Family Book

Project Plan Document

From: Group Family Book

To: Inholland Software House

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# Introduction

# Main Aims

The aim of the Project is to create a web application that will bring families together by integrating a number of modules that will improve the communication and sharing of information within the selected members. We think that we are living in a world where people grow further and further from their roots so this application will bring them closer.

This will occur by:

* Implementing an intuitive Graphical User Interface
* Allowing members to upload and comment on pictures
* Allow members to upload their book collection and providing enhanced search facilities
* Allowing members to use the program to schedule family events and also use it as a personal agenda.
* Facilitate submission of information in an easy way allowing for a better and clear communication.

# Business Context & Stakeholders

In order to understand the project from a business point of view we have to make the stakeholder analysis, the SWOT analysis and the risk register to take into account all the aspects of this project :

## Stakeholders Analysis

**1. InHolland software house**

The project’s success/downfall directly reflects on the company image. They are held responsible for the opinions that the application will create. In case people are not happy with the application it will cause monetary loss and give a bad image for the software house

**2. Project team**

It is our responsibility to create an responsible for creating the application and to get it working and to create it with the professional skill that meets the demands of the software house and that will satisfy the public side of the stakeholders.

**3. End users**

The most important group of stakeholders from the public side. Because we are talking about a web-application. There is little or no money that can be created from the application if the end users do not find the application as a good experience and feel that it can generate something worth while for them.

**4. Advertisement**

A group tightly related to the end users. If the end users are not happy and don´t use the application it won´t be able to get the interest of the advertisers. Thus the company will lose an important source of money. This is the main way of generating money in web applications.

**5. Web hosting**

Important stakeholder to InHolland software house. Must be very reliable, able to handle the traffic that the application causes. This is more important to InHolland since the Hosters reliability is goig to reflect on our product. If there is problems with the hosting the end users will not understand this, but most likely reflect their feelings towards our application.

**6. Public**

Since the application is meant for people of all ages and is a family tool will the public opinion be very important. The guidelines for the content must be very clear. If there is bad publicity will this strongly affect the users of our product and in case of good publicity it will be greatly beneficial to us. The Good public opinion will create free pr. And get more users to try our application.

## SWOT Analysis

**Strengths**

1. Well targeted. The targeting of families is good. The other applications in the field are growing to be more and more targeted only to young people and the users need a lot of experience using those applications. Also they are usually meant as a way to express yourself to the friends you have and so driving away the older people without the knowledge or friends who use the same application.

2. Family orientated. When you start to use the application you can easily create the community around you and you don´t have to build it up by yourself.

3. Easy access. All you need is a computer and you can easily be in touch with your family. You can keep easily in touch with members that you don´t see every day.

4. No distractions. The other applications in this field don´t give you this closed user groups, which leads to a huge flood of information. Here you are bound to know everyone. There won´t be a situation where your family members site is filled with information and posts from people you don´t know.

5. Family values. In this day and age there is more and more talk about how people don´t communicate as a whole family and the application is trying to fix this problem. grow rapidly to become too large or too complex to use.

**Weaknesses**

1. Competition: Are people who use MySpace, Facebook and MSN messenger willing to try or change to a new application. By nature most people try to resist change.

2. Image: We don´t have a readymade image and building the image takes time. Can we get enough publicity so that people know that there is this kind of an application.

**Opportunities**

1. If people generally accept our application will there be a rapid growth since it is a family application. The users will get their family members also to use our application.

2. Branding. In successful cases these kind of application get a strong brand very fast, because of the jungle drum phenomenon. This is far quicker, efficient and cheaper than building a brand by only advertising.

**Threats**

1. The giants. We are a no name application at the start. This means that more known applications (like Facebook, MySpace) can spot our idea and add the same kind of content to their own applications. Thus eliminating the need for completely new kind of application..

2. Security. If the security of our program is breached people will probably get upset, because they share information about themselves and their families. We can assume that there would be a huge uproar if people found out there has

## Business strategy

These are the main points that we are going utilize in marketing our product.

