FIT2101 Assignment 1
Project Plan

Team 01

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Purpose

This document outlines the plan and process model for the OneWeather web application. This project plan details the vision for the projects as well as the team members and each of their roles.

A detailed explanation of the team's process model and the Definition of Done for items in the product backlog have been included to ensure there is a clear understanding of how the project will be developed and managed.

Vision Statement

For the general public who want to know the weather in a widget format. OneWeather is a weather app that provides weather information along with other interesting widgets to pique curiosity. Unlike weather.com, our product collates a variety of interesting and fun information along with the weather forecast.

Features

The project that will be developed is a web application titled "OneWeather". It is a weather app that contains five main features in widget format.
1. Current weather, enabling the user to view the top daily forecast for their chosen location
2. 5 day forecast, in which the user can view the weather forecast for the next 5 days
3. Visible stars, where the use can see what the largest visible star is and know what stars and constellations are able to be seen
4. Weather on Mars, which delays the present day temperature high and low as well as the wind speed
5. Favourites list, where the use can add or remove a location to a list of favourites to easily view the weather in different locations

Team

Team Members

The team members for Team 01 are:
- Henry Barnett
  - Email: hbar0010@student.monash.edu
- Jai Clapp
  - Email: jcla0016@student.monash.edu
- Zoe Parkinson
  - Email: zpar0002@student.monash.edu
- Haotong (Nick) Wang
  - Email: hwan0109@student.monash.edu
- Siyuan (Tony) Zhou
  - Email: szho0053@student.monash.edu

Communication between team members outside of scheduled class time will take place over Facebook Messenger in a group chat containing all team members, with regular team meetings taking place through the video conferencing platform Zoom.

Each team member is responsible for assigning themselves to tasks in the Trello board that has been created for the project. Individual team members are also each responsible for responding to group communication in a timely manner and are up-to-date with any changes that have been made to the product backlog and the Trello board. Each team member must ensure they complete their assigned tasks within each sprint and inform the other members if they have any issues or doubts about their tasks.

Team Member Roles

All team members are part of the development team. Within a scrum development team there are no set roles and each person will contribute to all parts of the project and take on the title of many different roles through the project process causing the team to be cross-functional. Each attribute of the project completed only by members within the team each with different areas of knowledge.

Within the team, every individual will take on the role of a programmer, develop code for this project, and be responsible for producing work in each sprint.

Roles within the team will rotate for each sprint. Roles such as code reviewers and testers will change depending on which tasks from the product backlog are included in the sprint.

The product owner is Sachinthana Pathiranage, who will assist in ensuring all project requirements are met.

The scrum team does not have a dedicated scrum master, instead each team member will be responsible for encouraging discussion between team members and ensuring each person's voice is heard. It is also expected that all team members will assist in reducing interruptions from outside the project, a key role of the scrum master.

Our team's process model

Our team developed projects based on the process model of Scrum. We start with initialising the product backlog which include main requirements we need to do for completion of the project. Then, we will have a meeting that decides what tasks we will do in a sprint and then start the sprint. However, unlike the normal Scrum model, we do not have a daily stand up because of the issue of different schedules. Instead, we have a period review meeting during the sprint that will allow team members to discuss with each other about what they have done, what they are doing and what they will do. At the end of the sprint, we will have a retrospective meeting that allows us to review what went well in the sprint and what can be improved next time. After that, the next iteration of the sprint will start.

The definition of DONE

The definition of done included following criteria:
- All test cases pass (fulfills specifications and minimal amount of bugs)
- The backlog of a Sprint has been emptied, and all planned features have been implemented effectively
- Functionality and visuals are consistent with the rest of the system.
- Clear documentation for code (comments, function headers, etc.) and overall project structure
- Reviewed and accepted by all team members
- Received approval from client via the completion of acceptance testing

How are the tasks allocated?	**Tool(s) we used:** Kanban **Explanation:** The task allocation is discussed at a meeting before the sprint. We then put all tasks and related information to Kanban including the deadline, person in charge and note if there is any. Then everyone can clearly know their task.
How is the progress of the project tracked?	**Tool(s) we used:** Kanban, Meeting **Explanation:** The progress is able to be tracked by the Kanban board as well. In the Kanban, the tasks will be under the category of status. For example, the task that has been done will be under the "Done" category. There are generally three statuses for a task, "To do", "Doing" and "Done". In addition to that, the period meeting also covers the progress discussion.
How is the backlog stored and managed?	**Tool(s) we used:** Kanban **Explanation:** We used an online Kanban tool called Trello, and we assigned a person who is in charge of managing the Kanban. If there is any change that needs to be made, the change must pass through all team members, management and stakeholders. Then the Kanban manager can change the Kanban.
How is the time spent on each task tracked?	**Tool(s) we used:** Trello **Explanation:** Time tracking for each task will be done using the project Trello board. Each user story will be on it's own card on Trello and within the card there will be a checklist titled

	"Timetable". This timetable will list the estimated number of story points the task is expected to take per 1 story point. This means that if a user story is expected to take 3 story points it will have 3 things to check in the timetable each worth 1 story point. When a team member has spent 1 story point of time working on a feature they will go into the Trello board and tick the story point within the card. If a task takes longer than the expected time it will be indicated in the comments of the card explaining what the extension is. 1 Story point is equivalent to 1 day of work.