

# Team News Robots

DISCLAIMER: This is a living document therefore not all the sections are completed.

## Table of Contents

[Overview](#)

[Goals and Scope](#)

[Deliverables](#)

[Risk Management](#)

[Scheduling and Estimates](#)

[Measurements and metrics](#)

[Technical Process](#)

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## Overview

Newstex LLC provides news stories from thousands of sources (newspapers, publications, experts, government officials, etc.) and provides these news stories in the form of digital content to clients. Since it is expensive to build mobile applications in house, companies tend to outsource them. This is where Newstex comes into play, they've come up with a less expensive alternative to this problem. Newstex creates a customized application for each client without it costing an arm and a leg.

When a new client begins using Newstex, a derivative of the Newstex application is deployed for that customer that is tailored to their functional needs (feed contains information of interest) and usability needs (app design suits aesthetic needs, and usage patterns). Then these clients users have an amazing news application where they can customize their news feed to their particular interests. All this is provided to them via an information feed from within a Newstex application. There are a lot of features that are possible to include in these Newstex applications that include social media sharing and special searches that can be saved. Currently, Newstex targets clients with iPhones and iPads to provide content. The goal of this project is to create a native Android version of the Newstex application that can be configured and deployed in a similar manner.

Since Android has become the worlds most used mobile operating system Newstex's need for an Android application has presented itself. The application will have to be able to support both Android phones and tablets. The earliest supported version of Android that will need to be supported is Gingerbread, as long as it doesn't cause any issues. If Gingerbread does present itself to be a problem then the earliest supported version of Android that will be supported is Ice Cream Sandwich.

As far as scheduling for the project goes there will be eight 3 week sprints. The deliverables for each sprint are not known yet but these numbers seem appropriate based on how many weeks will be available to work on the project. There still is no architecture for the application so the sprints are not planned out yet.

The team as a whole will split up work evenly. All of the development will require coordination between all the team members since many of the portions of code will need to talk with each other and we need to have common objects and naming conventions across all the portions.

## Goals and Scope

The intent of this project is to create a prototype Android equivalent of the *Roll Call* iPhone application for smartphones. The application should also function on Android tablets. The major goal is to create a working prototype that can demonstrate the most important features of the application to customers, thus assuring them that progress is being made toward an Android version of the Roll Call application.

A supporting goal to creating the application is the design and implementation of an Android *HangerKit* library. This library will be responsible for providing an interface between the Newstex web service and Android clients that can communicate with the service and translate responses into Java objects.

Creating a tablet-optimized derivative of the application that leverages the additional screen real estate differently than the smartphone counterpart is out of scope.

### **Features to be Included (in scope)**

- Viewing story
- News Feed
- Searches
- Options Menu
- Gestures

### **Possible Features to be Included (out of scope):**

- Alerts
- Social Media
- User Accounts (all features that go along with that)
- Advanced Customization (Themes)
- Tablet View

## Deliverables

- Project Plan
- Risk Management Document
- Project Website
- Architecture Documents
- Release 1
- Release 1.1
- Release 1.2
- Release 1.....

## Risk Management

See [Risk Management Document](#)

## Scheduling and Estimates

Scheduling will be refined as the project scope and timeline becomes more clear. As stated earlier in the Overview section there will be seven 4 week sprints. As far as what features and parts of the application will be in what sprint is unknown. Once the architecture is more fleshed out this section will be updated.

See [Sprint Plan Document](#)

## Measurements and metrics

Because our chosen process is Scrum, we will be using story points, coupled with an issue tracker known as Chili (hosted by Newstex) in order to estimate progress. Our story points will correspond directly to hours, as this is the metric supported by our issue tracker. We will generate a burndown throughout each sprint which will allow us to observe progress toward completing all items within the sprint and will help us to adjust the number of story points scheduled in future sprints.

## Technical Process

The process methodology that is going to be used to develop this product is Scrum. Scrum was chosen for a few key reasons. A document heavy approach is not necessary since we want to create a prototype quickly. There is a small development team that can share the load of planning, developing and testing. The team also has prior experience using this type of process. The stand up meetings are a very quick and effective way of communication between the team. It matches up with the project sponsor's development process.