Project Plan

About the application:
BusExplorer is an application meant to only work while you're riding and connected to one of the electrical buses wifi, mainly to attract and encourage public transportation, but also to identify which bus you're on to display the right information to the user. The application is meant to make the user's bus ride more enjoyable by showing interesting locations around the bus. These locations have different categories, and each location has a detailed information view.

Work process plan:
The basic concept should be simple to start with, and easy to expand.

Since Scrum methodology is being used, the plan is to have short sprint-iterations (approx. 1 week) to see how much work that can be done during that time, which allows more frequent discussions at the end of each sprint.

At the early stage of development, the plan is to start with most basic features to satisfy the user stories and requirements, so that extending the application with more features can be done later on. Every member is assigned with tasks to be completed at the end of the sprint, and updates all other members about the working process during daily scrum meetings.

Features
The user should be able to:

- Click on a icon on the map to see the name of it.

- Look around on the map by tapping once on the map (to unfocus the buss).

- Get more detail of a marker by clicking on it in the list below map.

- Filter categories to be shown on the map/list with a navigation view.

- Get a travel direction from the next stop, to a marker.

- Favorite mark a place the user want to have easy access to later.

- Get offers if the "owner" of the wants it, i.e. free entrance to an pub, 50% sale, etc.

Roles:
The following roles: Product owner, Scrum master and Scrum member will be shifted for each sprint-iteration.

The reason is to give every member a feeling of each role.

Requirements:

- When developing the application (prototype), copyright-protected material must be taken into account. One way is to create and use own data material.

- An internal database to store information about all places (as markers) will probably be required.

- External resources might be needed in case the images saved and displayed in the application are too large/consumes too much memory. An external server database could be a solution.

- Data from electric buses that the hosts provide (through https–requests).

- This is a mandatory requirement for the project.