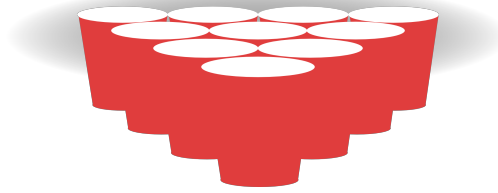


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TEAM PLAN

Plan Stakeholders

List of stakeholders and their roles

- Developers of the application (us)
 - We all desire to create an application that will be widely used by pong players within social groups, whether those be collegiate or professional.
- Players who have accounts
 - People who want to keep track of how good they are relative to their friends on a long term basis. This could be for people to have “bragging rights” or for those who engage in self-reflection to see their performance and/or improvement over time. An example of such a person would be one who would look back to his 4 years of college and expect to see an increase in rating as he/she played more games of pong and gained more experience.
- Players who do not have accounts
 - May have accounts in the future. Games with their phone number and/or email attached will be connected to their account once created to provide an initial ranking (not part of MVP).
- Administrators of leagues and groups
 - Many in leadership positions or who really like the game of pong can be exploited to be administrators of groups - providing quality control measures for free such as approving members into groups. This will also not be in the MVP but will be included in the final implementation.

Resources

List of computational, cost and time constraints

- Computational resources
 - The computation in this app is minimal. We will be hosting on Heroku. If we have more players than we anticipate we have the ability to purchase extra nodes.
- Estimated costs

- We do not anticipate the user load on the site to be too heavy at first. Therefore we think we will be fine with the free plan and we will be able to use all free software and plugins. If this changes we may need to spend more money on the web server.
- We are thinking of using Twilio for text integration so that a user can text a number to register a game. This may cost some money but we have not fully figured out the pricing scheme. This is an optional feature that will be in addition to the mobile site so if it gets too expensive we can limit the number of texts, figure out a pricing model, or find an alternative. We are also looking into alternatives to Twilio such as textit.in.
- Time constraints
 - We have a deadline that is very clearly set out for us in the project schedule.
 - We would like the MVP to be functional enough to gain actual players to test our rating algorithm.
 - As an additional constraint, we want this app to be fully functional and self-supportive by the day we turn it in. We do not want to have to keep running maintenance on this app.
 - Various members of the team will not be in Boston over the course of the project. Members who aren't in Boston will Skype into the meetings and work remotely. This should not affect our work but we thought it was worth noting.

Tasks

List of tasks, expected effort, allocation to team members

Calendar of intermediate and final milestones for tasks

- **MVP implementation** (finish by 11/16/13; due 11/17/13)
 - Layout basic backend
 - Who: Victor, Sessoms, Santhosh
 - Player implementation
 - Leaders: Sessoms
 - finished by 11/14/13
 - Game implementation
 - Leaders: Sashko, Victor
 - finished by 11/15/13
 - Implement ranking algorithm
 - Leaders: Santhosh
 - Agreed on by entire team
 - Great consideration should be placed here
 - finished by 11/16/13
 - Generate simple and easy to use front end
 - Who: Sashko (lead man, delegates work as he sees fit)
 - finished by 11/16/13

- Test
 - All members test their own and each others code by using app
 - finished by 8 pm 11/17/13 (in order to correct any last minute flaws)
- **MVP Demo:** Demo of running app (due 11/18/13)
 - Whole team collaboration in coming up with presentation
 - Presented by Sashko, Sessoms, and Santhosh (Victor will be in California)
- **Design Critique:** 3 slide critique of all design parts (due 11/20/13)
 - Entire team collaboration
- **Revised Design:** updated design (due 11/24/13)
 - Entire team collaboration
- **Code Critique:** 3 slide critique of code (due 12/2/13)
 - Entire team collaboration
- **Final version of code** (finish by 12/7/13; due 12/8/13)
 - Implement Text feature
 - Victor, Sessoms, or Santhosh
 - Polish off Front end
 - Sashko
 - Add extra security
 - All members
 - Remove excess code
 - All Members
- **Final Demo** (due 12/9/13)
 - Worked on and presented by all

Risks

Enumeration of expected risks and their mitigations

- Players may not want their pong statistics and games shared publicly on the internet
 - We will mitigate this using group privacy settings and having a user-centric privacy policy
 - The MVP will have basic privacy controls
- Rankings should be relevant to the person
 - When groups are implemented, a players' rank will be calculated relative to their friends, not people they don't know and probably don't care about
- People might not trust an opaque raking algorithm
 - Post a transparent and clear explanation of the ranking algorithm used and make it clear why each player has the rank that they do by showing how each game contributed to their score
- Casual players might not care about their rank or want to know it at all
 - We plan to add features later to make the game more fun for casual players, such as a handicap system to make games between players of different skill levels more even, and therefore more fun for everyone involved.

Minimum viable product

Identification of minimum viable product for first release

Subset of features to be included

The MVP will allow players to submit games and view their rank relative to all other players. Our hope is to launch the MVP as soon as possible to iterate quickly and have as much actual user input as possible to shape the final product. We will initially limit players to MIT students and members of the wider MIT community to get more detailed information from people we know before a wider launch. Limiting the initial launch also lets us forego the group feature until later. When groups are implemented and launched, all previous players will be added as members of the MIT group.

Features for MVP

- Account creation and login
- Game submission through mobile web interface
- Global ranking of players
- Global feed of games played with usernames of players involved and who won

Issues postponed

- Groups
- Game confirmation by other participants
- Granular privacy control
- Texting/Email features
- Tournaments
- Predicting outcomes of hypothetical games
- Handicap features