

## TimeFrame

Week Number	Tasks	People	Description
1 April 30th - May 6th	Delegate Tasks		Work out who is responsible for each part of the assignment
2 May 7th - May 13th	Develop more detailed plan (overview)  Work on Project timeline  Work out prototype  Begin working out Presentation		Build upon the description given in assignment 2, and go further in depth about the project  Develop the schedule for when tasks should be completed.  Discuss what our prototype will be for the presentation, and what will be shown  Ideas for presentation
3 May 14th - May 20th	Finalise timeline  Complete prototype  Complete Tools and technologies  Complete Aims		Completion of overall timeline  Have a prototype that be used in the presentation  Discussion of the tools needed to complete the assignment  Completion of what the app should be able to do and functionalities based upon the description
4 May 21st - May 27th	Finalise Presentation  Complete scope and limits  Complete testing		Completion of what and how we will deliver our presentation  A paragraph on what will and won't be included in the app at the end of the timeline
5 - Presentation May 28th - June 3rd	Present Presentation  Begin Plans and Progress  Complete risks  Begin compiling assignment		Complete our presentation at the given time  Background of app, its progression, and overall changes made to the plan.  Overall risks of the project  Gathering work and placing into pdf
6 - Assignment Submission June 4th - June 10th	Finalise PDF  Complete group		Preparing the pdf for final submission

	feedback  Complete Group reflection		
7	Hiring of security professional  Finalisation of app design		Hiring someone who can carry out security testing for within the app.  Make any changes to the design of the app before development begins
8	Development of app  Security Analysis - what security to implement		Begin developing the app  Complete a security analysis about how to minimise risks within the app
9	Development of app		
10	Development of app  Progress Report		An overall report about where the app is, and what needs to be completed
11	Development of app		Finalise the app
12	Security Analysis		Have security risks been minimized? What needs to be changed.
13	Any changes to the security of the app  Security Analysis		Implement security recommendations  Final security report
14	App testing		Testing functionality of apps Identifying issues
15	Changes to app  App testing		Implementing any recommendations from app testing  Testing any changes that could have been made.
16	App release		

## Tools and Technologies:

In regards to the tools required for our group to complete the project there are many that come to hand. With the obvious inclusion of a general laptop/computer for creation of the program we will also require an Apple mobile phone to test the software on. In regards to the development of the program, the Apple Xcode 9.3 IDE would be required to program and write the code needed. Furthermore, in order to create the presentation it is required that Microsoft PowerPoint 2010 and onwards must be used for the creation of our presentation slides. Whilst no one in the group has experience with Apple Xcode, every member within the group has experience and can utilize Microsoft PowerPoint to its potential. Furthermore, the use of tools for prototyping is also required, this may be through Adobe Photoshop Creative Cloud 2018, Proto IO and Microsoft Word for a low fidelity mock-up. Proto IO is a prototyping tool used to create an interactive prototype which allows the user to scroll through and design an application in a semi-functional form. Allowing for the design of transitions, movements to other screens and visualisation on a mobile device itself. The team has skills within Proto IO through their User Centred Design.

## Testing:

In order to test our project, it is required that we must utilize user testing. This is the format of getting outside users with various experience levels of both technology and the financial tracking aspect of our applications to test our application and its functions. The aim of such testing is to analyse the program's ability to be intuitive to users and comprehensible in both format and within functions to see if any improvements need to be made or to confirm that specific goals have been attained. This is done by specifying a list of scenarios and paths that a user is required to take to complete a function, furthermore, then recording the time that it takes for users to complete such task and further analyse to see whether the application is intuitive. For example, a young technology and financially fluent gentleman should take no longer than 1 minute to add in his daily spending, whereas if it takes over a minute then the program is failing to be efficient and if he cannot add his spending then the program is failing to be effective and the results need to be addressed. For our application, ideally there would be 5 testers with a variance in age, technology experience and financial experience.

