

Project Plan for Mobile Museum App

Invalid Read of Size 8

Project Documentation Plan

There are about 10 documents for this project in total and the final documentation will be delivered on 15th April 2018. The table below lists how documentation of this project is planned.

Task Name	Description	Audience	Owner	Start	Finish	Dependencies	Notes
Requirements	This document will specify all the functional and nonfunctional requirements in this app and describe all the functions in detail.	All users	Qian Fang, Rongsheng Zhang, Yan Su, You Lyu, Zhongyu Li	02/02/2018	02/07/2018	None	Updates and additions based on Help desk reporting.
User Story	This document will use an example to specify how users can use each function in this app.	All customers who will use the software. Daily hands-on users for data entry & low-level planning; and for interpretation of reports. Internal customer support personnel.	Yan Su, You Lyu, Zhongyu Li	02/08/2018	02/11/2018	Requirements	Limit initial production quantities, as web-based customer service descriptions are expected to change.
System Architecture	This document will list all the function modules and specify the cooperation relationship among those modules.	Application administrators and developers.	Qian Fang, Rongsheng Zhang	02/08/2018	02/11/2018	Requirements	
Project Plan	This document will include the plan of project documents and that of project code development. Basic information contained in the project plan including task name, task owner, expected date of starting and finishing, dependencies and priorities.	Application administrators and developers.	Qian Fang, Rongsheng Zhang, Yan Su, You Lyu, Zhongyu Li	02/12/2018	02/18/2018	Requirements	
User Cases	This document will specify possible actions when users use the app. It will explain how the system operate and interact with the user for specific user actions.	Application administrators and developers.	Yan Su, You Lyu	02/19/2018	02/22/2018	Requirements, User Story, System Architecture	
Project Status Report	This document will report the status of project development after the completion of Sprint 2.	Application administrators and developers.	Qian Fang, Rongsheng Zhang, Yan Su, You Lyu, Zhongyu Li	04/04/2018	04/04/2018	Requirements	
Users' Manual	This document will specify which services this system provides. It will explain each module in this app and tell the users how to use every single function.	All users of the software: Hands-on users Consumers of output reports Partners Person at client doing customization (reports, interface)	You Lyu, Zhongyu Li	04/12/2018	04/15/2018	Requirements, User Story	Cautions and license terms to be reviewed by Legal.
Developers' Manual	This document will illustrate how this system is constructed and how each module cooperates with each other. This will also include a class diagram to help developers understand how each function is implemented.	Application administrators and developers.	Qian Fang, Rongsheng Zhang, Yan Su,	04/12/2018	04/15/2018	Requirements, System Architecture	

Code Development

The Mobile Museum App project began in early February 2018 and will be finished in middle April 2018. The complete project codes and deliverables will be pushed onto git lab before 15th April.

The entire project will last about 70 days and this period will be divided into 3 sprints according to different requirements and functionalities of the app.

Sprint 1 – Iteration with Database and Items Presentation

Sprint 1 will begin on 19th February and will end on 4th March. The major object of this sprint is to complete the function of interaction with database and item presentation. To be specific, by the end of sprint 1 delivered, the app should be able to get required item information from the database and present the information on the item presentation view.

Task Name	Description	Owner	Start	Finish	Dependencies	Priority
Get data from database	Get specific information from database according to different parameters	You Lyu	02/19/2018	02/20/2018	None	High
Communication between front-end and database	Complete the communication between	You Lyu	02/21/2018	02/22/2018	Get data from database	High
Presentation of data on the front-end	Parse data and present the item information in readable format	Rongsheng Zhang	02/23/2018	02/23/2018	Communication between front-end and database	Medium
User interface design	Design the items presentation view	Qian Fang, Yan Su	02/19/2018	02/25/2018	None	High
Module Integration and testing	Integrate different part of the item presentation function and test the module performance	Rongsheng Zhang, Zhongyu Li	02/26/2018	03/02/2018	Communication between front-end and database, Presentation of data on the front-end, User interface design	Medium
Improve user-friendliness	Improve the user-friendliness of the item presentation module	You Lyu	03/03/2018	03/04/2018	Module integration and testing	Low

