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**Project plan**

LET’S GET HOT! (LeGeT)

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### 

The following Project Plan has been accepted and approved by the following:

**Application Name:** Let’s Get Hot! (LeGeT)

**For Information:** Dr Muhamad Razib Bin Othman

(Lecturer of Software Engineering)

**Project Title:** Let’s Get Hot! Application Development

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Signature Date

Dr Muhamad Razib Bin Othman

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# REVISION HISTORY

|  |  |  |  |
| --- | --- | --- | --- |
| **Author** | **Date** | **Reason Due to Changes** | **Version** |
| Developer Team Members | 18/03/2016 | None | 1.0 |
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# INTRODUCTION

## Background Information

As people who are regulating a healthy lifestyle are more responsible for managing health information including their food intake, water intake, workout, exercises and sports. Therefore, health information technology (health IT) application could help them to simplify, manage and control their information electronically to improve their health.

Health IT application is an application program that offer health related services for smartphones or tablet PC. It also refers to software, hardware and Web-based applications that enables the users to take part in their own health care via electronic means.

In this high developed information technology era, the health IT applications are being created in several platforms such as the Web, smartphones, and personal digital assistant. The purposes of these applications are including assisting self-management through reminders and educational prompts, handling true data of user’s health condition and combining as well as storing personal health information in accessible software. The health IT applications also can integrate and gather the data from all kind of health care resources, thus they are useful and convenient.

According to Jimison et al [1], the health IT applications differ to the degree with which they integrate information about the users in the application itself and the degree to which they provide recommendations back to users. There are several kind of health applications that available in public, such as self-management systems, electronic personal health records and peer interaction systems. The self-management systems provide a timely response to data about the current status of users. Some applications even could monitor the transmission of data like heartbeat per minute or blood pressure. For the electronic personal health records, it is computerized record of health information of an individual that recognized interoperability standards and can be extracted from variety sources when managing by the individual. Meanwhile the peer interaction systems increase the perceived peer support then enhance the personal outcomes. With media like discussion group and online forums, the users can exchange information with other users about health knowledge.

As general, the Let’s Get Hot! is an application that highlighting the healthy lifestyle, helps the users in maintaining a balanced diet according to pyramid food structure and also engaging in fitness activities. This application could lead the users with conscious decision that healthy living ensures a longer life span and free of diseases.

In conclusion, Let’s Get Hot! project will be developed and initiated by LeGeT team for only one goal, health.

## Project Justification

* Creating *one stop centre* – Let’s Get Hot! application is needed for forming a centred repository that satisfying the needs of workout instructions, BMI calculator, water daily intake advisor and healthy food suggestions as well as pharmacy locator.
* Accelerating the spreading of health ideas – Let’s Get Hot! application is needed so local people could promote the application rapidly and openly, easily to be referenced and obtained regarding the knowledge of exercises and workout furthermore they can exchange and discuss the ideas to benefit each other.
* Raising the atmosphere of having healthy lifestyle - Let’s Get Hot! application is needed for helping Malaysians as reference that supporting the correct ways to do workout, simple steps to do exercises, enabling the nation to highlights the importance of having healthy lifestyle.
* Generating the scientific health knowledge as worldwide - Let’s Get Hot! application acts as catalyst that measuring quality and defining standard for health so it is competitive with international application, parallel with aspiration of UTM as World Ranking University and nation mission of achieving Wawasan 2020.
* Generating earnings - Let’s Get Hot! application generates alternative earnings to nation and UTM through sale activities from closed collection materials and advertisement.
* Promoting nation designs - Let’s Get Hot! application accelerates the process of promoting the local designs to global level, hence enriching the patent income and copyright of nation. It also encourages Malaysia community to be engaged in technology and be creative.

## Project Advantages

* Making the process of obtaining healthy lifestyle easier, benefits to the future generation.
* Acting as reference to workout instructions, BMI calculator, water daily intake advisor and healthy food suggestions as well as pharmacy locator.
* Making the management of exercising and workout easier and catalyses the process of calculating, analysing and obtaining data regarding to health such as calories intake, volume of water intake and steps to workout.
* Reducing the laziness of nation people or UTM students, it helps the application users to keep fit and reminds the users to do exercise.

