4.1 SDP plan Introduction

This Software Development Plan provides the details of the planned development for the Cornerstone Learn app which provides an application for users of Cornerstone's learning suite

The application is intended to be an extension of the Learning suite that Cornerstone provides. The app allows users to complete learning objects (LOs) on their mobile device. For the development of the app this semester, I have a few milestones that I am aiming to accomplish. The Learn app currently hosts a faulty single sign on system. Around 50% of login attempts fail on the app. The team is aimed at making sure that every customer can access the app at all times. The team needs a new way to collect data on the login of the app. A new offline mode feature will become available in the app soon, and the team is also set on developing this to fruition.

As a product management intern, I am hoping to be able to talk to customers, prioritize user stories, create user epics of my own, and host at least one weekly grooming meeting myself.

4.1.1

- A finished single sign on system Feb 1st
 - The team hopes to have solved all problems with single sign on by February 1st. The goal is to bring our sign on failure count from 50% of attempts, to 0%.
- A completed Offline mode March 15th
 - Developing the Offline mode for the app will hopefully take 3 total cycles of 2 weeks to complete. This includes the ability to download LOs, and launch downloaded LOs with or without a data connection.
- App redesign April 27th
 - The app is undergoing a complete redesign from bottom to top, planned to be completed by April 27th. Each new page must be adapted for all device sizes and types.
- Customer research Continuous
 - As a product management intern, I want to ensure that I am basing my work on what is most important, the feedback from our customers. I have already collected information from customers, however I intend to continue collecting data.
- User Story Prioritization ASAP
 - I would love to be able to organize and prioritize app features at the next grooming meeting that my team has.
- User epic / story generation April 1st

- By the end of this internship I would love to develop a few user stories or epics myself for the team. April 1st should give me enough time to understand what that will entail.
- Leading a weekly Grooming session April 18th
 - I hope to be able to host a weekly grooming session at least one time during this internship.

4.2 Project Resources

4.2.1 Hardware Resources

As a Product Management intern, I will not interact with any of the hardware development resources.

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4.3 Human Resources

As my responsibilities this semester as a Product Management Intern are spread out in different parts, I will explain my seperate responsibilities using different 'Sams'.

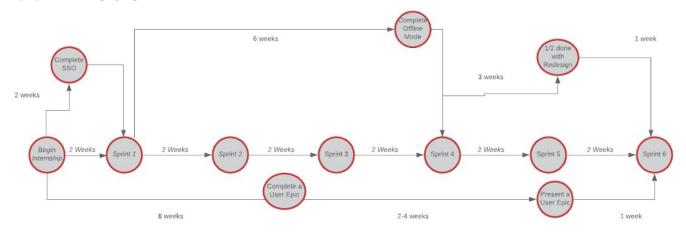
'User Story Sam' - will be responsible for the prioritization of new features on the app each week, searching the backlog and bringing them up during his weekly 1-on-1 with the team PM. He is also responsible for attending each weekly Friday grooming, where he will participate in team conversation and use input for future prioritizations. User Story Sam is also responsible for producing at least one user story epic by the end of the semester.

'Customer Sam' - Customer Sam is responsible for regular contact with Cornerstone customers about the Learn app. This will hopefully clarify User Story Sam's understanding of what features on the app the customers are looking for the most.

'Learn app Sam' - Learn app Sam is responsible for becoming familiar with the Learn app, and discussing the details of each new feature on the learn app going forward. This includes SSO, Offline mode, as well as any future features that may be addressed during my time at Cornerstone.

This section provides schedule information for the Cornerstone Learn project.

4.4.1 PERT chart



4.4.2 Task / Resource Table

As I am the only part of this team, I will be using all resources to complete all tasks per the PERT chart above.

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