Project Plan

7810ICT-2022-Assignment-Liangxian-Rafael

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# Introduction

## Background

In this day and age, data is very important resource. A lot of information, including crucial and important ones, can be taken from data. But extracting the information, which we can accumulate to form knowledge, from raw data is not an easy task. The amount of data to process in order to get a bit of information can be daunting and too much to handle for the normal human being. Thankfully, we have now have the help and power of computers to aid us in processing these data. This project aims to help users gather more meaningful information from data through analysation and visualisation through the creation of a simple software tool. Specifically, the tool will be specifically catered to process "NYC Restaurant Inspections" data. From the analysation and visualisation of this dataset, it is hoped that users may gather and accumulate various information, and eventually knowledge, from the simple dataset of restaurant details and their inspection violations.

## Scope

* In Scope
* This tool specializes in analysing and visualising the "NYC Restaurant Inspections" dataset
* Features are:
* Retrieve relevant inspection details within a user-selected period;
* Plot the distribution of violations over the different suburbs within a user-selected period;
* Retrieve all violations that contain a keyword (user entered) within a user-selected period;
* Analyse the cases related to animals, e.g., rats, mice or others, and their trend over time and distribution over suburbs;
* Retrieve relevant inspection details within a user-selected borough and cuisine description;
* Out of Scope
* Compatible to analyse other datasets
* Customizing interface design (colour, shape, etc) of initial and results page by the user

## Document contents

This document contains the introduction to the project which includes the background and history of the project and its scope, a work breakdown structure, activity definition and estimation and a Gantt chart based on the aforementioned work breakdown structure.

# Work Breakdown Structure

1.0 Concept and Planning

1.1 Evaluate Project Instruction and Guidelines

1.2 Develop Project Plan

1.2.1 Define Project Background

1.2.2 Define Project Scope

1.2.3 Define Work Breakdown Structure

1.2.4 Define Activity Definition and Estimation

1.2.5 Develop Gantt Chart

1.3 Divide Member Tasks

2.0 Software Design

2.1 Develop System Vision

2.2 Define Requirements

2.2.1 Define User Requirements

2.2.2 Define Software Requirements

2.3 Develop Uses Cases

2.4 Define System Components

2.5 Design User Interface

2.6 Project Part A Submission

3.0 Software Implementation

4.0 Software Testing

4.1 Unit Testing

4.2 Requirement Acceptance Testing

5.0 Software Deployment

6.0 Final Project Submission

# Activity Definition & Estimation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Activities** | | | **Definition** | **Estimation** |
| 1.0 Concept and Planning |  |  | Conceptualizing and planning the flow of the whole project. |  |
|  | 1.1 Evaluate Project Instruction and Guidelines |  | Evaluate instructions and guideline given for the project assignment |  |
|  | 1.2 Develop Project Plan |  | Develop a Project Plan as a guideline for the whole project |  |
|  |  | 1.2.1 Define Project Background | Defining the background and history of the project creation |  |
|  |  | 1.2.2 Define Project Scope | Defining the scope of the project including what is in and out of scope |  |
|  |  | 1.2.3 Define Work Breakdown Structure | Defining the work breakdown structure for the whole project |  |
|  |  | 1.2.4 Define Activity Definition and Estimation | Defining the activities in the work breakdown structure and estimating duration needed to complete each activity |  |
|  |  | 1.2.5 Develop Gantt Chart | Creating a Gantt chart based on the work break down structure and activity definition and estimation |  |
|  | 1.3 Divide Member Tasks |  | Divide tasks among team members (Liangxian Zhao and Rafael Alexander) |  |
| 2.0 Software Design |  |  | Designing the software |  |
|  | 2.1 Develop System Vision |  | Developing the system vision that includes system overview and benefits |  |
|  | 2.2 Define Requirements |  | Defining the requirements of the software |  |
|  |  | 2.2.1 Define User Requirements | Defining what is required from the user to interact with the software |  |
|  |  | 2.2.2 Define Software Requirements | Defining the functionalities of the software |  |
|  | 2.3 Develop Uses Cases |  | Developing use cases on how users may use the software |  |
|  | 2.4 Define System Components |  | Defining the functions and data and data structures of the software |  |
|  | 2.5 Design User Interface |  | Designing the user interface |  |
|  | 2.6 Project Part A Submission |  | Submit Part A of the Assignment |  |
| 3.0 Software Implementation |  |  | Implementing software design into reality |  |
| 4.0 Software Testing |  |  | Testing implemented software |  |
|  | 4.1 Unit Testing |  | Test each unit of the software |  |
|  | 4.2 Requirement Acceptance Testing |  | Test whether implemented software meet predefined requirements |  |
| 5.0 Software Deployment |  |  | Deploy software |  |
| 6.0 Final Project Submission |  |  | Submit Part B of Assignment |  |

# Gantt Chart

*This section should contain your Gantt chart. The items in the Gantt chart should match the activity definition from section 3. You should also submit your Gantt chart file separately.*