## Project Approach

* Let’s Get Hot! will be produced using iterative, agile and custom-based methodologies, hence ensure Let’s Get Hot! application could be conducted modularly, phase by phase and rapidly, it would be more flexible, low risk, easy to implement and organized, furthermore it obeys the rules from UTM.
* There are 3 verses in Let’s Get Hot! as following:
* Let’s Get Hot! verse 1 (execution Phase 1) – including the BMI calculator.
* Let’s Get Hot! verse 2 (execution Phase 2) – including the pharmacy locator.
* Let’s Get Hot! verse 3 (execution Phase 3) – including the workout instructions, water daily intake advisor, and healthy food suggestions.
* However, in 2 months, only 2 phases will be conducted which are Phase 1 and Phase 2. In the period, the system will be released 3 times:
* Let’s Get Hot! version 1.0 – demo release at 27/03/2016 for testing purpose.
* Let’s Get Hot! version 2.0 – limited release at 17/04/2016 for achieving UTM society.

## Individual Contact

Organization Name: LeGeT

|  |  |  |  |
| --- | --- | --- | --- |
| **Position** | **Members’ Name** | **Phone Number** | **E-mail** |
| Director | Mohd Hakimi Iqmall bin Mohd Zolkifly | 011-12734403 | [hakimi08336@gmail.com](mailto:hakimi08336@gmail.com) |
| System Analyst | Afif Wahdi bin Mustafa | 011-19972152 | afif\_mus13@yahoo.com |
| Front-End Developer | Amirah binti Adnan | 012-4106104 | myradnan1710@yahoo.com |
| System Architecture | Amy Natasha binti Abdul Rashid | 017-6403715 | amynatasha9@gmail.com |
| Back-End Developer | Yap Yoong Seng | 016-3752008 | yoongseng\_yap@outlook.com |

# MISIONS AND OBJECTIVES

“Let’s Get Hot” Mission: Getting our application known and attract more user. This application is going to have lots of good reviews from the user. We also hope that our user know how to engage with the application and do perform the action that we envisaged them to do. We are going to certify that the application can become an addictive tool that people can rely on. We want to drives more loyalty from the user. Encourage user to get fit, stay healthy, lose weight and stay motivated to achieve their goals by the help of the application.

“Let’s Get Hot” Objectives:

* The application has to be convenient and easy to use.
* Creates new revenue stream with ultimately more profits.
* Reduces times and costs for the development of the application.
* To have a good customer services and always improvise it.
* The application must be a user friendly so that user can communicate with it comfortably and suitable for all ages.
* We have to make sure all the instructions and tips provided must be very clear and safe to practice.
* Creates a free application but still can furnish user with outstanding layout and services.

# SCOPES

## Functions of “Let’s Get Hot” Application

* Provide exercise routines – we include several type of exercises, home workout such as bicep curls, bent over row and shrugs.
* Timer – for each type of exercise, timer will assist user with the amount of time needed to accomplish the exercise. Example; user has to do jumping jack within 60 seconds. So when the 60 seconds finish, timer will alarm the user.
* Water reminder – this will remind user of water intake per day according to the needs of their body. User will also have to put a tick against the water they have taken whether in litre, millilitre.
* Height and Weight – user will have to insert their body weight and height.
* Body Mass Index (BMI) check – from the height and the weight of the body, this application will accommodate user to calculate their BMI and examine whether it is an ideal BMI or not or is it obesity and else.
* Healthy foods menu – on this chapter, we will issue the user with healthy foods along with the recipes. We will also provide user on what type of food can they take when they are practicing a healthy diet.
* Pharmacy locator – we will equip user with the lists of nearby pharmacy store together with the address and the route with the help from GPS.

## Publication Policies

* “Let’s Get Hot” application will classify the collection as an open resources or closed (limited to certain period or permanently).
* Only the information will be provided excluding the contents of previous edition.
* Web crawlers or any other automated system will not be allowed to collect the ingredients contained in the storage whether it is in a group or in a large quantities.

## Intellectual Property

* All materials contained in storage remain the property of the “Let’s Get Hot”.
* If there is consent of ownership between the developer and UTM , it has to refer to the agreement signed between both parties.

