacks.
- New releases and patches will go through the same testing to ensure compatibility of the new functionalities.

#### 4.2. Constraints

The product development was made based the following constraints:

- The users physically well to be able to use a typical computer.
- The users has to have basic knowledge of how the computer and/or the internet works. Actions expected from the user include clicking, moving cursor, and typing credentials.
- The game might not generate an good estimation first-time users, as the users may not be family with the instructions and features.
- Due to budget and timing constraints, the prototype and first release of the product is considered a demonstration of the concepts, with basic features and functions and a simple interface, instead of a full-fledged product.

### 4.3. Risks

**Table 2: Risks and Contingencies in this release**

| RISK DESCRIPTION  | CONTINGENCIES  | SEVERITY     |
|---|--|--------------|
| Possibility of single point of failure, like data corruption, which can result in failure of the entire project.  | Ensure the <i>GuessWho!</i> is accessible across different platform              | Catastrophic |
| Key team members are unavailable at critical timings.   | Online tutorial, practices, websites   | Tolerable    |
| Required training for team Software engineering team members are not available due to time constraint.  | Online tutorial, practices, websites   | Tolerable    |
| Limited experience in software development.   | Distribute experience team members throughout the different parts of development | Serious      |
| System may not work as planned on mobile browsers due to development tools constraints.   | Modularity in programming to create independent units                            | Tolerable    |
| Difference expectations between functional requirements documented and functional requirements developed.   | Conduct weekly meetings to review requirements and functionalities               | Serious      |
| Drastic updates to functional requirements due to development constraints may delay the project schedule.   | Document the updates made in the software  | Catastrophic |
| Team members' limited experience can set unrealistic timeline for project thus causing a loss of control for project.   | Implement deadline for each task allocated                                       | Catastrophic |
| Team members' limited experience and skillset can set unrealistic goals to functional requirements, such as implementing complex features beyond members' skillset. | Ensure the application is available across different platform                    | Serious      |

## 5. Release approach

### 5.1. Rationale

*GuessWho!* need to go through several stages of improvements and developments, throughout the first development to the first release, undergoing constant updates throughout the maintenance phase up until the final release, where all stages are completed and bugs free.

### 5.2. Release strategy

The product rollout is divided into phases according to the user-based deployment. After the users successfully completed main functionalities, the next release will be rolled out, until every main stage is satisfied and the final release is out.

#### 5.2.1. Release content

- The first release: successfully login and logout within the application by users.
- The second release: successfully play the game by users.
- The third release: generate results for future usage by users.
- The final release: every stage is completed.

#### 5.2.2. Release schedule

- The first release:
  - User can create a new account, log in, and log out.
  - Estimated duration = 1 sprint
- The second release:
  - User can manage and modify the photo database and collection and play the game.
  - Estimated duration = 2 sprints
- The third release:
  - User can manage the history and the account database and see general summary of each game session.
  - Estimated duration = 2 sprints
- The final release:
  - All stories are completed.
  - Estimated duration = 7 sprints

#### 5.2.3. Release impacts

- The first release: Login Interface, Accounts Database
- The second release: Game Interface, Upload Photos Interface, Photos Database
- The third release: History of scores Interface, Accounts Database
- The final release: overall systems and interfaces.
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#### 5.2.4. Release notification

For every release, the information of the changes and updates are informed to the stakeholders and relevant personnel.

**Table 3:** *Release notification*

| Stakeholders        | Releases      | Communication   |
|---------------------|---------------|---|
| Public users        | Final Release | Email subscription<br>Social media<br>Official website                |
| Team members        | All           | Physical meetings<br>Online group discussions<br>Email & social media |
| Investors           | All           | Physical meetings<br>Email<br>Telephone if urgent                     |
| Potential customers | Final Release | Email subscription<br>Social media<br>Official website                |