Sprint 2 – Exploration, Searching for Items, Random Recommendation, Login, Registration and Logout;

Sprint 2 will begin on 5th March and will be delivered on 2nd April (considering the Spring holiday and midterms). In this sprint, the app should be able to perform functions including “exploration”, searching for items, randomly recommend items, user login/registration/logout. To be specific, the app should be able to prompt information of randomly chosen items on the main view and the user will be able to search for items according to their name or other keywords using the items search module of the app. The app should also allow user to register an account and login/logout to the account to view user-specific information like favorite items.

Task Name	Description	Owner	Start	Finish	Dependencies	Priority
Randomly choose items	Choose a fixed number of items from the database randomly and send their information to the front-end	You Lyu, Rongsheng Zhang	03/05/2018	03/08/2018	Communication between front-end and database	High
Items information presentation	Manage to separate different items' information and display their information in readable format on the front-end	Zhongyu Li	03/09/2018	03/11/2018	Randomly choose items	High
User interface design 1	Design the part of the user interface that will be used to display the overview of the randomly prompted items.	Qian Fang, Yan Su	03/05/2018	03/10/2018	None	High
Items overview presentation	Display the randomly chosen items' overview on the user interface	Qian Fang, Yan Su	03/11/2018	03/12/2018	User Interface design 1, items information presentation	High
Display detailed information 1	Display the detailed information of the randomly prompted items when users click on the image within the item overview	Qian Fang, Yan Su	03/13/2018	03/15/2018	Items overview presentation	Medium
Get items information from database according to different keyword	Get items' information according to user's input keyword	You Lyu, Rongsheng Zhang	03/08/2018	03/16/2018	Communication between front-end and database	High
Display different items' information on the front-end in readable format	Parse the information sent from database, manage it and convert the information in proper format so that it can be displayed on the presentation view	Zhongyu Li	03/17/2018	03/19/2018	Get items information from database according to different keyword	Medium
User interface design 2 and information presentation	Design the user interface to display multiple items as the results of user's search	Qian Fang, Yan Su	03/16/2018	03/18/2018	None	High
Display detailed information 2	Display the detailed information of the randomly prompted items when users click on the image within the item overview	Qian Fang, Yan Su	03/19/2018	03/20/2018	None	Medium

Create account and store user information onto database	Create user's account and perform format, duplication check, then store the user's information onto the database	You Lyu	03/24/2018	03/26/2018	Communication between front-end and database	High
Login/authentication	Perform authentication when the user login in using the registered account information	You Lyu	03/27/2018	03/28/2018	Communication between front-end and database	High
Logout	Log out of user's account and de-activate the views that the user is allowed to see when logged in	You Lyu	03/29/2018	03/29/2018	Communication between front-end and database	Medium
Get account information	Get the user's account information from database and present it in proper format	Zhongyu Li	03/24/2018	03/26/2018	Communication between front-end and database	Medium
Module Integration and testing	Integrate different part of the user account related functions and test the module performance	Zhongyu Li	04/01/2018	04/02/2018	Get information of favorite items, User interface design	Medium
Improve user-friendliness	Improve the user-friendliness of the module	You Lyu	04/01/2018	04/02/2018	Module integration and testing	Low

Sprint 3 – Favorite, History and Ticket Purchasing

Sprint 3 is the last sprint of code development, and it will focus on developing the function of purchasing ticket online. This sprint is shorter in time, it will begin on 6th April and will end on 15th April. The favorite, viewing history as well as ticket purchasing function depend on the completion of user account related functions, so it will begin after sprint 3. To be specific, the user should be able to add items to his/her own favorite items list and view them in the user account page. The app should be able to keep user's browsing history (e.g. the list of items user has recently viewed) and the user should be able to view the list from the user account page. The app should also be able to simulate the ticket purchasing process and keep user's ticket information in his/her own account.

