



PROJECT PLAN

Color Works : Group 9

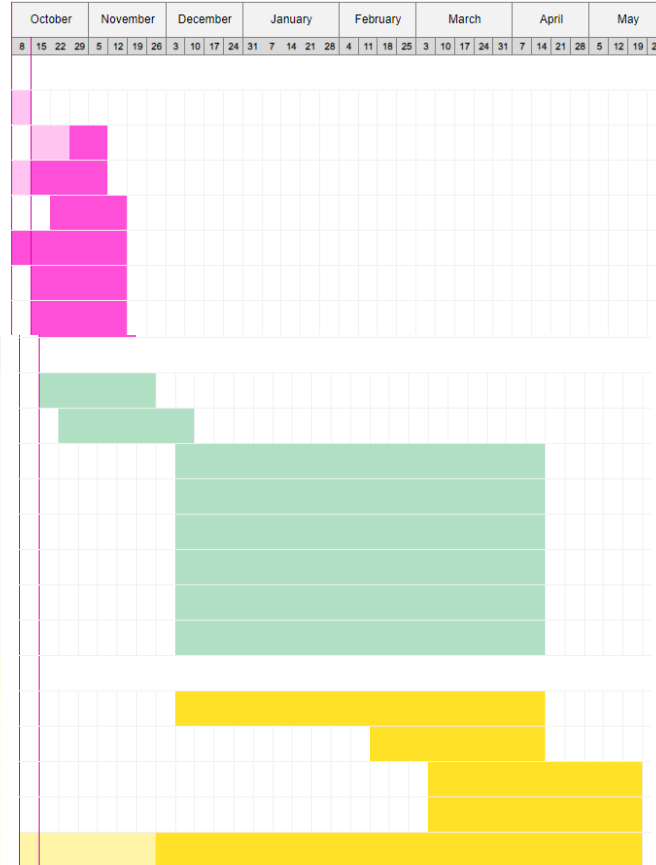
Rachel Schnepf, Samantha Neri, Jason Kraisser, Leah Wamsley, Charlene Baes, Callie Bockart

PROJECT TIMELINE - GANTT CHART



Client: Rebecca Bockart

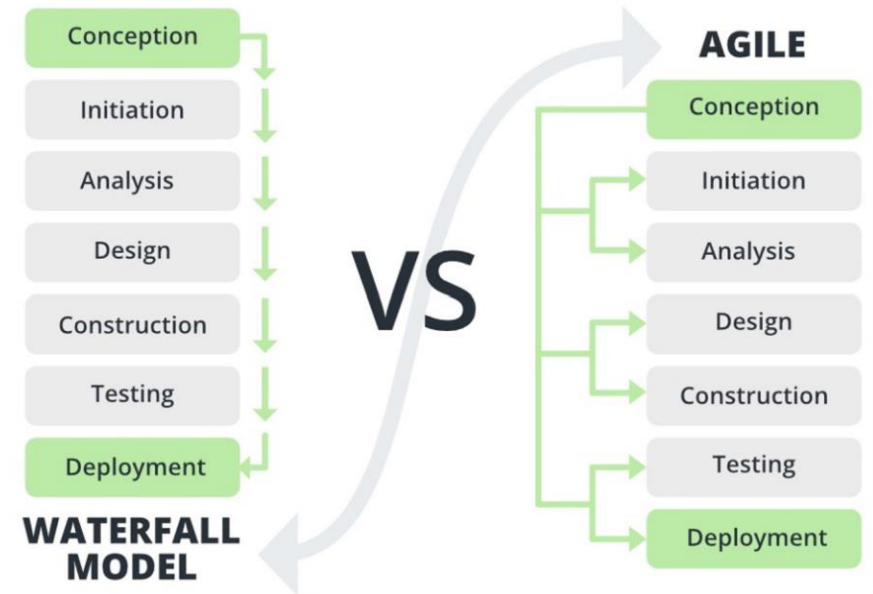
TASK	ASSIGNED TO	WORK HOURS	PROGRESS	START	END
Planning and design					
Create schedule	Charlene	2	100%	10/8/23	10/12/23
Identify Deliverables		1	50%	10/15/23	11/5/23
Git Setup	Charlene	2	10%	10/8/23	11/5/23
Environment Configuration	Everyone	40	0%	10/23/23	11/12/23
Figma Design: Bronze Plan	Samantha & Jason	15	0%	10/8/23	11/12/23
Figma Design: Silver Plan	Leah & Rachel	10	0%	10/15/23	11/12/23
Figma Design: Gold Plan	Charlene & Callie	10	0%	10/15/23	11/12/23
Execution & Modification					
Modified Requirement Collection	Everyone	5	0%	10/15/23	11/19/23
Modified Figma Design From Client	Everyone	5	0%	10/22/23	12/3/23
Backend Development: Bronze Plan	Samantha & Jason	40	0%	12/3/23	4/7/24
Frontend Development: Bronze Plan	Samantha & Jason	20	0%	12/3/23	4/7/24
Backend Development: Silver Plan	Leah & Rachel	40	0%	12/3/23	4/7/24
Frontend Development: Silver Plan	Leah & Rachel	20	0%	12/3/23	4/7/24
Backend Development: Gold Plan	Charlene & Callie	40	0%	12/3/23	4/7/24
Frontend Development: Gold Plan	Charlene & Callie	20	0%	12/3/23	4/7/24
Evaluation & Testing					
Monitor progress	Charlene	5	0%	12/3/23	4/7/24
Evaluate progress	Charlene	5	0%	2/11/24	4/7/24
Unit Testing	Everyone	30	0%	3/3/24	5/12/24
Product Testing	Everyone	30	0%	3/3/24	5/12/24
Finish SRS	Everyone	20	20%	10/8/23	5/12/24