## Overview:

The project that we have decided to work on for assignment 3 is the same as our idea from assignment 2. We aim to create an app that allows for users to manage their finances. As we have learned from our previous assignment, financing and money management are important to our society. If everyone is able to have an affordable and accessible way to finance their money, then our overall economy will prosper. Our idea revolves around creating an app for users to input their spending habits and as a result allow them to have a forum where they can monitor their spending. Features such as allowing the user to connect their bank accounts to the app will make this process easier as all their spending will be displayed on a central format.

Once the project has been completed we hope the impact that it creates will be huge. As the developers of this application, we would like to see it become one of the most universally used money management tools. Our app aims to influence a wide audience of users, projecting our ideas

towards everyone would allow us to see the scope of our application in work and would in turn allow us to make changes and updates accordingly. If our app is used the way we expect it to, then we believe that many individuals will be able to save their money more efficiently and as a result will be able to benefit the communities that they live in. By having people manage and save their money more efficiently, ultimately leads to more money to be spent on things such as housing and other small business' to appear which helps to improve the quality of life for many Australians.

The motivations for our project began when we all felt that there was not an optimal way to manage your finances, additionally there were not many applications that do what we envision. Our money management can always be improved upon and that is why we believe that our app can ultimately influence a great amount of people positively. If a future employer were to look at our idea, they would be able to see that we were able to not only take into account our personal needs but that we were also able to see the potential for the community to benefit as well. Because we are able to think about the project as a whole and how it will affect everyone, a future employer may see that we are very focused and driven to deliver results that are to the highest potential that we can achieve.

Currently on the market there are few applications that do what we envision our project to do. Whilst many banking applications offer a way to track spending, it is often not as detailed as we would like. There are many times where we have looked at our transaction log and wondered what the purchase was because the description that the bank has offered is confusing or the name of the transaction does not display the store's name. This often leads to confusion and as a result our app aims to challenge this by allowing users to input their own details about the purchase when they finish buying. The user is then able to see all their purchases in a screen at the end of the week where they can assess their spending habits and cut down on certain areas which may be a way in which they are able to begin saving money.

#### Skills and Jobs:

1. Solution/Security Architect
2. Business Analyst
3. Developer
4. Tester

1. Solution/Security Architect

SLEJD is looking for an innovative member to join their team as a dual position. In this position, you will be a valuable member of the team who uses expert architect skills to design and support the delivery of solutions within our discipline and to contribute to the development and implementation of the project. As well as lead the project with both a business and technical approach.

#### Skills Required:

- Previous experience as a Solution or Security Architect
- Demonstrated track record of technical leadership across project and operational tasks
- Experience working with teams

- Experience designing and documenting architectures for large systems
- Ability to provide detailed application architecture guidance to developers
- Experience in working effectively with a highly skilled technical team
- Excellent communication skills
- Able to work effectively with a minimum of supervision
- Be effective with time management

## 2. Business Analyst

SLEJD is looking for a skilled business analyst with the help of the implementation and business information systems and support for the current project. They will be the go to person when the team needs advice to help develop initiatives and strategies' that will make the group be successful together.

### Skills Required:

- To be able to identify problems and opportunities within the company
- Provide solutions that help project milestones
- Develop business cases
- Develop user guided and process documentation
- Troubleshooting client requirements and system issues
- Software configuration
- Needs to have great organisation skills
- Leadership skills
- Requires excellent time management and communication skills

## 3. Developer

SLEJD is looking for an experienced and motivated app developer, who has a passion for helping people. As a developer, you will be working with a team, supporting clients, IT applications; by translating software requirements into workable programming code.

### Skills Required:

- Needs to be have experience and be familiar with Apple Xcode
- Strong IOS mobile app development skills (Swift & Objective-C)
- Support the entire application cycle (concept, design, test, release and support)
- Produce fully functional mobile applications writing in clean code
- Troubleshoot and debug to optimize performance
- Gather specific requirements and suggest solutions
- Strong understanding of app security
- Able to design the ultimate user experience
- Comfortable with working apart of a team
- Excellence presentation, communication and interpersonal skills
- Strong organisation and time management skills
- Passion for programming

#### 4. Tester

SLEJD is looking for a highly motivated software tester to join their team. It is a very important role as it is your key job to ensure that our project works exactly how it should before its release. It is up to you to make the final decisions.

