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.

|  |  |
| --- | --- |
| **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 that 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. We also discovered a shared fondness for memes. 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, so we focused 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 Chat 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 our primary focus was on our project idea and created a professional report on it. Towards the end as some of us finished our requirements of the report, we started to investigate how to progress into producing artefacts for our app and our presentation. |
| **Week 5** | **Complete understanding of tools required and early discussion of presentation:**  This week was a research week. 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 development, 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** | **Brainstorming video ideas and reassessing group progress:**  With a vague idea of what we were looking to achieve in our presentation we spent this week researching and brainstorming ideas. Natalie began to produce visual artefacts that we used to represent the app to the group. This really helped to visualize how it would look and what the presentation needed to involve.  We also checked-in on the progress on the group and reassessed our previous job choices, how we have worked together and what roles we have taken on, some of the challenges we have faced as a group and what we would all like to do going forward. |
| **Week 8** | **Plan video presentation and scripting:**  This week has been spent on our video presentation of SocialCare and how we would like to present ourselves to the public. The focus has been largely on our image to the user and how we would like to appear in terms of marketing and our social impact. We have reaffirmed our belief in SocialCare and solidified it more so in our minds. We were also able to do additional research into our group dynamic which only increases our ability to work together.  Because of our mutual research and because we have placed such a large focus on user perception of our product, SocialCare Chat is starting to feel like a lot less of a disjointed, maybe-pipedream, and more of a reality that we can see being possible. |
| **Week 9**  **End of course** | **Record Video and submit:**  This week’s entire focus is on recording out video presentation, editing and submitting it to the highest possible degree. We have learnt how to operate video editing and recording material that many of us previously had not used and practiced using it through trial-by-fire. We submitted our presentation satisfied with what we have created. |
| **Week 10** | **Dev time and initial interest for funding. Time to produce:**  Now the research is done, and the product pitch is in, it is time to deliver. We spend most of our days compiling information and data on how to achieve our plan and start to generate artefacts that can be compiled together and launched to our testing database on the Azure servers.  After achieving our first, deployable, and testable artefacts, we would return to research and development, and important aspect of every part of developing a market-leading product.  Research, develop, test, repeat. |
| **Week 11** | **Continue development, debugging, set plan for next round of testing and enquire with nursing homes and Universities:**  After our recent “return-to-the-drawing-board” research phase, we will be ready to continue with further development and updates to our near-alpha version of SocialCare. After further Azure database testing, we will being preparations for closed-environment tests in aged care homes and universities, connecting specifically chosen and reliable test subjects in our chat lobby, introducing the chat and game functions to people outside of the development sphere for the first time. |
| **Week 12** | **Test early product in sealed environments and review findings:**  This may take a matter of weeks firstly, to gain interest and second, to compile enough data. The testing rate is much slower in real-world scenarios than it is in pre-structured and un-structured data testing pools online, so the findings will likely have a much slower yield.  Despite this, with the data we do gain, we will likely return to research and development with new knowledge of how humans honestly feel about SocialCare. One main benefit of testing with people is that they have their own opinion, something a machine is probably unlikely to offer, however advanced, but is imperative in writing software for humans.  Constant updates and patching would occur during this period. |
| **Week 13** | **Develop machine learning database for real life data:**  The best way that we can turn real-life data into data for computers is to give it to a machine learning program. We may have already made progress in researching how to develop a machine program to run through our real-life data, but heavy development would occur in this week. Machine learning would allow us to run exponentially more tests on our findings than if we did it manually or wrote our own entire program. At this point, the program we would be able to develop would be basic, but it would be an incredible boon to our development. It would be able to be scaled up to suit not only larger amounts of data, but more types and for different uses.  We would also begin to plan our full launch for two weeks from now. A portion of the team may even focus entirely on debugging and getting hosting and data elasticity prepared for deployment. |
| **Week 14** | **Finalize web app, pre-launch preparations for web hosting pathway and full test runs:**  It is crunch time. We have one week until SocialCare, the project we have spent so long developing, will finally be released to the people, bugs, or no bugs.  The group would be split into some finalizing our launch marketing scheme, and others running heavy testing, debugging, and updating of the pre-deployment version.  Deployment will be finalized with a temporary “holding page” being constantly hosted, ensuring low likelihood of downtime on release, and allowing us to assess data requirements as people access the page out of interest. |
| **Week 15** | **Launch app to market, full implication of marketing investment and push into care homes, healthcare facilities and universities:**  This is it, launch date is here. At this stage all we can do is release the thing, spending a few hours making sure that it does well and if it does, share a glass or two of champagne. Many months hard work has paid off and we need to get ready for the next phase.  After a brief period of celebration our marketing position would be in overdrive. Heavy campaigning into healthcare institutions, especially aged care facilities, a strong presence in universities and high schools to instill a sense of social, moral initiative in the younger generations, social media advertisement, and habitually prove that we are a real, credible and reliable solution to a problem with no solution other than band-aids. |
| **Week 15** | **Review app while in market, assess data flexibility requirements, bugs, update, and future marketing plans:**  Constant review is the aim of this, and the coming few, weeks. To ensure that we are prompt in our ability to fix bugs and put out patch updates, which are both so important to build customer trust, we must remain constantly vigilant and perpetually ready to innovate. These few weeks are arguably the hardest as beforehand, we had some control over our app, now it is released to the masses, and anything could occur.  Even so, we would continue to review and upgrade SocialCare Chat through its entire life, as with patience and dignity, it will surely succeed, and we are confident XVI can pull it off. |