ITT A3 – Timeframe:

Another difficult aspect of project planning is knowing how much time to allow. You will have something like 36 hours per person for this assignment. In order to develop a plan for further work beyond the end of this course, let us assume that you will have an extra 10 hours per week per person for 10 weeks in addition to this time in order to develop your project. This means that you will have six weeks (Weeks 7 to 12) of the semester to work on your assignment, with a further 10 weeks after that. This means that your plan will be for a total of 15 weeks, with the first 6 being on this assignment. You will clearly not have the extra 10 weeks to work on the project; this is intended to give you a feeling for how much you would be able to achieve in that time. This means that the first 6 weeks of your timeline will end up being your progress on this project, with the remaining 10 weeks being your plan for the next stages. This should be presented in the form of a table, with one row for each week, specifying as best you can the work for each person for each week. This means that the first six rows of the table will describe your progress so far, and the remaining 10 your best guess at how the remaining time would work. This will no doubt change as you work on your assignment, as it will give you a more precise idea about how long it will take to get things done. This is not an unchangeable contract for exactly how things will work; that is unrealistic for just about any project. The idea is to get you thinking about how exactly your time should be allocated to the various tasks involved. It is a good idea to have a milestone (i.e. a specific outcome) for each week of the project. This may include getting familiar with tools, or reading up on a particular technique or technology. You should also include time for writing up the final report and any other documentation. Writing reports always takes longer than you think, especially as you should expect to re-write any piece of writing that you do at least three or four times.

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| Week 1 | Introduction of the team and deciding on our project idea:  In week one our focus was on getting to know one another and breaking the ice. We deemed it important for our team to succeed in the future we needed to get comfortable together. This was done through introductions over Discord and describing a little about ourselves. As the rest of our assignments were centered around our project idea, we had discussed our options and decided to get back together and decide in the next week. |
| Week 2 | Team restructure and choosing our project:  In week two we lost two team members and gained a new one focusing on restructuring the group and introducing the new member to the team dynamic. We were also able to push ahead and decide on our project idea: going with Connor’s original idea of the SocialCare app. We then discussed what we would like the app to involve, where we expected it to sit in the market and who we would market the app towards. Large progress was made towards our team website and our understanding of the process of making a web application. |
| Week 3 | Refining the idea and researching the requirements:  This week’s main priority was refining and finalizing our project idea to a point that we were confident in the scope of the project and what we could achieve with the time restraints put on it. We put a heavy focus on the tool’s required and gained some great insights. The requirements would need to be expanded upon later, but we had a good foundation. |
| Week 4 | Report on our project and where to go from there:  This week we finalized our project idea and created a professional report on it. This week’s focus was almost completely on the report. Towards the end as some of us finished our requirements of the report, we started to investigate progressing into producing artefacts and our presentation. |
| Week 5 | Complete understanding of tools required and early discussion of presentation:  At this stage we were able to hit the ground running on the path to creating our app and were able to expand further on the tools required, discovering JavaFX for GUI dev, tomcat for Java hosting on Azure and online SaaS for creating our presentation and marketing representations of SocialCare. |
| Week 6 | Finalize presentation idea and what tools are required to achieve it:  In this week we increased the amount that we met over Discord video chat so we could really hash out the details of SocialCare and how we were going to approach our presentation. We decided on a marketing-pitch-like video presentation that represents our ethos surrounding SocialCare, what it means for the market, how we will approach testing and launch, our impression of the eventual finalized version, how we will achieve that and what we have achieved to the point of publishing the video. |
| Week 7 |  |
| Week 8 |  |
| Week 9 |  |
| Week 10 |  |
| Week 11 |  |
| Week 12 |  |
| Week 13 |  |
| Week 14 |  |
| Week 15 |  |
| Week 16 |  |