Project Plan

Team Gen ChimpanZ's
December 7, 2022

Team Leader
Mark Fastner

Team Members
Liam Joseph Abalos
Andrew De La Rosa
Anh Huynh
Aster Lee

Github: https://github.com/markfastner/Nuclei

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Overview

This project plan document will detail the general work schedule of Gen ChimpanZ and their development on Nuclei. The Sprint Plan section provides a more detailed look at the work items worked on and hours allocated for each sprint cycle leading up to a particular milestone. This information is subject to change depending on the circumstances our team will encounter in the future. The Risks section will describe these circumstances in further detail.
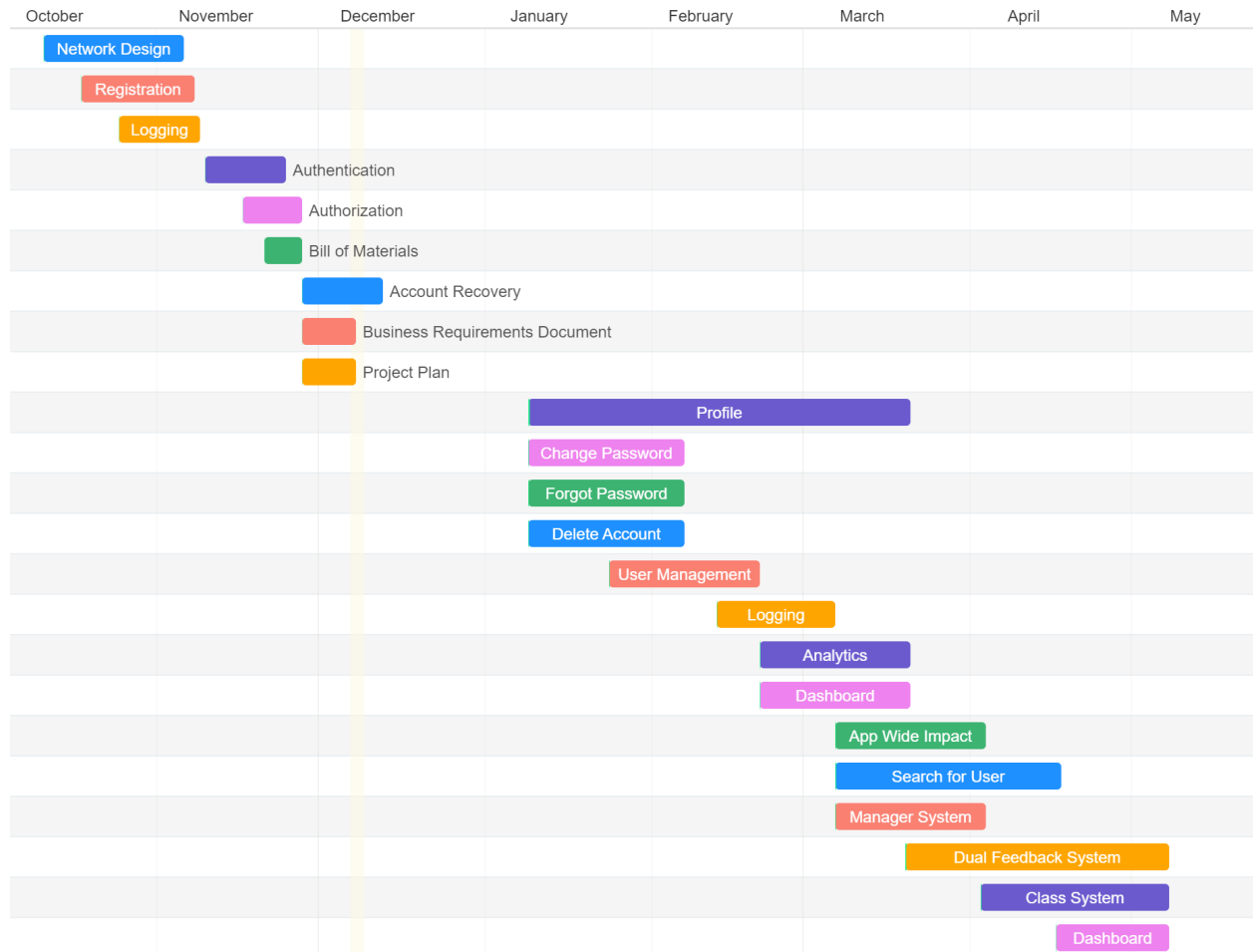
Risks