Task Name	Description	Owner	Start	Finish	Dependencies	Priority
Create favorite and history folder	Create user's unique favorite folder and viewing history folder and store it into database	Zhongyu Li	04/02/2018	04/02/2018	None	High
Add items' information to the user favorite and history folder	Add keyword and other information to user's favorite folder and viewing history folder and store them into database	Rongsheng Zhang	04/02/2018	04/03/2018	Communication between front-end and database, Create favorite folder	High
Get information of favorite items/recently viewed items	Get information of the favorite items and recently viewed items from database and convert the information into proper format for display	Rongsheng Zhang	04/02/2018	04/03/2018	Communication between front-end and database	High
User interface design	Design the interface to display the user account information and information of favorite items and recently viewed items	Qian Fang, Yan Su	04/03/2018	04/04/2018	None	High
Add UI features	Allow "favorite" indicating button to allow users add the item to their favorite folder	Qian Fang, Yan Su	04/05/2018	04/06/2018	User interface design	Medium
User interface design	Design the user interface for ticket purchasing and user's ticket information	Qian Fang, Yan Su	04/06/2018	04/12/2018	None	High
Module Integration and testing	Integrate different part of the ticket purchasing functions and test the module performance	Zhongyu Li	04/13/2018	04/14/2018	Embed online payment tool, User interface design	Medium
Improve user-friendliness	Improve the user-friendliness of the module	You Lyu	04/15/2018	04/15/2018	Module integration and testing	Low

