Project Focused Mobile Planner

1. Business Problem:

* **Objective**: The goal is to make a MAUI application for Android that acts as a daily/sprint-oriented planner with a unique focus on project management. Each project will have its own page with the top 3 goals for the sprint, a daily view and a fill sprint (two- week) view of the tasks and priorities.
* **Target** **Customers**: The application targets professionals and team leaders needing a way to record and track daily priorities across multiple projects.
* **Application** **Utility**: This app fills a critical need for a streamlined, accessible-anywhere tool to track tasks across multiple projects. Most day planners split days into multiple project goals, this application splits projects into multiple days.

2. Existing Gaps:

* **Market Gap:** Currently, there are few mobile project-focused planners that fit this granular niche. Existing solutions either focus solely on daily task management or offer complex project management tools without a simplified daily view. This app will aid technical leaders in managing time across various teams or projects within an agile sprint framework.

3. Software Development Life Cycle (SDLC) Methodology:

* **Approach**: Agile SDLC will be employed, featuring iterative development for continuous feedback, adaptability, and enhanced stakeholder involvement.

4. Deliverables:

* **Stories/Backlog:** Typically using Agile SDLC there will be many levels of task documentation, including Epics or a Product Backlog, a Sprint Log, and User Stories. Since this project is not at a scale that requires Product or Sprint backlogs, the stories will be organized by features, such as “Ability to add a project” or “Add a daily task to a project.”
* **Increment Product:** With each story, a part of the project will be shippable. It may not be feature complete, but it gives the ability to verify functionality with stakeholders and add testing where required.
* **Documentation:** After all Increments are complete, documentation will be created to assist in the operation and maintenance of the application.

5. Implementation:

* **Phases:** Conceptualization, Planning, Execution, Monitoring, and Closure.
* **Outcomes**: A user-friendly mobile application that fills the niche for sprint level project tracking, that helps organize users at a by-project level.
* **Post-Implementation:** An O&M plan (Operation and Maintenance) set in place to provide regular updates and technical support.

6. Validation/Verification:

* **Continuous Integration Testing:** To ensure functionality at each development stage.
* **Code Reviews:** For maintaining code integrity and bug minimization.
* **User Acceptance Testing (UAT):** To confirm each iteration meets user requirements.

7. Development Environment and Resources:

* **Programming Environments:** .NET MAUI, XAML, C#, and SQLite.
* **Costs:** Limited to development time.
* **Human Resources:** Solo developer.

8. Timeline:

* **Milestones:**
  + Structure and Planning: Jan 15 – 22 (1 week)
  + Design Wireframe: Jan 22 – 29 (1 week)
  + Application Development: Jan 29 – Feb 26 (4 weeks)
  + Testing and Verification: Feb 26 – Mar 4 (1 week)
* **Dependencies:** None.
* **Resources:** Single developer for all tasks.