

# What we planned to do

## Scope:

- Build *Quizically*, a trivia game app supporting BarBar's weekly events.  
Mobile app for iOS + Android with a host dashboard and player app.
- AI-powered question generation.
- Social media integration for marketing.
- Up to 100 concurrent players per event.
- Two-phase prototype development + final production build

## Deliverables:

- Project Charter
- PMP + Requirements Definition
- Design Documents
- Testing Documents
- Ancillary Documents
- Prototype Phase I & II
- Final build and deployment

## Schedule:

Sept-Mar (6-month timeline)

### Major due dates:

- Design: **10/10/25**
- Testing Docs: **10/31/25**
- Ancillary Docs: **11/23/25**
- Prototype I: **12/20/25**
- Prototype II: **1/30/26**
- Final: **3/26/26**

## Budget:

- Total estimated budget: \$150,000
- Includes development (\$11k), marketing (\$4k+), maintenance (\$6k+), salaries (\$90k), AI integration (\$20k)

## Lifecycle and Methodology:

- The project follows the **CDC LITE** phases
- Iterative development with **two prototype phases**
- Continuous refinement

# What Progress We Made (Current State of Project)

## Completed Documents:

- **Project Charter** (finalized)
- **Requirements Definition** (approved 9/28/25)
- **Requirements Traceability Matrix (RTM)** (populated)
- **Product Design Specification** (architecture, UI, DB)
- **Test Plan** (27 pages of full testing coverage)
  - System Testing Test Case
  - Load Testing Test Case

- Unit Testing Test Case
- User Acceptance Testing (UAT) Test Case
- Functional Testing Test Case
- **Project Management Plan (PMP)** revised to LITE format

**In Progress:**

- The team is currently in the planning and design phase, and development has not yet begun.
- All efforts are focused on preparing deliverables required before implementation, including the PMP, Charter, Requirements Definition, RTM, and full testing documentation.
- Architecture diagrams, UI designs, and workflows have been drafted and approved.
- Test cases for Unit, Functional, UAT, System, Regression, and Load testing are complete and ready for execution once coding starts.
- Implementation is scheduled for a future phase; the team is fully prepared for development once approval is received.

## **Any Problems Encountered:**

Because the project has not started implementation yet, we have not encountered any technical issues or coding-related defects. However, during the planning and documentation phase, the team experienced a few normal project-management challenges:

- **Understanding and applying the correct CDC templates**
  - Challenge: Interpreting the structure and expectations of CDC LITE documents (PMP, Charter, Requirements).
  - Resolution: Reviewed course examples, clarified instructor feedback, and revised documents accordingly.
- **Aligning schedules for group meetings**
  - Challenge: Coordinating meeting times among team members with different class/work schedules.
  - Resolution: Established a weekly meeting time and used shared documents for asynchronous work.
- **Clarifying requirement details**
  - Challenge: Ensuring full alignment on host/player features, AI question generation, and performance expectations.
  - Resolution: Used the Requirements Definition + RTM to formalize and confirm all requirements.
- **Document workload distribution**
  - Challenge: Several major documents (Requirements, PMP, RTM, Test Plan, Design) were due within a couple of weeks of each other
  - Resolution: Divided responsibilities and used check-ins to maintain consistency.

## **Lessons Learned**

- We learned that assigning tasks early is important. At the beginning of the project, we didn't divide the work clearly and tried to do everything together, which made it harder to coordinate.
- Because tasks weren't assigned, some members ended up doing more work while others were unsure what to focus on.
- Meeting as a full group every time was difficult, so we learned that smaller task-based teams or individual assignments make the process smoother.
- By the end, we realized that clear roles, responsibilities, and deadlines help keep the team organized and make the work more balanced.