## “Let’s Get Hot” Resources

* “Let’s Get Hot” materials consists of information regarding on workout routines and some guidance on health such as healthy food suggestion.
* All materials that has been stored in the “Let’s Get Hot” application will be categorised as :
* Opened collections which the contents can be view by user. They can also download it for free without any restrictions.
* “Let’s Get Hot” activities include all documentation such as cataloguing, classification and additional information as well as services such as search and notifications. All these activities will be implemented through the interface of the application.

## Software Technologies

* The technology will be object-oriented so that it can allows for :

1. Any defection or malfunction to the system functions can be repair quickly.
2. Any additions or modifications to the system functions and workflows can be easily scaled.
3. Controlled the minimum of the cost.

* The level of technology architecture is based on these 3 fundamentals which are flexible, low risk and can be easily installed and maintained.
* With the use of these softwares:
* Operational system : Red Hat
* Web server – Apache Tomcat; but it has to be shaped so that it will be easier to move it to Jboss platform.
* Database – MySQL; but it has to be shaped so that it will be easier to move it to Oracle data platform.
* Repository and version control – CVS.
* Project management – dotProject.
* Affair management – Jtrac.

## Standards

* “Let’s Get Hot” application will be design and develop by referring to W3C and Web 2.0 technologies to make it more flexible, interoperability, extendibility and accessible.

## Out of Scope Details

* The collection of information and materials will be incorporated into the “Let’s Get Hot” application.
* Transferring process of “Let’s Get Hot” application to Jboss and Oracle database platforms.

# MILESTONE

## Milestone and Project Output

|  |  |  |
| --- | --- | --- |
| Milestone | Output | Due Date |
| Project Management Plan (PMP) | * Agreement Sign-Off * Project Vision and Scope Document * Project Plan Document | 20/03/2016 |
| Mockup version1.0 and Software Requirements Specification (SRS) | * Software Design Document * Mock-up System version 1.0 * Software Requirements Specification | 27/03/2016 |
| 2-Day Training on Mobile Application Development | * Determining Inputs, Tools, Techniques, and Outputs | 16/04/2016 -  17/04/2016 |
| Mockup version 2.0 and Software Design Document (SDD) | * Mock-up System version 2.0 * Software Test Report | 17/04/2016 |
| Application and User Acceptance Testing (UAT) | * Software Deployment Report * Maintenance Level Agreement Sign-Off * Submission of Source Code and Related Documentations | 02/05/2016 |

## 

## Performance Measurement

| Activity | Output | Performance Measurement |
| --- | --- | --- |
| Planning | Agreement Sign-Off  Project Vision and Scope Document  Project Plan Document | Documentation is finalized and confirmed at the latest on 20/03/2016. |
| Requirements | Software Requirements Specification | Documentation is finalized and confirmed at the latest on 20/03/2016. |
| Design | Software Design Document  Mock-up System | Documentation is finalized and confirmed at the latest on 27/03/2016. |
| Prototype | System Version 1.0  Software Test Report | Mock-up system version 1.0 is released for testing at the latest on 03/04/2016.  Documentation is finalized and confirmed at the latest on 03/04/2016. |
| Improvement & Implementation | System Version 2.0  Software Deployment Report | Mock-up system version 2.0 is released for testing at the latest on 17/04/2016.  Documentation is finalized and confirmed at the latest on 17/04/2016. |
| Training | User Manual  Administrator Manual | Complete training for a group of users and system administrators at the latest by 02/05/2016. |
| Support | Maintenance Level Agreement Sign-Off  Submission of Source Code and Related Documentations | Documentation is finalized and confirmed at the latest on 02/05/2016. |

# ASSUMPTIONS AND RISKS

## Project Assumptions

* We will create a mobile application related to healthy lifestyle.
* A mobile application that guide user how to do workout correctly by providing steps to practice all type of exercises.
* We will produce an application that can calculate Body Mass Index (BMI) together with the rate of water consuming by each people per day according to their BMI.
* We also provide functions like healthy food suggestions and pharmacy locater in our applications to ease for user to find any information about food and the nearest pharmacy from the user current location.
* We hope that we can get as many as information in order to produce the mobile application.

