

UMO Senior Project : Project Plan

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Overview:

This product is an audience survey application, which shall interact with mobile communication devices, such as cell phones. It shall be utilized by a variety of people, including students in a classroom setting or anyone in a presentation.

The system shall be primarily web-based and will be accessible by using a phone's web browser, as well as allowing possible support for text message communication. However, more sophisticated mobile devices may have enhanced client access and functionalities. The system shall allow presenters to display questions, gather audience input from mobile devices, and produce a chart of results.

Goals and Scope:

The standard World Wide Web service is the predominant solution to this problem. Older phones may communicate with the system using SMS technology. Advanced clients for special mobile devices may be developed as time permits. OpenID technology shall be used to identify users to the system so that results may be gathered. Ease of use and compatibility shall be the primary driving concepts for the project.

Deliverables:

Product backlog, sprint backlog, burn down chart, and a working high level prototype for that particular sprint.

Risk Management

- Risk: Team member's absence
 - o Mitigation: Other team members pick up extra roles and re-delegate tasks accordingly. Each team role has a back-up team member that will assume the role of any absent team member.
- Risk: Unfamiliar technology and platform
 - o Mitigation: Team members will do comprehensive research on domain analysis as well as the requirements to get a thorough understanding of the problem domain and the technologies associated with it
- Risk: Falling behind schedule
 - o Mitigation: Team leader will keep the project on the scope to prevent gold plating. Also, there will be status update meetings 3 times a week to ensure that the project stays on schedule and tasks done on-time.

Metrics

- Defect Removal Effectiveness: The rate at which bugs are discovered and removed from the system (should be obtainable from the bug-tracking tool). This metric will help the team figure out which defect removal methods work well and which ones do not. It may also identify problem areas that may need to be redesigned cleaner.
- Burndown/Slippage chart: This will monitor the tasks that are on-time and the ones that are slipping behind. This will help the project to stay on-track. A slippage may also indicate tasks that may need to be split further into more tasks for more work efficiency.

Scheduling and estimates

The first three weeks of the project will be focused on research and development. During this time domain research will be done in order to get a better understanding of the project and help us determine

what technologies might be appropriate. Initial communication will be had with the project sponsor in order to get a better understanding of the requirements and clarify any questions we might have.

Starting in the fourth week, we will begin our sprints, as described by scrum. Each sprint will last two weeks and we will choose a subset of the items from the product backlog to work on during the sprint. This cycle of two week sprints will continue for the rest of the project.

Implementation will be finalized two weeks before the end of the project. The remaining time will be used for bug fixes, deployment and the presentation of the final product.

Schedules, backlogs, and metrics will be used collaboratively to track progress. Schedule changes must be approved by all members of the team and the product owner.

Methodology

SCRUM is the methodology that the team shall use. Development environment is currently still a subject of debate; however, a few tools (not exhaustive list) that may be used are Eclipse, Visual Studio, Trac, and Subversion.

The sprint and product backlogs are to be the main primary artifacts produced. However, this document, along with SRS, schedules, architecture design, test plan, as well as metrics listed above will be used and maintained throughout the project. These documents will reflect and support the product and sprint backlogs.