PROJECT MANGEMENT & TRACKING

- Hybrid Waterfall + Agile style
- Waterfall- tasks completed in schedule order, deadlines for assignments
- Agile- Client feedback required before and after assignments are completed
- Git issue Board to track task progress





PROJECT MILESTONES & METRICS

- 4 Major Milestones
- These are general overviews of everything we will get done throughout the entire school year

Milestone 1.) Create Figma Designs

- 90 % accuracy of headers and footers of each screen.
- 70% of screens are completed for each plan. Includes mapping of buttons and corresponding texts.

Milestone 2.) Development and Testing

- 80% documentation and commenting of code completed in standard.
- 50% units tests for each plan.
- 100% accuracy for each unit test developed.
- Have at least 1 other person review code and make sure it's 90% accurate

Milestone 3.) Modified Development from Client

- Implement 100% of modifications given by the client
- 100% understanding of what the client needs/want
- 80% understanding from client's tech supervisor\

Milestone 4.) Final Testing

- 100%-unit tests for each plan, with 100% accuracy
- Soft launch, 90% accurate for all users
- Have 2 people review code



RISKS AND RISK MANAGEMENT

Since our project does not necessarily have measurable risks, we decided to identify risks that could potentially cause unexpected delays or obstacles during our project:

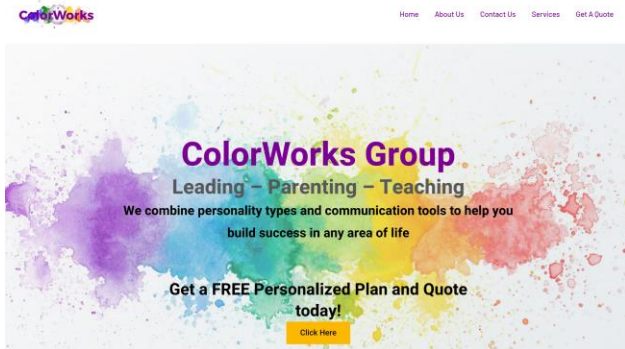
- **Testing:** Testing with the client ensures that the usability of the app is up to their standards.
- **Compatibility issues:** The app needs to be both Android and Apple friendly.
- **Third party Dependencies:** Working with a third party to help set up the payment portion of this application while remaining PCI compliant.
- **Continuous Maintenance:** Clients need to maintain the app postproduction without needing high-level software development skills or having to hire their own third party to do the maintenance.



OTHER RESOURCE REQUIREMENTS

Resources aside from financial required to complete the project:

- ColorWorks client provides the team with the licensed images and material such as documents, videos, and etc. needed for the implementation of each Iplan for the app.
- Client's ColorWorks website, which is used to set up one-on-one meetings with the company's coaches, and may provide additional information



- <https://colorworksgroup.com/>
- <https://parentingbypersonality.com/>