1. Our main target is the young consumers. This way we can get to their families. The idea is to first get the young people to use our application so that they can later on tell their families about it and to get their families to start using also the application.
2. Making sure that people understand that we offer this tool to be used to improve family communication.
3. Easy to use. Making sure that the application is easy to use and easy to be taught. This way we can make sure that even older people can access the application and be sure that it fills the meaning for what it was designed.
4. Variety of languages. Building a wide variety of languages starting from the Countries where we are targeting most. Meaning the countries that have strong family bonds like Italy, Spain, etc.
5. Features. Making sure that we inform the consumers about the features, how they work and what added value they provide compared to the competition.

# Development Process Information

## Introduction to development process information

In the following section the development process will be discussed. Moreover, for each cycle we will describe what the requirements are, what we are going to do to achieve those requirements, what the testing will be and what will the roles of the members be.

## Iterations

In the development process there will be two iterations of four weeks and another iteration of three weeks. The first cycle will concentrate on finishing of the key functionality of the application, the second one on adding needed functionality to the result off the first iteration and the third one will result mainly on interface design, usability, testing and bug fixing.

### Iteration 1

#### Requirements

The requirements for this iteration are to have a system which has the following functionality:

|  |  |
| --- | --- |
| Fucntionality | Description |
| Login/Register functionality | A user must be able to register and login in the system. |
| Establish family relations | A user must be able to establish relations with other families |
| Library functionality | A user must be able to request books from his relatives |
| Photo gallery functionality | A user must be able to add photos in albums and view other families photos |
| Events functionality | A user must be able to create events and invite other users |

#### Design

The following schedule was made for the four weeks of the cycle:

|  |  |
| --- | --- |
| Week | Goal |
| Week 1 | -Setup development environments on all members |
|  | -Collect examples of related system and make notes about flow of control and application design |
|  | - Have sessions on setting conventions, using version control systems, and ASP.NET MVC |
| Week 2 | Database design of functionality in this cycle  -creating of database  -defining date access layer |
| Week 3 | Family relations functionality – create interface for adding/editing/removing a family relation  -create server side mechanisms to create/edit/delete family relations |
|  | Login and register functionality – create interfaces and server-side mechanisms |
|  | Photo gallery  – create mechanism to upload/delete photos |
| Week 4 | Photo gallery  -organize photos into albums  -add effects to photo gallery, commenting on photos and sorting |
|  | Events functionality  -create/edit/remove events interface and server side mechanism  -invite users to events functionality |
|  | Library functionality  -create interface and server side mechanisms to request a book from other users |
|  | Testing |

### Iteration 2

#### Requirements

The requirements for this iteration are to have a system which has the following functionality:

|  |  |
| --- | --- |
| Functionality | Description |
| Privacy over content | -allow users to choose who they want to share their content with |
| Notification | -Functionality to notify users in any of the following events:  ---photo added to a user that is related to the current user  ---events and invitations  ---blog articles written |
| Library functionality | Finishing library module functionality  -book commenting and recommending  -adding of book lists to system |
| Blog | A web log functionality should be present to the system where users will be able to write articles |
| Newsletters functionality | A user should be able to write newsletters and send them to other users |
| Extending system functionality | A low priority extension for this cycle is to be able to register as a user of different groups(families). |

#### Design

The following schedule was made for the four weeks of the cycle:

|  |  |
| --- | --- |
| Week | Goal |
| Week 5 | -Start implementation of privacy over content |
|  | -Create interfaces to able to create privacy lists and notification lists |
|  | - build server side mechanisms to send notifications to separate users |
|  | Start on library functionality defined for this module |
| Week 6 | Finish privacy over content implementation and notifications implementation |
|  | Finish library functionality implementation |
|  | Start with implementation of a blog |
|  | Start with implementation of sending and receiving newsletters |
| Week 7 | Finish blog functionality, library and notification functionality |
| Week 8 | Create or implemented third party created client side like an outlook-like calendar for events, photo gallery controls and plug-ins for viewing photo galleries and albums, etc |
|  | Testing |

### Iteration 3

#### Requirements

The requirements for this iteration are to have a system which has the following functionality:

|  |  |
| --- | --- |
| Functionality | Description |
| User interface design | Create a theme for the application |
| Finishing up low priority or unfinished functionality from last iteration |  |
| Extensive testing and bug fixing |  |