With the development of Nuclei there are risks that we need to be aware of and address. One main risk that we should be aware of is the risk that a team member is unable to do work for whatever reason (sick, dropped) which could make us fall behind our plan. This would most likely be one of the most influential risks since our team size is so small, so losing one-fifth of our team could cause a huge setback during our development. This is a risk that would be tough for us to handle since the work is split fairly evenly between each member, meaning that we would all have to try to put in more hours into the project even though we only have so much time we can work on this each day/week. Another risk that can occur and we should expect is that completing a certain task will take more time than expected and could make us fall behind in our sprint plan. This can happen for a variety of reasons including inexperience with developer tools, bugs, errors in our architecture,or misjudging the difficulty or time it takes for a task. This risk can also be very detrimental for us because if we spend a lot of time trying to figure out or fix one problem, it could cause us to fall behind on our project plan, meaning that we will have to put in more hours for that sprint which would be difficult since time is a limited factor. This is a risk that we should not have too much trouble with since, assuming we still have all five members, we could still have one or two members focus on the other aspects while everyone else focuses on whatever is causing us to fall behind on our sprint. Another risk that we could run into is if during the development period we realize that when we were designing our BRD we forgot to include something that is necessary for our application to work. While this is a high risk as it could put a halt to our development, this can be somewhat easy to fix since we can communicate with our client to see if they are open to allowing us to do something that was not included in the BRD.

Summary

For the duration of the project, we are expected to have a total of 11 sprints with a total expected hours worked of 2,283 hours. The project workload takes into consideration winter break where we expect to not work nearly as much in an effort to enjoy our break, but still plan to have started up on the project before the next semester begins. There are 4 milestones planned spread throughout next semester. January being a big time for development, milestones are expected to be delivered starting February and one milestone a month until the semester ends in May.

Our team consists of 5 members: Mark (team leader), Anh, Liam, Andrew, and Aster. All team members are full time students who have their own work schedule that can vary from week to week. On average each team member is able to allocate around 11 hours per week. Some team members are able to allocate more than others. Mark and Anh are taking less classes next semester so they will be able to allocate about 14 hours each week. Andrew and Liam are taking a normal workload of classes so they will allocate 10 hours a week. Finally Aster is taking a high workload of classes so he will only work 8 hours a week. The team's work capacity can change on a weekly basis and can swing due to unforeseen circumstances, but more or less, we expect each sprint to reflect this workload. We suspect that during week 6,15 everyone will be busy with tests so our team capacity during those weeks may be lower than others.

Timeline

	October	November	December	January	February	March	April	May

- **Network Design** (October)
- **Registration** (November)
- **Logging** (November)
- **Authentication** (November–December)
- **Authorization** (November–December)
- **Bill of Materials** (December)
- **Account Recovery** (December)
- **Business Requirements Document** (December)
- **Project Plan** (December)
- **Profile** (January–February)
- **Change Password** (January)
- **Forgot Password** (January)
- **Delete Account** (January)
- **User Management** (January–February)
- **Logging** (February)
- **Analytics** (February–March)
- **Dashboard** (February–March)
- **App Wide Impact** (March)
- **Search for User** (March–April)
- **Manager System** (March)
- **Dual Feedback System** (March–April)
- **Class System** (April)
- **Dashboard** (April–May)

Sprint Plan

Date Range	Assigned To	Item	Hours	Item Breakdown	Hours
Sprint 1 - Total Hours: 264					
10/05/2022 - 11/09/2022 (35 Days)					
10/05/2022 - 10/30/2022	N/A	Low Level Design	48	Initial Draft	32
				Revised Drafts	16
10/12/2022 - 11/06/2022	N/A	Network Design	48	Initial Draft	32
				Revised Drafts	16
10/19/2022 - 11/08/2022	N/A	Registration	112	Research & Design	32
				Implementation	64
				Testing	16
10/26/2022 - 11/09/2022	N/A	Logging	56	Research & Design	16
				Implementation	32
				Testing	8
Sprint 2 - Total Hours: 180					
11/10/2022 - 11/27/2022 (17 Days)					
11/10/2022 - 11/24/2022	Anh Huynh	Authentication	112	Research & Design	32
				Implementation	64
				Testing	16
11/17/2022 - 11/27/2022	Anh Huynh	Authorization	56	Research & Design	16
				Implementation	32
				Testing	8
11/21/2022 - 11/27/2022	Aster Lee	Bill of Materials	12	Initial Draft	8
				Revised Drafts	4
Sprint 3 - Total Hours: 152					
11/28/2022 - 12/12/2022 (14 Days)					
11/28/2022 - 12/12/2022	Anh Huynh	Account Recovery	56	Research & Design	16
				Implementation	32
				Testing	8
11/28/2022 - 12/7/2022	Mark Fastner	Business Requirements Document	48	Initial Draft	32
				Revised Drafts	16
11/28/2022 - 12/7/2022	Liam Joseph Abalos	Project Plan	48	Initial Draft	32
				Revised Drafts	16