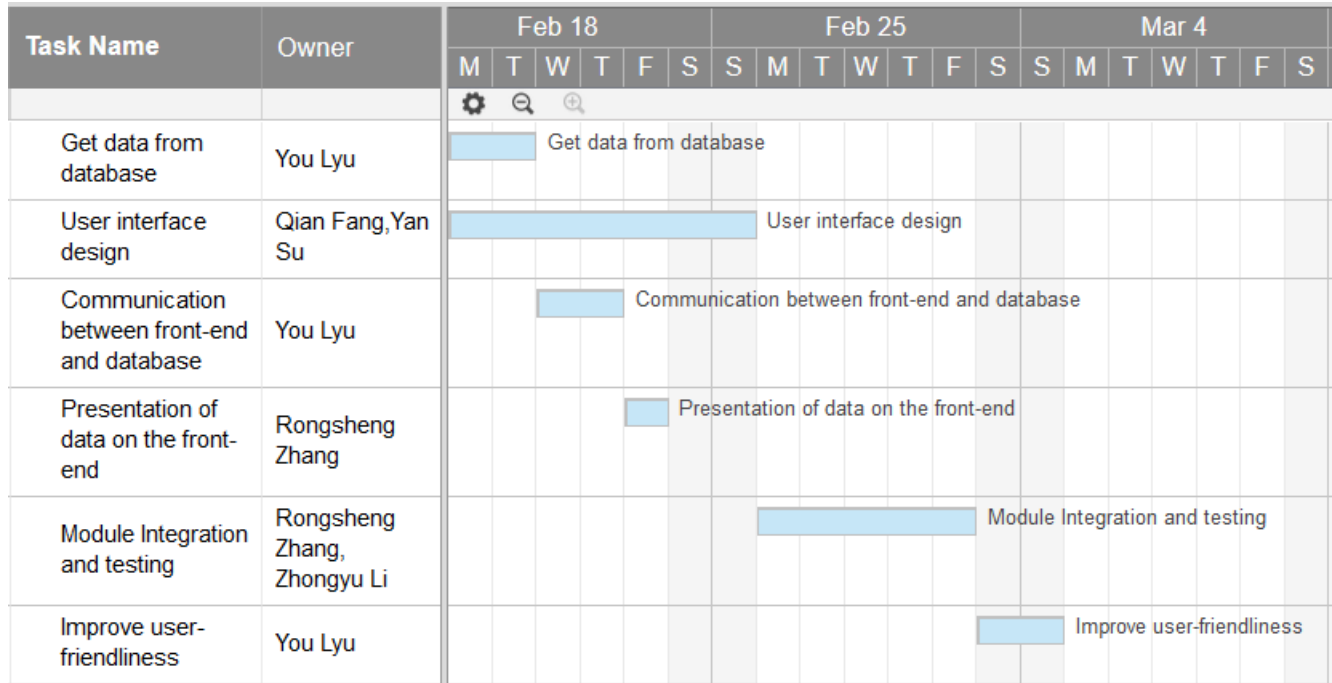
System Testing

After all the functionalities are developed, the last main task is to perform system testing. The testing will begin on 6th April and will be finished on 15th April. The testing will include testing of different modules after the system is fully integrated and testing of the entire system in terms of functionalities as well as performance (timing performance, user-friendliness, etc.).

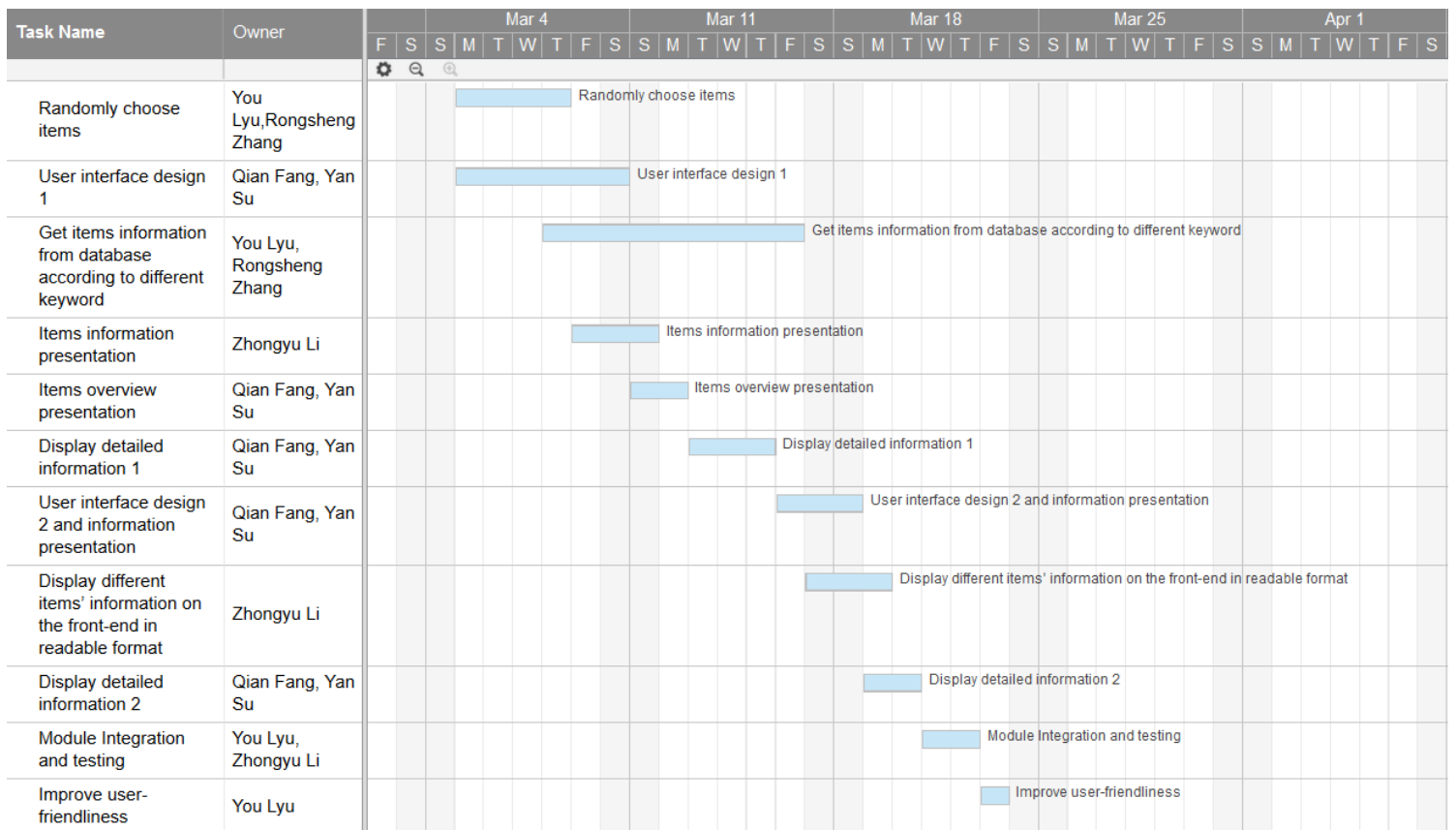
Task Name	Description	Owner	Start	Finish	Dependencies	Priority
Test item presentation functions	Test item presentation functions	Rongsheng Zhang	04/06/2018	04/06/2018	None	High
Test exploration and search items functions	Test exploration and search items functions	Zhongyu Li	04/07/2018	04/07/2018	Test item presentation functions	High
Test user account related functions	Test user account related functions including create account/login/logout/favorite/view account information, etc.	Qian Fang	04/08/2018	04/08/2018	Test item presentation functions	High
Test ticket purchasing functions	Test ticket purchasing functions	Yan Su	04/09/2018	04/12/2018	Test user account related functions	High
Integrate and test the whole system	Integrate and test the whole system in terms of functionalities and performance	Qian Fang, Yan Su	04/12/2018	04/15/2018	Test exploration and search items functions, Test user account related functions, Test ticket purchasing functions	High

