

Table 1: Revision History

Date	Developer(s)	Change
Sept 26, 2016	Josh, Matt	Layout & Section 1
Sept 28, 2016	Matt	Sections 2, 4 & 6
Sept 29, 2016	Josh	Sections 3, 5, 7 & 8
Oct 17, 2016	Matt	More specific proof of concept
Dec 7, 2016	Matt, Josh	Revision 1 Modifications

SE 3XA3: Development Plan

MacSidenotes

Team 04
Josh Mitchell mitchjp3
Matthew Shortt shorttmk

MacSidenotes is a Chrome Extension for taking notes on any web site. Your notes are linked with the URL and will appear upon your next visit. Works offline using your browser's local storage.

1 Team Meeting Plan

When

Monday 6:30-8:30
Thursday 4:30-6:30

Where

Josh's House

Frequency

Weekly, after each 3XA3 lab section

Agenda

Each meeting will begin by recapping the progress made on homework from the last meeting. If any homework has not been completed, we will discuss the problems or setbacks incurred and how to overcome them. Then homework for the next meeting will be discussed and assigned. Each member will record their homework in a personal agenda.

2 Team Communication Plan

Communication will primarily take place through Facebook using their messaging service. This works perfectly for setting up meetings and getting in touch quickly. By exchanging cell phone numbers, contact can also be made via text message if an emergency arises.

3 Team Member Roles

Josh will assume the role of Team Leader, although Matt and Josh will collaborate on all executive decisions. Given Matt's greater experience with Javascript, he will act as JS expert and primary developer. As Matt and Josh's experience with software documentation, Git and LaTeX are similar, they will take on approximately even roles within these facets of the development process. Each will manage the documentation of code they write.

4 Git Workflow Plan

Centralized Git workflow plan. This workflow best suits the style and approach to this project as it is the most straightforward method for two individuals who have little personal experience with Git. Tags will be used at project milestones (Development Plan, Requirement Document, etc..) to identify the 'final' submission for that certain accomplishment.

5 Proof of Concept Demonstration Plan

The most consequential risk to the proof of concept demonstration is being unable to write the necessary JavaScript code. Matt and Josh have little and no experience, respectively, writing in JS. They must learn at least the basics of JS syntax before development can begin.

Another foreseen difficulty is automating the testing. Given the UI-centric nature of the project, automating the test cases is different than in previous courses.

Both of these issues can be overcome by careful education in the early stages of development. Documentation and tutorials for these systems abound online, and only require time to learn.

For the proof of concept demo a completed section of the extension will be demonstrated. This section will include a sidebar that will pop-up when the icon is clicked. The note that is written in the sidebar shall be able to be saved locally, [using Chrome's localStorage](#), along with a reference to the URL that the note was written on. [A list button will be clicked to show/hide the table containing the note and URL for the user.](#)

6 Technology

HTML, CSS and JavaScript will be used to code the application. 'SublimeText 2' is a user friendly IDE that will be used for the project. The testing framework

will be ~~JUnit~~ [Jasmine](#). The documentation generator will be [JSDoc](#). Documentation will be generated in LaTeX using [TexStudio](#) and the Gantt Chart will be produced using [GanttProject](#).

7 Coding Style

HTML and CSS for this project will be written using [w3schools.com HTML5 Style Guide](#) and [Coding Conventions](#).

JS for this project will be written using [w3schools.com JavaScript Style Guide](#) and [Coding Conventions](#) with one exception. Indentation will be achieved using tabs instead of spaces.

8 Project Schedule

This project's Gantt chart can be found in the Gitlab repo in both .gan and .pdf formats.

[Gantt Chart .gan](#) [Gantt Chart .pdf](#)

9 Project Review

This project was a massive success. It provided both Matt and Josh with excellent experience in a real project management environment. Matt and Josh learned Git, LaTeX, Doxygen and Gantt, skills they did not know prior to the course. Also they gained a tremendous amount of experience using javascript, html, and css.

Things that went well during the project included:

- [Communication](#)
- [Collaboration](#)
- [Staying focused on keeping usability a top priority](#)
- [Overall effort of members of the team](#)
- [Outcome of the project was better than expected](#)
- [Received very positive feedback from users and are looking to put the extension on the webstore.](#)

Things that went less well during the project included:

- [Using the Gantt was not very useful, and would suggest not using for following years.](#)

- Adhering to the meeting schedule near the end of the project as labs did not become mandatory

Plans change frequently and dramatically during the course of a small scaled project, so keeping the development plan mutable is a good idea.

Actually adhering to a meeting schedule throughout the entire project would be effective in not having a time crunch going into deadlines. Other than this the project was fun and communication & productivity came easily.