Sprint 4 - Total Hours: 86					
1/9/2023 - 1/19/2023 (10 Days)					
Date Range	**Assigned To**	**Item**	**Hours**	**Item Breakdown**	**Hours**
1/9/2023 - 1/19/2023	Anh Huynh	Profile	35	Research & Design	10
				Implementation	20
				Testing	5
1/9/2023 - 1/19/2023	Aster Lee	Change Password	17	Research & Design	5
				Implementation	10
				Testing	2
1/9/2023 - 1/19/2023	Mark Fastner	Forgot Password	17	Research & Design	5
				Implementation	10
				Testing	2
1/9/2023 - 1/19/2023	Liam Abalos	Delete Account	17	Research & Design	5
				Implementation	10
				Testing	2
Sprint 5 - Total Hours: 217					
1/20/2023 - 2/6/2023 (18 Days)					
Date Range	**Assigned To**	**Item**	**Hours**	**Item Breakdown**	**Hours**
1/20/2023 - 2/6/2023	Anh Huynh	Profile	56	Research & Design	16
				Implementation	32
				Testing	8
1/20/2023 - 2/6/2023	Aster Lee	Change Password	35	Research & Design	10
				Implementation	20
				Testing	5
1/20/2023 - 2/6/2023	Mark Fastner	Forgot Password	35	Research & Design	10
				Implementation	20
				Testing	5
1/20/2023 - 2/6/2023	Liam Abalos	Delete Account	35	Research & Design	10
				Implementation	20
				Testing	5
1/24/2023 - 2/6/2023	Andrew De La Rosa	User Management	56	Research & Design	16
				Implementation	32
				Testing	8

Sprint 6 - Total Hours: 168					
2/7/2023 - 2/20/2023 (14 Days)					
Date Range	**Assigned To**	**Item**	**Hours**	**Item Breakdown**	**Hours**
2/7/2023 - 2/20/2023	Anh Huynh	Profile	56	Research & Design	8
				Implementation	40
				Testing	8
2/7/2023 - 2/20/2023	Andrew De La Rosa	User Management	56	Research & Design	16
				Implementation	32
				Testing	8
2/13/2023 - 2/20/2023	Mark Fastner	Logging	56	Research & Design	16
				Implementation	32
				Testing	8
Sprint 7 - Total Hours: 224					
2/21/2023 - 3/6/2023 (14 Days)					
Date Range	**Assigned To**	**Item**	**Hours**	**Item Breakdown**	**Hours**
2/21/2023 - 3/6/2023	Anh Huynh	Profile	56	Research & Design	8
				Implementation	40
				Testing	8
2/21/2023 - 3/6/2023	Mark Fastner	Logging	56	Research & Design	16
				Implementation	32
				Testing	8
2/21/2023 - 3/6/2023	Aster Lee	Analytics	56	Research & Design	16
				Implementation	32
				Testing	8
2/21/2023 - 3/6/2023	Liam Abalos	Dashboard	56	Research & Design	16
				Implementation	32
				Testing	8

