ITT A3 – Scopes and Limits

Description:

Scope and Limits “There's no such thing as perfection. You are never finished with a film. You run out of time.” -- Peter Jackson, director of `The Lord of the Rings’ and ‘The Hobbit’ trilogies One of the more difficult parts of project planning and execution is to define the scope and limits of the project. As mentioned above, you never really complete project like these; all you can ever do is your best in the time available. Part of that involves setting priorities and accepting that there will be features that will take too long to develop. This means that it is important to set a scope for your project, as a means of ensuring that you make the most of the time available. For example, if you are developing a game, you might consider only producing one level and two or three characters, in order to show a proof-of-concept, rather than develop three levels and ten characters. The scope is probably the most crucial part of your plan, and the most difficult to define. One way to define the scope is to think of the deliverables for your project, i.e. what outcomes would you be able to show to someone who asks you to see the results of your work. This will also include several statements about what part of the project will not be. For example, if you are using Open Street Maps to show the location of all your favourite shops, the deliverables would include the updated map, but not the Open Street Maps technology itself. It would also not include many other features of Open Street Maps, or other interesting location -- just those which show your favourite shops. Also, be aware of the phenomenon of `scope creep', which is the tendency for projects to incorporate more and more features. There is nothing wrong with being ambitious, but you only have a certain amount of time. At least one paragraph is expected.

Para:

Through diligent research and heavy discussion by the team, we have been able to lay out the exact process required to publish a fully operational, ready to launch web app. Although achieving this is beyond the time allowed to us in this assignment, we have made a clear decision on what is executable with the time given.

At team XVI, in-regards-to SocialCare, we have made the decision to produce a product pitch and a presentation describing the future invocation of our app. This presentation will involve a concise representation of the features we plan to add to the final, launchable version, our philosophy that led us to make this decision, what a future version of the app may look like and how we believe there is a requirement, especially right now, for our product in the current market.

Although we do not intend to achieve a full deployable web app, we have a clear idea of what is required including how to write it, which programs, plug-ins and languages to use and how we eventually host it on an online IaaS. We have covered front-end development, back-end, server-side development and testing procedures.

We have also spoken about where we would take SocialCare from here in terms of testing and eventually marketing, which groups of people we would aim to involve in both of these processes and, one day, how it would look amongst the other leading apps in the market.

Given the right amount of time, we are confident that we could achieve a web app that is indistinguishable from any other of the market leading products. We believe in our ability to execute it to a high standard. And, most of all, we believe in our app.