Gantt Chart for Code Development Plan

Sprint 1 – Iteration with Database and Items Presentation



Sprint 2 – Exploration and Searching for Items



Sprint 3 – User Account, “Like” and “Favorite” Items

Task Name	Owner	Mar 18							Mar 25							Apr 1							Apr 8						
		S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
<i>i</i> ▼																													
User interface design	Qian Fang, Yan Su																												
Create account and store user information onto database	You Lyu																												
Get account information	Zhongyu Li																												
Login/authentication	You Lyu																												
Create favorite folder	Zhongyu Li																												
Logout	You Lyu																												
Add items' information to the user favorite folder	Rongsheng Zhang																												
Get information of favorite items	Rongsheng Zhang																												
Add UI features	Qian Fang, Yan Su																												
Module Integration and testing	Zhongyu Li																												
Improve user-friendliness	You Lyu																												

Sprint 4 – Ticket Purchasing

Task Name	Owner	Start	Finish	Apr 1							Apr 8							Apr 15							Apr 22						
				S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
			<div></div>	<div><div></div><div></div><div></div></div> <div><div></div><div></div><div></div></div> <div><div></div><div></div><div></div></div>																											
Add user's bank information onto account	You Lyu	18-04-06	18-04-																												
Embed online payment tool	Rongsheng Zhang	18-04-06	18-04-																												
User interface design	Qian Fang, Yan Su	18-04-06	18-04-																												
Test the money transfer	Zhongyu Li	18-04-10	18-04-																												
Update user's ticket information and ticket information of the database	Rongsheng Zhang	18-04-10	18-04-																												
Module Integration and testing	Zhongyu Li	18-04-13	18-04-																												
Improve user-friendliness	You Lyu	18-04-15	18-04-																												

System Testing

Task Name	Owner	Start	Apr 15							Apr 22							Apr 29						
			F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T
			⚙	🔍	🔍																		
Test item presentation functions	Rongsheng Zhang	18-04-16																					
Test exploration and search items functions	Zhongyu Li	18-04-17																					
Test user account related functions	Qian Fang	18-04-18																					
Test ticket purchasing functions	Yan Su	18-04-19																					
Integrate and test the whole system	Qian Fang, Yan Su	18-04-20																					