ASSIGNMENT 2 — WEATHER TRACKING APP

Project Management Plan

VERSION 1.0.1

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TEAM 116
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Introduction and Purpose

MAKS Apps, in conjunction with Switch Solutions, is proud to bring you their new Weather Tracking App that both efficient and easy to use. The Weather Tracking App allows the users to search up and save any location they desire. Once a location is saved, by simply clicking on the saved location that the user wants to view, they are able to view that location's weather along with other information. The project management plan contains information about the assumptions we made, about our client and the users, a brief of the structure of the application, the method that was used to produce the application, the deadlines that had to be made, how the workload was divided up also how communication was made between the group.

Summary of Project

Assumptions

There were a few assumptions made with regards to the project. One of the main assumptions is that the app would be designed for casual use - it would be unsafe to rely completely upon this app with regard to emergency weather incidences. The app does not display forecasts, nor is the app able to request weather data from the Dark Sky API more than 1000 times per day, meaning that the app is inherently more suitable for casual use. This is detailed further under the "Bugs and Limitations" section of the user guide.

Client/Users

For the development of the weather application, the client is a company named 'Switch Solutions'. However, due to legal issues, the weather app will be handed over to a third party from the following: the Bureau of Meteorology, the State Emergency Service, and the Nine Network News.

Deliverables

The goal of the project is to produce a location-aware web app that displays both current and preceding weather information to the user. The app will retrieve the weather information from an online forecasting service called 'The Dark Sky Forecast API'. The app consists of several pages, the functionality of which is listed below:

Launch Page:

- Presents a list of the user's saved locations, showing basic weather data for each location
- This basic data involves: the daily low and high temperatures, and the weather condition
- Tapping on any location in the list should transfer the user to the corresponding location weather page
- The page should contain a "+" icon in the top right-hand corner, and tapping on this icon should transfer the user to the add location page

Add Location Page:

- Contains two text input fields, the first allowing the user to input a location, and the second allowing the user to add a nickname for the corresponding location
- Includes a map that displays the location entered into the first input field
- An ‘add location’ button that saves the recorded location into the user’s local storage

Location Weather Page:

- Presents weather data for a particular location, including:
  - A text-summary of weather conditions
  - Maximum and minimum temperatures
  - Humidity levels
  - Wind speed
- Contains a map centered upon the appropriate location
- Includes a slider that allows the user to view the previous twenty-nine days of weather data (the thirtieth day being the current date)
- A button allowing the user to remove the saved location from the local storage

Furthermore, a presentation of the web application must be prepared in order to explain the capabilities of the application. There will be descriptions of the high-level functionality of the app, the hardware required to use the app, any bugs or limitations, and also potential future improvements for the app detailed in the presentation.

Scope

Approach/Methodology

In essence, the project will be managed in the following way:

1. Requirements
   In this step, the team discusses what needs to be done, and what the requirements are for the project.
2. Task division
   The workload is split between team members depending on their individual strengths. Task deadlines are also set in this stage.
3. Implementation
   Individuals complete their allocated tasks within the timeline agreed upon in the previous step.
4. Quality control
   Individual team members will check their own work and ensure that it has been produced to the best of their ability. An additional verification step is also completed by the other team members - all of whom will look over all of the work produced by the team.

This approach is similar to the waterfall methodology of project management. This methodology is the most suitable for this project due to the fact that the requirements for the project are very clear, and additionally there is no chance of the project requirements being altered.

Timelines

Milestone	Description	Deadline date
Requirements gathering	The required functionality of the app must be determined in order to understand what needs to be completed.	18/5/2016
Completion of 'locationWeatherCache'	Coding for the location class to be completed, since methods from the class are required for use in order that the app pages can be written.	23/5/2016
Completion of all app pages	All of the coding for the pages completed, including debugging.	27/5/2016
Completion of project presentation	The presentation of the project should be written and rehearsed.	27/5/2016
Code check	Quality check - that the app functions as expected, and final debugging.	28/5/2016
Completion of project documentation	User guide and project management plan to be completed.	29/5/2016
Project submission	Online submission of code and project documentation.	29/5/2016

Dependencies:
All of the milestones were dependent on the previous milestones completion, except for the project presentation and the project documentation.

Tools and methods used for time management:
The main method used for time management is the software "Asana". This allows the team to share and see major project deadlines, resulting in all team members being aware of when tasks are due.

Personnel/HR management

Team members' task management is facilitated through the use of Asana. This allows for the division of tasks between team members. The following table details the responsibilities of each team member:

Task	**Assigned team member(s)**
'locationWeatherCache' code*	Man Hou Ung
Main page code	Sophia Odlin
Add location page code	Avishka Mohotti, Minh Vo
Location weather page code	Man Hou Ung
Project presentation*	All team members
Code check*	Man Hou Ung
Writing the user guide	Avishka Mohotti, Minh Vo, Man Hou Ung
Writing the project management plan	Sophia Odlin, Minh Vo
Project submission*	Man Hou Ung

Communications management

The following table lists communication types used by the team:

Communications type	**Communication purpose**
Asana	Task management, ability to view the project's progression
Github	Sharing and development of code, also allows for code quality control
Google docs	Sharing of project documentation including the user guide and the project management plan
Team meetings	Requirements gathering, sharing of ideas
Facebook Message	Organisation of team meetings or general team communication, essentially, facilitation of other types of team communication.