**Project Plan**



Course: Smart Mobile

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## **Version Overview**

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| --- | --- | --- |
| **Version** | **Date** | **Description** |
| **0.1** | **14-02-2020** | **Project plan** |

## 

## **Current Situation**

Most international students live in student houses with 3 to 9 roommates. The most common issue they face when living in this environment is that someone forgot to take their clothes from the washing machine, or someone did not clean the pots and dishes, after they cooked.

## **Problem description**

The issue of tenants not being able to use the common facilities in the house because someone forgot to clean after themselves is too common between student housing and it is time to change that. Often people are unable to use the washing machine or kitchen for hours because someone has been using and everyone is lurking around the corner for the opportunity to be the next person using the said facility. All these are problems of an unorganized environment.

## **Project goal**

To solve the problem of the unorganization our solution is to make an app where roommates can reserve their desired facilities. Therefore they will be able to see when the facilities are free so they can manage their own schedule depending on their reservation in the app.

**Introduction**

The application we will be creating is Roomies. The participants in developing this application are:

* David Petrov (Developer)
* Martin Grigorov (Developer)

**Project Statement**

In this project plan we describe the reason for starting our project and our expectations. The following topics will be described: the requirements, current situation, the deliverables and non-deliverable, the resources, the goal of our project, the constraints and the risks.

## **Project Deliverables and Non-deliverable**

In this project, there are different deliverables and non-deliverables for the teacher.

**Deliverable(s):**

* An application for Android
* Project plan
* Design document

## **Project Constraints**

***Constraint 1: Time***

The project must be completed within 8 weeks.

***Constraint 2: User-Interface***

The application must be accessible to as many people as possible. Therefore, it should be self-explanatory.

## **Project Risks**

***Risk 1: Activities take longer than planned***

Probability: Medium

Impact: High

Steps to prevent: Try to follow the planning and keep a strict deadline within the group.

***Risk 2:*** ***Miscommunication between teammates***

Probability: High

Impact: High

Steps to prevent: Make sure each duo member knows and understands what they are required to do.

***Risk 3: Too little knowledge to implement certain features***

Probability: Medium

Impact: Medium

Steps to prevent: Do intensive research regarding the requirements to gain knowledge. If necessary spend some of your own time to gain information.

***Risk 4: Members dropping out***

Probability: Low

Impact: High

Steps to prevent: Keep duo morale high.

***Risk 5: The prototype will not be accepted by the teacher***

Probability: Low

Impact: High

Steps to prevent: Include teacher in the process and ask for approval in the design phase.

# Project Phasing

### **Phase 1: Initiation**

The initiation phase consists of the following tasks:

* Research
* Personas
* Use Cases
* Sketches
* Wireframes
* Design Documents
* Prototype
* Brainstorming

Estimated duration : 2 weeks (32 working hours)

Deadline : Friday, 06.03.2020

### **Phase 2: Build**

The build phase consists of the following tasks:

* Feature Testing
* Class diagrams
* iOS app development
* Android app development

Estimated duration : 4 weeks (64 working hours)

Deadline : Friday, 03.04.2020

### **Phase 3: Testing**

The testing phase consists of the following tasks:

* Testing
* App retouching
* Final testing

Estimated duration : 1 week (16 working hours)

Deadline : Friday, .10.04.2020

### **Phase 4: Presentation**

The presentation phase consists of the following tasks:

* Final Presentation

Estimated duration : 1 week (16 working hours)

Deadline : Friday, 17.04.2020