## Risks Management

|  |  |
| --- | --- |
| **Process** | **Activity** |
| Identify Objective | Determine the scope of work and plan the project's success. This is done by determining what needs to be achieved as well as determining the risk that expected to occur in the future. |
| Identify the Risks | Identify activities that lead to risk, uncertainty and obstacles that may affect the project and avoid the group members from achieving an objective. |
| Analysis the Risks | Analyse the risk and determine the priorities and the level of risk, uncertainty and the frequency of occurrence including the effect. |
| Reaction | Determine how group members need to respond to risks that have been identified, as well as the approach to be taken to eliminate the risk. |
| Controlling the Risks | Risk control function is implemented in a risk management plan. This may involve training for group members and communicate with all stakeholders. Assessment and control from all the level of risks on an ongoing basis is important, especially in a work environment that is constantly changing. |

## Risks Appraisal

| **Risks** | **Probability to Happen** | **Impact** | **Strategy** |
| --- | --- | --- | --- |
| Aggressive project timeline | 25% | 3 | Provide regular status reports to communicate any risks to timeline. Closely monitor all project milestones. Adjust resources to meet timeline or implement a change control to modify timeline. |
| Resistance to organizational change | 50% | 3 | Develop an organizational change management strategy. Redefine job descriptions and communicate all modifications to those affected. |
| Lack of acceptance of reengineered business processes | 50% | 3 | Develop a clear communication and organizational change strategy. Identify and involve related stakeholders. |
| Training and roll out challenges | 25% | 2 | Develop a comprehensive training and testing strategy. |
| Timely acquisition and installation of non-production and production environments | 50% | 2 | Work with infrastructure team to procure and install all hardware and software. |

Impact: 1= low

2 = medium

3 = high

# OBSTACLES

## Project Obstacles

* Budget approved is limited without the provision of hardware, consultation charges and contingency university
* Materials that do not have a copy in electronic form to be scanned is the unknown number. Similarly, materials with incomplete information where it needs to be reviewed and approved in advance

# Project Management Approach

## Leading Committee:

| **Matric No.** | **Name** | **Telephone No.** | **Email** |
| --- | --- | --- | --- |
| A14CS0168 | Mohd Hakimi Iqmall Bin Mohd Zolkifly | 0111-2734403 | hakimi08336@gmail.com |
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## Changes Management

Here are the steps that will be implemented to address any changes or issues that occur:

**Step 1:** As soon as a change which impacts project scope, schedule, staffing or spending is identified, the Project Secretary will document the change.

**Step 2:** The Project Manager will review the change and determine the associated impact to the project and will forward the issue, along with a recommendation, to the Steering Committee for review and decision.

**Step 3:** Upon receipt, the Steering Committee should reach a consensus opinion on whether to approve, reject or modify the request based upon the information contained within the project agreement and requirements, the Project Manager’s recommendation and their own judgment. Should the Steering Committee be unable to reach consensus on the approval or denial of a change, the issue will be forwarded to the University Executive Committee, with a written summation of the issue, for ultimate resolution.

**Step 4:** If required under the decision matrix or due to a lack of consensus, the University Executive Committee shall review the issue(s) and render a final decision on the approval or denial of a change.

**Step 5:** Following an approval or denial (by the Steering Committee or University Executive Committee), the Project Secretary will notify the original requestor of the action taken. There is no appeal process.

**Change Request Form**

|  |
| --- |
| **Project Title :** |
| **Project Manager :** |

|  |  |  |  |
| --- | --- | --- | --- |
| **Change Request** | | | |
| **Requested by:**  **Phone:** | **Request Date:** | | **Change request No.:**  **(assigned by PMO)** |
| **Module/Area** | | **Priority ( High, Med, Low)** | |
| **Description of Change (reasons for change, benefits, date required)** | | | |
| **Estimated Cost and Time to Implement** | | | |
| **Priority/Constraints (impact on other deliverables)** | | | |

|  |
| --- |
| **Change Evaluation** |
| **What is Affected** |
| **Work Required (resources, costs , dates)** |

|  |  |  |
| --- | --- | --- |
| **Change Approval** | | |
| **Name/Signature** | **Accepted**  **Rejected**  **Deferred** | **Date** |

## Meeting Planner

On this phase all developers have to update their work every end of the week. Here are the things that will be implemented for the Meeting Planner:

* Make a group meeting once a week
* Update meeting log
* Weekly report of the project status
* Work to do list
* Overall status of the project