PROJECT PLAN
IT 314: Team #23

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Reviewed by the other members of team #23

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1. INTRODUCTION

1.1 Overview

It's an era of engagement, where we try to be best in our presentation, be it clothing or our way of coding, even selection of ideas, basically decision-making. But not all can be accomplished by self and chances are quite high that we are not with our friends and family whose opinions really value us. Feel the need of friends' help urgently? Our app is the answer. The strategy is to pay off an attempt to friends. Here you can find out a quick solution to what you really think is a problem on large range of subjects. All you have to do is login through facebook, create a poll, select your friends and leave the rest to the site. It will notify your friends about the poll and they will be there for your rescue.

1.2 Objective

Our objective is to make the decision making process in our day-to- day life easier, by connecting our near and dear ones, who may be half a world away from us. The site will make it easier for people who need help deciding some small little things or even some more serious ones! Not only a website but we also aim at making a mobile app that will help the user to make decisions on the go.

1.3 Features

There a lot of user-friendly features that we have thought to incorporate in the site, so that its easy for the people in help to get what they are looking for in the easiest and most obvious way possible. They are :

- Login through Facebook: As a lot of Internet users who are already in the demesne of social-networking have a Facebook account, we have thought of incorporating this in our site too.

- Option of polling with a like/dislike button or a star rating : The creator of the poll has the right to decide whether the poll will have a voting system of like/dislike or a star rating for the poll (s)he has created

- Objective of the poll : The user can add an objective for the creation of the poll , e.g.: if the poll was created for selection of shirt for office or for a trip to Goa.

- Commenting on the created poll: Sometimes when there is a need for a friend to clarify his/her votes to the user or there is a need to just put your idea through, the users can comment on the poll their friends have created.

- Display of analysis of poll: Once the poll has been created and the friends/ followers of the user to whom this poll belongs, there will be an analysis of the poll shown.

- Sharing of poll with limited/all friends: The user will be able to customize the list of friends who will be able to view and cast their vote on this poll.

- Generation of recommendations according to the user's use: There will be generation of recommendation which will be directly related to the user's previous polls which (s)he had created or casted a vote on. As we have mentioned in the feasibility report for this project, gathering enough data for testing of the algorithm for recommendation generation might be difficult while the development time of this software. Hence, we will prioritise our goals and work on this one as time permits.

- View previously created polls: The user will be able to browse through his/her previously created polls.

- Polls can have expiry dates: There can be polls which if casted on after a date are of no sense, for such polls the user will be able to put up an expiry date and after this date votes can't be casted but the poll can be only viewed by the user's friends/followers.

1.4 Project Scope

The application enables the user to clear his/her confusion on anything that (s)he can possible be stuck in and can be put up as a poll. The user will be able to upload images, code snippets, plain text, links, videos, i.e. most forms of data for comparison on which his/ her friends will comment or vote.The idea is for the user to be able to have his/her near and dear ones helping them in there difficult decisions.

1.5 Target Users

The website will be of great use to people of all age groups from various Fields in making apt choice for different purposes. The target users will be the millions of users of facebook (and possibly twitter, according to time available) all around the world.

2. DELIVERABLES

1. Project Proposal
2. Feasibility Report

3. Project Plan
4. SRS
5. Website
6. User Manual
7. Design Documents
8. Quality Assurance
9.Test Cases
10. Test Report
11. Mobile Application

3. PROJECT ORGANISATION

3.1 External Interface

Our project will be accomplished under the constant guidance, motivation and support of course instructor Prof. Asim Banerjee and his teaching assistants.

3.2 Internal Interface

Our project will be carried forward and implemented by a team of ten members under the management of team leader.

Sr no.	Name	Student ID	Role
1.	Aakriti Gupta	200901185	Team leader
2.	Surbhi Paliwal	200901188	Team member
3.	Vasu V K Gandhi	200901189	Team member
4.	Songhela Raghuvir Mukeshkumar	200901194	Team member
5.	Vivek Vaish	200901213	Team member
6.	Patel Himanshu Somabhai	200901217	Team member
7.	Bhojak Jugal Anilkumar	200901218	Team member
8.	Priyank Jatin Bharad	200901219	Team member
9.	Shivaraman Aiyer	200901223	Team member
10.	Ishani Tiwari	200901229	Team member

3.3 Roles and Responsibilities

Sr no.	Name	Task Assigned
1.	Aakriti Gupta	Team organization, building the voting API in JS
2.	Surbhi Paliwal	User Interface design and implementation
3.	Vasu V K Gandhi	Back-end (other than voting API) using php and Javascript
4.	Songhela Raghuvir Mukeshkumar	Back-end (other than voting API) using php; Mobile app
5.	Vivek Vaish	Implement the server, back-end (other than API) using php/js
6.	Patel Himanshu Somabhai	Contribute to UI design/ implementation; contribute to back end implementation using php
7.	Bhojak Jugal Anilkumar	Mobile app design and implementation
8.	Priyank Jatin Bharad	UI design and implementation; Mobile app design and implementation
9.	Shivaraman Aiyer	Use of Facebook API, Voting API; contribute to the UI design; work on the database end
10.	Ishani Tiwari	UI design and implementation

3.4 Resources

We will build a generic voting API, written in javascript, which will be used as a backend.

