

Customer Driven Project - Netlight

Ivo Dlouhy, Martin Havig, Øystein Heimark, Oddvar Hungnes

September 11, 2012



NTNU – Trondheim
Norwegian University of
Science and Technology

Abstract

abstract

Contents

1	Abstract	4
2	Intro	5
2.1	General information about NTNU and Netlight	5
2.2	General information about project	5
2.3	Contact information on team members	5
2.4	Goals	8
2.5	Planned effort	8
2.6	Schedule of results(Milestones, deliverables, sprint deadlines, etc)	8
3	Project management	9
3.1	Project plan	9
3.1.1	Sponsor/customer	9
3.1.2	Background	9
3.1.3	Gantt diagram	9
3.2	Team structure	9
3.2.1	Roles	9
3.3	Risks	9
3.4	Architecture	9
3.5	Scrum	9
3.6	Quality Assurance	9
4	Preliminary Study	10
4.1	Concept	10
4.2	Constraints	10
4.2.1	Time	10
4.2.2	x	10
4.3	Feasibility study	10
4.4	Version control	10
4.4.1	git	10
4.5	Development language and technologies	10
4.5.1	Google Drive	10
4.6	Development Methodology	10
4.6.1	Scrum	10
4.6.2	The Waterfall Method	10
4.7	Code conventions	10
4.8	Similar solutions	10
5	Requirements	11
5.1	Usecases/user stories	11
5.1.1	Planning	11
5.2	Sequence Diagrams	11
5.3	Prioritization	11
5.4	Functional Requirements	11
5.5	Nonfunctional Requirements	11
5.6	Test Plan	11

6	Overall System Design	12
6.1	Database	12
6.2	GUI	12
7	Sprints	13
7.1	Design	13
7.2	Planning	13
7.3	Duration	13
7.4	Goals	13
7.5	Testing	13
8	Testing	14
9	Conclusion	15
10	Evaluation	16

List of Figures

Chapter 1

Abstract

Chapter 2

Intro

2.1 General information about NTNU and Netlight

2.2 General information about project

2.3 Contact information on team members

Role	Description	Assignee
Team leader	Is responsible for administrative tasks and makes the final decisions.	Ivo
Scrum Master	Shields the development team from external distractions and enforces the Scrum scheme.	Ivo
Customer Contact	Handles communication with the customer. The customer should contact this person regarding general requests, questions and reminders.	Ivo (backup Martin)
Advisor Contact	Handles communication with the advisor. The advisor should contact this person regarding general requests, questions and reminders.	Ivo (backup Martin)
System Architect	Is responsible for the system architecture including distinctions and relations between subsystems and general code design choices.	Martin
Code Master	Overall responsible for code management and structure. Managing branches in Git repository.	Oddvar
GUI Designer	Is responsible for the layout and design of graphical user interfaces.	Oddvar
Test Manager	Is responsible for testing including unit tests, integration tests and usability tests.	Øystein
Report Manager	Is responsible for delegating and overseeing work on the project report.	Øystein
Customer Representative	Participates in regular meetings to discuss the progress, project status and future tasks. Represents the customer.	Peder Kongelf
Customer Technical Advisor	May be consulted about technical aspects of the project.	Stig Lau
Advisor	Serves as a one-man steering committee for the project.	Meng Zhu
Meeting Secretary	Is responsible for making sure notes get written and sent after each meeting with the advisor and customer.	Oddvar
Quality Assurance Manager		Øystein
Weekly Report Writer	Is responsible for finalizing the weekly report(s) for the advisor and customer, and getting these delivered for approval. Also responsible for meeting agendas and their delivery.	Øystein
Time Keeper	Responsible for making sure that everybody is logging their work, and logging team activities.	Oddvar

2.4 Goals

2.5 Planned effort

2.6 Schedule of results(Milestones, deliverables, sprint deadlines, etc)

Chapter 3

Project management

3.1 Project plan

3.1.1 Sponsor/customer

3.1.2 Background

3.1.3 Gantt diagram

3.2 Team structure

3.2.1 Roles

3.3 Risks

3.4 Architecture

3.5 Scrum

3.6 Quality Assurance

Chapter 4

Preliminary Study

4.1 Concept

4.2 Constraints

4.2.1 Time

4.2.2 x

4.3 Feasibility study

4.4 Version control

4.4.1 git

4.5 Development language and technologies

4.5.1 Google Drive

4.6 Development Methodology

4.6.1 Scrum

4.6.2 The Waterfall Method

4.7 Code conventions

4.8 Similar solutions

Chapter 5

Requirements

5.1 Usecases/user stories

5.1.1 Planning

5.2 Sequence Diagrams

5.3 Prioritization

5.4 Functional Requirements

5.5 Nonfunctional Requirements

5.6 Test Plan

Chapter 6

Overall System Design

6.1 Database

6.2 GUI

Chapter 7

Sprints

7.1 Design

7.2 Planning

7.3 Duration

7.4 Goals

7.5 Testing

Chapter 8

Testing

Chapter 9

Conclusion

Chapter 10

Evaluation