## 1.2 Maak een plan van aanpak

### Our activities

For this project we are going to start with having meetings each week so we know exactly what is necessary for the application. After the first meeting we are going to set up our first mock-ups to further discuss our design and to make sure we are building exactly what Sander wants us to build.

We have to set up a planning for the project and everyone has to set up its own timesheet so we know exactly how many hours everyone is working on certain parts of the project.

We are also going to plan meetings with the other project group. Since they are making the backend of the application and our styling in the design has to be mostly the same as theirs, this will be necessary.

After Sander approves of our mock-ups and we’re sure we know exactly what we are going to make, we can start building our technical design and writing out all of our features. These will be activities where everyone of the project is going to take part in.

Once we make sure everything is approved and ready we can move on to the next phase of the project.

We will implement the application when we are done with programming. This means that we will not only put it “live”, but we will also extensively test it. After the implementation is successful, it is close to done. The only thing left is to manage it when something goes wrong.

### Scrum method

We are going to work in our project with the scrum method. This is the same method as the method we are developing the Scrummer Space application for. The application is going to make it easier to work with this method.

We have our own scrum board and every week is going to be a sprint of the application. Everyone gets a task at the beginning of the spring and by the end of the week (or sprint) this task has to be done. Each week we will discuss what everyone did and made and we will combine what everyone has made into our develop environment.

The first weeks the sprints will mostly be split up in creating the documentation and the mock-ups. Once we start developing and programming everyone will be focussing on a certain feature of the application.

### Realisation

Our design and mock-ups will be made in Axure Pro 8. This program will make it easy for us to create a functional design. In this design you will be able to see how each feature of the application works.

We are going to build the application with visual studio. This program has a component for mobile development which we are going to use. We are planning to make the application in HTML5 and JavaScript and after we finished it we are going to wrap it up into a mobile application.

The other project group is developing the core of the application, which is going to be in Python with the framework Django. This core is going to be the backend which we will also use for out mobile application.

### Requirements

Everyone has to set up their own test environment which we will go in deeper later in the documentation. We are going to work with GitHub to share our code and publish each new change to our develop environment.

### Role distribution

Since Tom has the most experience in programming, he is going to be the lead programmer. The backend of the application will be provided by the other project group, so most of it is going to be front end developing. Erik is also going to focus on programming and writing the documentation. Davy will also pick up some programming, but since he is still learning JavaScript he will mostly be focussing on the design and the documentation.

### Planning

The planning is located in a different excel file. This file describes on what activities we are going to work on, the starting and end date of that certain activity, the amount of progress made in that certain activity, the amount of hours a person has worked on it and how hours there where planned.