

# Education Plan

Company 1 - TDDC88

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# 1 Introduction

This education plan is written with the purpose of clarifying what knowledge areas are important in order to succeed with the given assignment, what expertise is existent in the company from the onset, and what knowledge that has to be required. The education plan will also document what the company leadership has done in order to provide each member with the necessary knowledge. This document will be continually updated with input from the department managers and team leaders.

## 2 Communication

In our organization we are using a few tools to help us communicate between each other. The main tool is Microsoft Teams, where communication is handled in channels. The main channel is used for company wide information and meetings and also as the main place to store files, while smaller teams have their own channels where more specific information is shared. Everyone has access to every channel to make the information as transparent as possible.

For structuring our work we are using Trello to create Kanban-boards. Task are put up on the list and people can either assign themselves or be assigned to a task to work on, which is a concept everyone is familiar with. No education is needed for these communication tools since everyone is already familiar with them.

## 3 Product & Sales

The Product & Sales department consists of three smaller groups of people with more focused work, which are the analysts, the testers and the quality assurance and their education plan is described below.

### 3.1 Analysts

At the start of the project, the analysts will gather requirements about the product we will create. They will also make user stories and use cases to better explain what the product will do. To get the right knowledge about this, their education is based on what we learn in the lectures given in this course about these topics. The lab series in the course also has a lab regarding this topic, which will also be used to gain knowledge.

### 3.2 Testers

Testers are responsible to test the product to make sure it works as intended. They will start to learn about testing by studying the course material presented in lectures and labs to get a basic understanding about what their role is responsible for.

### 3.3 Quality

Quality is responsible for ensuring that the product fulfills the quality standards we have put on it. How this will be done is not yet decided, but the lecture about software quality could be a good start for the education in quality.

## 4 Research & Development

The Research & Development department is responsible for the development and programming of the product and includes the configuration manager, architect, deployment manager, technical writer, UX designer and the developers.

## **4.1 General**

At the beginning of the project the Research & Development department focused on learning and working with prototyping. With regards to the experience in the department at the beginning of the project and the requirements of the project, it was decided that the MEAN stack framework would be used in developing the product later on. To get the members up to speed the team leaders provided relevant links for each member to read up on. A document was also created where members could share useful links when doing their own research. In short, in the beginning responsibilities were placed upon each individual to study parts they felt in need to study.

## **4.2 Front-end**

## **4.3 Back-end**

## References