#### Design

|  |  |
| --- | --- |
| Week | Goals |
| Week 9 | -Start designing a theme for the website  -Start implementation of styling for the website |
|  | Finishing up unfinished functionality |
| Week 10 | Finishing up design, styling and client side |
|  | Testing and Bug Fixing |
| Week 11 | Testing and Bug Fixing |

## Testing

At the end of each iteration a testing document will be created with test scenarios corresponding to the functionality implemented in the iteration. Moreover, in the last cycle members of the team will be appointed to only testing and bug fixing during this iteration.

## Roles

For the moment roles in the exact iterations have not been established. The reason is that we would like to see after the first week of the first cycle what preferences will members show and then the list will be updated.

Currently the roles can be set as follow:

|  |  |  |
| --- | --- | --- |
| Member | Role | Responsibilities |
| Stan | Developer, MVC Discussions and meetings leader | -Developer  -Provide information and share knowledge in ASP.NET MVC through weekly meetings |
| Hatem | Developer | Developer |
| Gabor | Developer, Database Administrator | -Developer  -Make sure that the database provides connectivity, make sure that two databases are present with the same structure – production and development |
| Sergio | Developer | Developer |
| Henry | Developer | Developer |

# Hardware & Software Information

The typical web application requires a web server to run on with a database server. Furthermore, for the development of the project we will also need a platform to develop the application on. Here are the hardware and software requirements we have for the realization of the project:

### Hardware

The server where the application will be installed is located in a datacenter in France, with an 100mbit line and unlimited traffic. This server was built using Intel’s Architecture and hosts a Core 2 Duo E7200 processor with 1GB of ram and 20GB of hard disk space.

### Software

The application will be developed using the following technologies:

* Database server – SQL Server 2008
* Programming tool and language – ASP.NET MVC framework with C# and Visual Studio 2008 Team edition

For the development and staging the application we will require the following software:

* Visual Studio 2008 Team Edition – application development environment
* ASP.NET MVC framework – a add-on for the .NET framework that will support MVC development
* MSYSGIT – version control system
* SQLServer 2008 – database server for development and staging
* Windows XP - development
* Windows 2003 Server – staging the application
* GENE6FTP – ftp connection with the remote server
* JQuery – JavaScript library

# Literature

The literature which will be using to help develop this project can be divided into two categories - books and websites. This list for now includes only books and articles related to ASP.NET Model View Controller. Furthermore, this list will be updated with the development process.

1. **Books**

* **Beginning ASP.NET 2.0 with C#**

By Wrox - ISBN: 9780470042588

* **ASP.NET MVC 1.0 Quickly**

By Maarten Balliauw - ISBN 9781847197542

1. **Websites**

* <http://www.asp.net/mvc/learn/>
* <http://stephenwalther.com/blog/archive/2008/10/17/a-guide-to-learning-asp-net-mvc-beta-1.aspx>
* <http://msdn.microsoft.com/en-us/magazine/cc337884.aspx>

# Deliverables

## Project documents

The following documents will be submitted during the project:

* Project proposal
* Project plan
* Business context – part of project plan

## Testing documents

On each cycle a testing document will be created with scenarios to test and results whether tests were successful. Those documents will be submitted at the end of the project.

## Logbooks

Weekly logbooks will be submitted with the activities of the members for the last week.

## Presentations

Presentations during the process of realization of the application will be given on the following topics:

* Project plan
* First Iteration
* Second Iteration
* Final Presentation

## User guides

Help functionality will be included in the web application to guide the user in each aspect of the application. The help functionality will be built in the application in the form of tooltips, tips & suggestions and help on the most complicated aspects.

## Application

At the end of the project development process an application will be submitted and presented which will meet all aims and requirements set in this document.

# Conclusion

In this documented a project plan was outlined for the application to be developed. Of course, during development a lot of issues and problems may arise of technical or social levels. However, what this document provides is an outline to follow a set of rules and schedules during development in order to minimize risks of such occurrences.