Customer Driven Project - Netlight

Ivo Dlouhy, Martin Havig, Øystein Heimark, Oddvar Hungnes September 11, 2012



Abstract

 ${\bf abstract}$

Contents

1	Abs	stract			
2	Inti	°O			
	2.1	General information about NTNU and Netlight			
	2.2	General information about project			
	2.3	Contact information on team members			
	2.4	Goals			
	2.5	Planned effort			
	2.6	$Schedule\ of\ results (Milestones,\ deliverables,\ sprint\ deadlines,\ etc)$			
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			
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			

5	Requirements				
	5.1	Usecases/user stories	8		
		5.1.1 Planning	8		
	5.2	Sequence Diagrams	8		
	5.3	Prioritization	8		
	5.4	Functional Requirements	8		
	5.5	Nonfunctional Requirements	8		
	5.6	Test Plan	8		
6	Overall System Design				
	6.1	Database	9		
	6.2	GUI	9		
7	Sprints 1				
	7.1	Design	10		
	7.2	Planning	10		
	7.3	Duration	10		
	7.4	Goals	10		
	7.5	Testing	10		
8	Testing				
9	Con	nclusion	12		
10	10 Evaluation				

List of Figures

Abstract

Intro

- 2.2 General information about project
- 2.3 Contact information on team members
- 2.4 Goals
- 2.5 Planned effort
- 2.6 Schedule of results (Milestones, deliverables, sprint deadlines, etc)

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

Preliminary Study

- 4.1 Concept
- 4.2 Constraints
- 4.2.1 Time
- $4.2.2 \quad x$
- 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

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

Overall System Design

- 6.1 Database
- 6.2 GUI

Sprints

- 7.1 Design
- 7.2 Planning
- 7.3 Duration
- 7.4 Goals
- 7.5 Testing

Testing

Conclusion

Evaluation