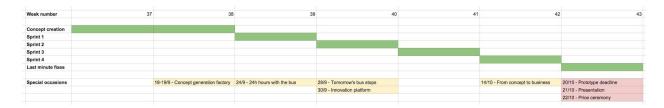
Implementation plan

Alive & Clickin'

Timeline



Scrum

We will work according to Scrum principles. Scrum is a framework for managing projects, enabling small teams to work together towards a common goal, rather than working individually or as a large hive.

In Scrum you divide the work into *sprints* – short iterations that deliver immediate value. Before the start of each sprint, the group decides what tasks to take on during the sprint. These tasks are then completed during the sprint period, and then reviewed after the sprint is done.

The goal of using Scrum is to have a runnable prototype after each sprint is done. Our development will therefore not consist of designated phases for planning, developing, designing, testing, and deploying, because all of these tasks will be contained in each sprint.

Our first sprints will focus on developing a system for creating and saving reports, and on designing a user interface design.

Define customer needs

One of the most important parts of this project is to develop a product with a customer in mind. The customers in this case are the companies involved in the ElectriCity Innovation Challenge. The workshops will be a central part of defining our customers' needs.

We will also have to understand the needs of the users who will actually use the app, which are the travelers in the Gothenburg public transport system. We will do this by using surveys and field studies. This will be done continuously in the sprints using the most up to date prototypes.