

# Project plan

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This is our project roadmap, based on the 5 iterations of the project. This roadmap has also been updated to include the changes introduced in Iteration 4.

## Iteration 4's new requirements

In the 4th phase of the project, we updated the product to include a new feature: gamification functions. Also, we refined our requirements and issues so that this product can be outsourced to an external development team. Thus, we defined some new key features for the product. We will prioritize these new gamification elements over all other features and focus our resources on completing these first before any other issues.

1. Introduce a user leveling system in which product users can complete their to-do tasks and goals to gain experience points. These experience points will level up the user's account and purchase different items in the "Point shop".
2. Introduce an achievement system, which will reward the users with various badges that can be displayed on their profile. These achievements can be achieved by, again, completing tasks and goals.
3. The product can function as a pseudo-social media now, different users can view others' profile pages and admire their completed badges and displayed items purchased from the point shop. Through this process, people can share their progress with friends and close ones.

These new features provided the system with a friendly, competitive environment in which users will try to achieve their goals to earn points and badges, making their profile look better. Friends and close ones can also encourage each other to complete their tasks. For these reasons, we think these new features are good elements to include in our product, which can differentiate our application from other competitors in the market. With a new, fun, and engaging approach to completing everyday tasks, our product will be a solid competitor and bring our clients more revenue.

## Project roadmap for TimeCrafter

### Iteration 1: Pre-study and project planning

This iteration includes the essential learning for the project.

- **Tasks:**
  1. Set up project repository and version control.
  2. Define and document project working standards.
  3. Learn to use the features of GitLab
- **Timeline:** 8/1/2024 - 21/1/2024
- **Milestone:** Iteration 1: Pre-study and Project Planning

### Iteration 2: Repositories and Features, Risks

This iteration starts defining the product's features and assessing risks. We will break the features down into more manageable tasks to track. In this iteration, we can start designing the basic use flow of the features.

- **Tasks:**
  1. Define the features of the product through requirement analysis.
  2. Risk assessment for the project and the product.
  3. Design the basic user flow of the features.
- **Timeline:** 22/1/2024 - 11/2/2024
- **Milestone:** Iteration 2: Backlog: repositories and features, risks

### Iteration 3: Project roadmap: effort estimation, prioritization, value estimation

This iteration refines the project's roadmap with more information. We will start design the UI/UX of the product while implementing its design system. The database + backend services can be implemented in this iteration too. This is the first development iteration of the project, where our team started to implement the planned issues.

- **Tasks:**
  1. Refine the project roadmap - include more detailed effort estimation and prioritization of sub-tasks.
  2. Start working on the UI/UX design of the products using the use flow defined previously of the features.
  3. Start implementing some of the prioritized features' database and backend. They can be done asynchronously with the design and implementation of the frontend UI.
  4. Start implementing tests for the backend.
- **Timeline:** 12/2/2024 - 10/3/2024
- **Milestone:** Iteration 3: Project roadmap: effort estimation, prioritization, value estimation
- **Features:** We will implement and release the first 3 most critical features of the product, which include [#17 \(closed\)](#)., [#21 \(closed\)](#)., and [#23 \(closed\)](#).. With these features, the MVP of the product is ready.

## Iteration 4: Reacting to changes

Continue developing by implementing the front-end and connecting it to the previously made back-end. In this iteration, the client wants us to introduce the new gamification elements to the product, so we must revise the use flow & UI/UX design with a new prototype. We aim to release all the new gamification features in this iteration. We will also outsource this project to an external team in the future, so all the changes, requirements, and issues must be updated accordingly.

- **Tasks:**
  1. Requirement analysis + feature update to reflect new changes. This will also update our effort estimation and strictly follow our prioritization, i.e., not all changes will be guaranteed.
  2. Implement the changes into our design (use flow + UI/UX). The prototype will be updated.
  3. Implement the changes (if any) to our existing backend.
  4. Implement the frontend UI based on the modified designs.
  5. Start implementing tests for the front-end.
- **Timeline:** 11/3/2024 - 7/4/2024
- **Milestone:** Iteration 4: Reacting to changes
- **Features:** Implement the new gamification features [#80 \(closed\)](#)., [#86 \(closed\)](#)., [#95 \(closed\)](#)., and [#102](#). These are the new gamification features the client requested.

## Iteration 5: Wrap-up & Quality Assurance

Wrap up the development project. We will finalize our implementation and conduct testing as needed. We will plan the project for future implementation with the outsourced team, too.

- **Tasks:**
  1. Conduct comprehensive testing.
  2. Address any identified bugs or issues.
  3. Refine user interface and experience based on feedback.
- **Timeline:** 8/4/2024 - 24/4/2024
- **Milestone:** Iteration 5: Wrap-up
- **Features:** Delegate to external team [#18](#), [#20](#), [#47](#). Continue the leftover work from Sprint 4 with [#102](#).

## Future iterations: Continuous Development and Maintenance

Continuously develop new features and releases for the product based on the client's requirements and maintain the code base.

- **Tasks:**
  1. Maintaining the product, finding and fixing bugs + technical debts.
  2. Reacting to new/changing requirements from the clients.
- **Timeline:** 15/4/2024 - Onwards
- **Milestone:** Future iterations
- **Features:** We currently have features [#19](#) and [#48](#) leftover for future developments. The team will be adding more as needed.

## Notes:

- **Priority Levels:**
  - Critical: Tasks essential for core functionality. The product needs to have the features defined in these tasks, no matter what.
  - High: These are important tasks but can be prioritized slightly lower than critical.
  - Medium: Tasks that contribute to the completeness of the application.
  - Low: Additional features or refinements that enhance the user experience. We can leave these features out since they are only nice to have.

All of our features are labeled with `req:confirmed-feature` . They are features confirmed based on project requirements.

## Comments