

UNIVERSITY OF BRIGHTON

COMPUTER SCIENCE (GAMES)

INDIVIDUAL PROJECT - CI301

---

# Interim Planning and Investigation Report

---

*Author:*  
Adam WORLEY

*Supervisor:*  
Marcus WINTER

Hand in Date : 30<sup>th</sup> of November 2016



# Contents

<b>1</b>	<b>Project Scope</b>	<b>3</b>
1.1	Aims and objectives . . . . .	3
1.2	Stakeholders . . . . .	3
1.3	Communications . . . . .	4
1.4	Installation Process . . . . .	4
1.5	Quality checks . . . . .	4
1.6	How will I measure success? . . . . .	5
<b>2</b>	<b>Specification</b>	<b>5</b>
2.1	Deliverables . . . . .	5
2.1.1	Stages . . . . .	6
2.1.2	Risk Analysis . . . . .	7
<b>3</b>	<b>Product Description</b>	<b>8</b>
3.1	Name and Identity . . . . .	8
3.2	Purpose . . . . .	8
<b>4</b>	<b>Methodology</b>	<b>8</b>
4.1	Overview of types of methodology . . . . .	8
4.1.1	Development Styles . . . . .	8
4.2	Choice of methodology . . . . .	10



# 1 Project Scope

## 1.1 Aims and objectives

What I will be developing over the upcoming months is an app to help users get out of bed easier in the morning in a useful and information rich way.

My aims are:

- Produce an alarm app with all the functionality users are used to.
- Integrate Smartbulb functionality into the app to turn the light on in the morning with the alarm.
- To turn off the lights at night without having to get out of bed.
- Provide weather information for the day.
- Inform the user of their schedule for the day and upcoming events.
- Publish the application to the play store for download and use by others.

## 1.2 Stakeholders

I have identified the following stakeholders:

- Myself - Not only am I developing the application making me a stakeholder, I am also very interested in home automation and waking up happy.
- My supervisor, Marcus Winter - By accepting to be my supervisor Marcus is also a stakeholder for my application.
- An expanding user base of smartbulbs - Although the market currently is small the cost of smartbulbs is decreasing making them more available to users.
- Anyone that uses an alarm - The largest stakeholder I have is anyone that uses an alarm.

### **1.3 Communications**

I will maintain contact with my project supervisor with monthly meetings where I intend to measure my progress against deadlines and goals, reflect on what progress has been made and address issues, challenges and for development advice to assist me successfully complete my project as planned.

Regular emails will also be used between meetings to keep in contact and keep my supervisor informed of what I intend to talk about and on my progress made.

### **1.4 Installation Process**

By developing for Android I will be able to make the app installation process very simple by publishing it to the Play store. To install an app from the Play store you can simply select the option to install the app and it will be downloaded and installed seamlessly.

I will be ensuring to develop to a high standard and ensure there are no issues, bugs or flaws with my application.

### **1.5 Quality checks**

During development I will ensure to maintain my code and follow the principles that have been taught to me and that I have learnt and will learn, in doing so my code should be easily maintainable, readable and extendable for possible extensions and stretch goals.

I will develop a test plan as I continue to develop my application to allow me to note issues and ensure previous functionality has not been effected by further developments.

## 1.6 How will I measure success?

My key performance indicators are outlined below:

- Alarm functionality
- Smartbulb integration
- Weather functionality
- Calendar Integration (Stretch)
- Text to speech (Stretch)

If I am unable to produce a working alarm app with smartbulb functionality I will have failed to achieve what I intended to develop and so these are my highest priority.

## 2 Specification

### 2.1 Deliverables

My project has multiple deliverables that I will assign a level of priority to using the must, should, could concept.

The deliverables for my project will be as follows;

Activity	Priority	Deliverable
Writing final report	Must	The final report for the project is crucial and will be undertaken through out the development of my application.
Developing a basic alarm	Must	The application, an alarm app is what my project is based upon and so I will need to develop this before I can develop any further.
Developing a better alarm	Should	The application, a basic alarm will work but I would like this to be an alarm app that has all the features found in any alarm app such as repeat alarms, multiple alarms, etc. . .

Activity	Priority	Deliverable
Smartbulb integration	Must	The application, the Smartbulb integration is a main bases of my project and so I will need to include this into my application.
Develop for smartbulbs	Should	The practicality of demonstrating smartbulb integration could be a challenge, by setting up a test platform using an Arduino or raspberry pi would allow me more control than external APIs.
Calendar Integration	Should	The application would be improved with calendar integration providing an agenda for the user in the morning.
Text to speech	Could	The application, text to speech is a part of the Android platform and can be used relatively easy and so doesn't contain much of a challenge to it's implementation.

### 2.1.1 Stages

It would be nave for me to provide a detailed schedule of the activites and stages for my project, however I can identify what I will need to do and in which order as well as estimate a time frame for when I intend to begin the activity.

Activity	Time Frame
Writing the report	Writing the report will be on going throughout the development of my application to allow me to assess my work, identify my challanges and to provide the technical research I undertake.
Design	First week will be spent on this. I don't intend to spend much time of the visual design of my application as it should be fairly simple and can be modified easily.