The UI design front-end work will be done in HTML, CSS and Javascript. Some back-end work will use PHP. We are yet to decide our database system but MySQL will be our preferred choice. For the mobile application we will use android platform and our version control system is git.

We plan to host the site over LAN for testing.

4. MANAGERIAL PLAN

4.1. Start up Plan

The project is to be completed by the end of the sixth semester, a period of roughly three months. The estimation of the project effort and schedule would be done by taking the major landmarks of the project into consideration, which would also commensurate with the phases of the development of the project. The academic calendar would also be taken into consideration while designing the schedule of the project. Cost of the project primarily includes the effort of team members.

4.2 Milestones

The phases in which the type of skills needed along with the duration of need is depicted in the following table.

Phase	**Job**	**Estimated deadline**	**Deliverables**
Preliminary Study	Study the scope of the project, applications already present	12/1/20121	Informal list of features
Technical proposal	Propose the implementation, feasibility	15/1/2012	Feasibility report, Project proposal, Project plan
Requirements analysis	List out technical, skill requirements	25/1/2012	SRS
Project Design	Design project according to features decided, scope, etc.	28/1/2012	Design documents
Implementation, testing and integration	Write code, unit tests, test code regularly, use back end to integrate with the front end	31/3/2012	Source code, unit tests, test cases

Maintenance	Fix bugs, improve features	After development is complete	Bug-fix releases

4.3 Control Plan

a.) Monitory Control

For project monitoring there is a provision of periodic review meeting to be held at least once a week. Each phase of work is sub-divided in modules and distributed among the members. The member will update the team on the progress on these modules. These subgroups will work as a unit on their topics and hold their meetings. At regular intervals all the subgroups will meet and familiarize with their work. We have also made a group on facebook and one on google for communication between our group members.

a.) Quality Control

We plan to have a quality control check at regular intervals to ensure that the project development work is going in the right direction.The progress of each piece of work is verified against the tentative dates and corresponding updating would be done in other phases in order to meet deadlines of delivering the final project. This continuous review approach is useful to estimate the requirements of the project and any change in the scope or information required can be obtained at the same phase.

5. RISK MANAGEMENT PLAN

The following risk factors can affect the progress of the project:

Unexpected academic pressures in other courses may result in the project running behind schedule due to lack of time. This can be taken care of by proper planning and putting more hours per day at a time when there are fewer assignments or exams for other courses. The academic calender and the holidays will also be kept in mind to avoid any conflicts in the project.

Unavailability of the team member due to illness or some other cause may lead to slow progress. This can also be taken care of by putting in more hours to make up for the lost time. Also, each section is maintained by a sub-group. So if one member is unavailable another can fill up for some time.

If the software development is losing the track of the proposed plan, then extra time is spent in completing the previous module and taking the suggestions of TAs. The weekends will be kept free of any deadlines so we can focus on reviews and completing of back logs.

6. LEARNING AND STUDYING PLAN

Group members are provided with their job for rest of the project development process. All of them who are related to coding are supposed start learning required programming languages php, HTML, CSS and Javascript. Members related to requirement gathering are supposed to start making a plan of organizing the phases of requirement collection and

submitting it to the group leader. Members related to documentation are supposed to be familiar with the templates/tools required to prepare an appropriate document. Any further clarifications can be cleared in scheduled group meetings or on our mailing list.

7. ASSUMPTIONS AND CONSTRAINTS

We assume that all the group members will adhere to the decisions taken within the group. All the members will finish the task assigned to them in time. The professor and the mentor will adhere their support.

The only constraint we have is that the user need to have a sufficient knowledge of working with a web browser and should have a good Internet connection. also we plan on making a mobile application on android platform so we assume that user has a smart phone with the required platform.

8. COST ANALYSIS

There is no monetary cost involved as such. The cost of the project is mainly due to human resources and team effort and the software used in the development of the system. the software is available within DAIICT. So mainly we can consider the man hour as the cost of the project.