Sprint 8 - Total Hours: 336					
3/7/2023 - 3/20/2023 (14 Days)					
Date Range	Assigned To	Item	Hours	Item Breakdown	Hours
3/7/2023 - 3/20/2023	Anh Huynh	Profile	56	Research & Design	8
				Implementation	32
				Testing	16
3/7/2023 - 3/20/2023	Aster Lee	Analytics	56	Research & Design	16
				Implementation	32
				Testing	8
3/7/2023 - 3/20/2023	Liam Abalos	Dashboard	56	Research & Design	16
				Implementation	32
				Testing	8
3/7/2023 - 3/20/2023	Mark Fastner	App Wide Impact	56	Research & Design	16
				Implementation	32
				Testing	8
3/7/2023 - 3/20/2023	Aster Lee	Search for User	56	Research & Design	16
				Implementation	32
				Testing	8
3/7/2023 - 3/20/2023	Andrew De La Rosa	Manager System	56	Research & Design	16
				Implementation	32
				Testing	8
Sprint 9 - Total Hours: 224					
3/21/2023 - 4/3/2023 (14 Days)					
Date Range	Assigned To	Item	Hours	Item Breakdown	Hours
3/21/2023 - 4/3/2023	Mark Fastner	App Wide Impact	56	Research & Design	16
				Implementation	32
				Testing	8
3/21/2023 - 4/3/2023	Aster Lee	Search for User	56	Research & Design	16
				Implementation	32
				Testing	8
3/21/2023 - 4/3/2023	Andrew De La Rosa	Manager System	56	Research & Design	16
				Implementation	32
				Testing	8
3/21/2023 - 4/3/2023	Liam Joseph Abalos	Dual Feedback System	56	Research & Design	16
				Implementation	32
				Testing	8

Sprint 10 - Total Hours: 168					
4/4/2023 - 4/17/2023 (14 Days)					
Date Range	**Assigned To**	**Item**	**Hours**	**Item Breakdown**	**Hours**
4/4/2023 - 4/17/2023	Aster Lee	Search for User	56	Research & Design	16
				Implementation	32
				Testing	8
4/4/2023 - 4/17/2023	Liam Joseph Abalos	Dual Feedback System	56	Research & Design	16
				Implementation	32
				Testing	8
4/4/2023 - 4/17/2023	Any Huynh	Class System	56	Research & Design	16
				Implementation	32
				Testing	8
Sprint 11 - Total Hours: 264					
4/18/2023 - 5/8(13)/2023 (~21 Days)					
Date Range	**Assigned To**	**Item**	**Hours**	**Item Breakdown**	**Hours**
4/18/2023 - 5/8(13)/2023	Liam Joseph Abalos	Dual Feedback System	88	Research & Design	24
				Implementation	48
				Testing	16
4/18/2023 - 5/8(13)/2023	Any Huynh	Class System	88	Research & Design	24
				Implementation	48
				Testing	16
4/18/2023 - 5/8(13)/2023	Liam Abalos	Dashboard	88	Research & Design	24
				Implementation	48
				Testing	16

Milestones

Milestone	Deliverables	Expected Date
1	- Partially functioning profile - Change password - Delete password - Delete account	2/6/2023
2	- Profile - User Management - Logging - Analytics - Partially functioning dashboard	3/20/2023
3	- App Wide Impact - Manager System - Search for User	4/17/2023
4	- Dual Feedback System - Class System - Dashboard	5/8/2023

Final Assessment

There are 109 days between the start of Spring semester in 2023 and the end of the semester (January 19th - May 8th). Given the 2,283 expected hours on the project, that would put a necessary workload of 20 hours a week which is in excess of our expected 11 hours a week we can put in. However, we are more than satisfied with the expected timeline and not necessarily the expected work because we believe we have given ourselves enough of a buffer in terms of the effort and hours each business item will take. This allows us to reasonably backload some items that we can most likely get a headstart on during the semester and start working on items sooner than expected. We believe on average we overestimated each item's effort and expected hours worked, and with our vision and understanding of how we want to develop the project, we are satisfied with our plan.

References

1. https://cutewallpaper.org/24/sports-png/view-page-24.html
2. https://parkavenue.dmschools.org/wp-content/uploads/sites/26/2013/12/winter_break.jpg
3. https://infograph.venngage.com/edit/de1f94ef-3bb1-405a-8336-acb944a3c268

Version Changelog

Version	Submission Date	Changelog
1	10/03/22	Initial Version

2	10/5/22	Change Draft
		Created Overview and Risks Section
		Created Sprint Plan
		  ● Split into 7 milestones
		  ● Split into 10 sprints
		  ● Assigned dates and hours towards each task
		Created Time Allocations
		Created references section

3	12/7/23	Revamped sprint plans
		  ● Added assigned to sections
		  ● Estimated hours for each item
		  ● Split into 11 sprints
		  ● Estimated hours for each sprint
		Revamped milestone plan
		  ● 4 additional milestones for next semester
		  ● Added deliverables
		  ● Added expected dates
		Added a final assessment section
		Added a summary section
		  ● Includes team capacity