Activity	Time Frame
Prototypes	Will occur prior to new visual changes to my application. I will provide a dummy function to the visual elements that involve interactions to test the look and feel before implementing fully.
Basic Alarm	First four weeks, the basic alarm will be the foundation of my application and as such will need to be developed well using the principles I have learnt.
A test platform	Two weeks following the alarm development, this will take some time to develop

### 2.1.2 Risk Analysis

There are many risks present with any kind of project, I will be identifying the most relevant and predictable risks and assessing the impact that could be caused. By identifying the risks posed I can attempt to avoid and mitigate these risks and plan for those that I can't control.

Table 3: List of risks.

Risks	Impact level	Reaction
Sickness	Low	Avoid getting ill.
Data loss	Low	Mitigate risk with multiple backups and version control.
Project complexity	Medium	Avoid making it too complex, or too simple.
Scope creep	Low	Avoid implementing features not outlined.
Communication with supervisor	Low	Mitigate by keeping in regular contact.



## 3 Product Description

### 3.1 Name and Identity

### 3.2 Purpose

- derivation of the product
- the composition of the product
- the form of the product
- the relevant standards
- the quality criteria that define whether the product is acceptable

## 4 Methodology

### 4.1 Overview of types of methodology

#### 4.1.1 Development Styles

**Rapid Applications Development (RAD)** By producing prototypes of the software quickly customers are able to test and provide feedback as the software is developed. This is useful as often requirements change and it's common for developers to produce software that isn't actually what the customer wanted.

**Agile** Originally project management was slow to adapt to changes with user review coming in late stages of development. Agile however aims for incremental development with regular feedback. (Admin 2008)

The most popular form of agile development is the Scrum (Admin 2008) scrum is suited towards small teams and requires close involvement by the product owner to provide regular feedback and review.

**Lean** Much like scrum and other agile methodologies aims to produce software quickly and involves close coordination with the product owner, where lean varies is that it wants to reduce waste by selecting the most valuable features required. (*What Is Agile Methodology?*).

**Waterfall** Focuses on phases such as; requirement gathering, analyses, development and testing. Each phase is completed entirely before moving onto the next phase and is often depicted by the phases flowing steadily downwards resembling a waterfall.

**Spiral** The spiral model is based on the incremental model and consists of four phases; Planning, risk analysis, engineering and evaluation ( *What is Spiral model- advantages, disadvantages and when to use it?*). A project will go through each phase multiple times in an iterative process or spirals. This is very well illustrated in the figure below.

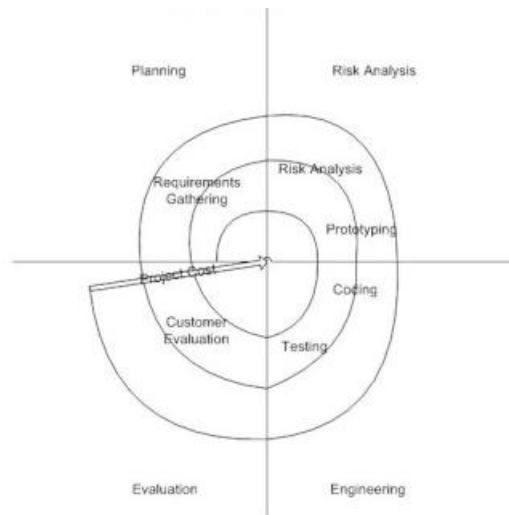


Figure 1: Spiral model diagram ( *What is Spiral model- advantages, disadvantages and when to use it?*)

**Time Boxing** Involves strict deadlines rather than goals. By developing up to the agreed upon time and evaluating progress this can allow for steadier

development and a set time in mind which provides a deadline for development.

Evaluating at the end of the time frame can show struggles in the development process and provides the ability to address them rather than simply spending more time to complete the goal.

## 4.2 Choice of methodology

After assessing the various forms of project methodologies I have decided to use an agile methodology most notably the Lean methodology as this will provide me the ability to develop core functionality in a fast pace and add other features time permitting. To assist my development I will also be using time boxing to allocate time for my applications functions and allow me to perform regular performance reviews so I can identify time sinks and other issues to allow me to manage them.

## 5 Literature Review

- No idea what to put here.

## References

- [1] Admin. *The Agile Movement*. English. Used for information on the agile movement and scrum methodology. 2008. URL: <http://agilemethodology.org/>.
- [2] ISTQB Exam Certification. *What is Spiral model- advantages, disadvantages and when to use it?* Used to learn about the spiral methodology and contains a useful diagram that I have used within my report. ISTQBExam-Certification. URL: <http://istqbexamcertification.com/what-is-spiral-model-advantages-disadvantages-and-when-to-use-it/>.

- [3] Mike McLaughlin. *What Is Agile Methodology?* Details different forms of agile methodologies. VERSIONONE. URL: <https://www.versionone.com/agile-101/agile-methodologies/>.

All links were last followed on the 2<sup>nd</sup> of November, 2016