##### Skills Required:

- Experience in reviewing soft requirements, preparing test cases, execution of tests, reporting of defects and preparing test reports
- A good understanding of the software development process
- An understanding of business
- Ensure that modifications are delivered on schedule
- To provide product handovers to both technical and non-technical audiences
- Willingness to learn and suggest process improvements
- Eye for detail
- Good verbal and written communication skills
- The ability to work under pressure and to tight deadlines
- Comfortable with working apart of a team
- Passion for testing

##### Risks:

When starting any project there are many problems that could be at risk. That being the group of people that you are placed in a group to work with is that you all get along and are able to get the job done by the deadline. However, this isn't always the case and the group that you could be placed into can have a lot of outbursts and people not getting along with each other can cause delays or incompleteness of the project. It is a priority that all people placed in teams have adequate social skills that allow them to communicate to each other even if there is a problem; know how to resolve it.

In our group, we have been very fortunate enough that all of us get along with each other and there has been no time where the team has come to a disagreement in the whole time of the project.

However, only meeting once a week can cause communication issues. All members living in all different parts of Melbourne can cause people to not turn up to classes or be late to classes. When other team members have already continued on with the project without all team members being there. With moving forward in a project, it is vital that all team members are in agreement, and this can go the opposite way when working on a project when not everyone is there.

Also, there is another risk that when working on a project there are all different knowledge skills e.g. someone might be more advanced in a program than another person. In our case it is making an app. Some people in our group might have a better idea than others of how to make and the process it takes, so these people help the people the others who aren't experienced with it. This can

cause the group to take extra time and might annoy other members in the team to make sure all team members know what they are talking about before moving on with the project they are working on.

Within the planning process of the finance app we have want to create, it is important that everyone agrees on the basic look of what it is going to look like. And also use a programming software that some team members are familiar with so that we don't have difficulty creating the final product; and turns out the way we want it to.

Giving different sections of the projects for each team member to work on by a certain deadline, can sometimes not always be completed. It is important that each team member documents and sticks to the timeframe in which their part of the work should be completed.

To make sure everyone is up to date with their work, there should be a platform that all team members have that they have access to 24/7 that being a Facebook group chat or some sort of other communication platform where the team can communicate outside of meeting hours if they have a problem.

These are just some common risk that any group can face. We are just fortunate that our group hasn't yet (and hopefully won't) have to experience. The main risk though that we have to face is that no one falls behind with the project and every team member is on the same page with our project.

#### Group Processes and communications

For our group, we used various social media platforms to communicate with each other. We used Facebook to talk about our progress, the delegation of tasks, and even how late we'd be to our meetings. We used class time, two hours weekly as face to face time. Our communication between each other were all positive, and were quite frequent, around four times a week. Our members are always on Facebook, so the possibilities of one not responding were quite slim. However, if an occasion did arise where one didn't respond, we messaged them on a different platform (Snapchat). It's expected from the members of the group to respond to the messages when needed, and always come to the weekly meeting.

#### Roles:

During our work on the current project, we have decided not to give roles to each individual as we are working together on this project. We have all agreed to work on the project together through each stage of development. From the design of how the application will look like and also how it functions, we are all always contributing our ideas which will allow us to create an end product that we are all happy with. Each individual stage of the project will be done together so that we all have an idea on how it is coming along and if any of us are unhappy with the current stage of production we are able to communicate with each other and make any adjustments. Ultimately the end result of our project will be the result of every one's dedication and work towards it which shows our commitment and passion towards our work. We thought as a group that by assigning roles to each member would not allow us to frequently share our ideas and as a result we decided it would be a better decision to all work on the production elements together.

Tools