GNG 1103

Project Deliverable E

Project Plan and Cost

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Group C02-8

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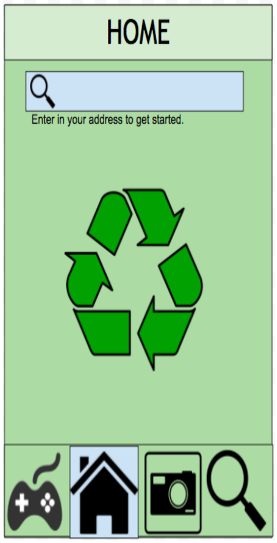
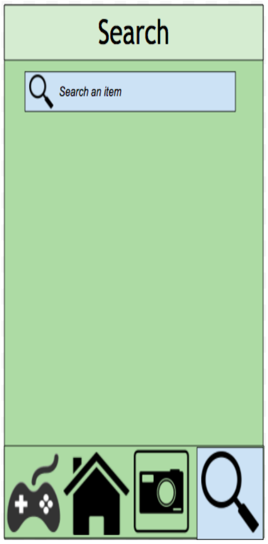
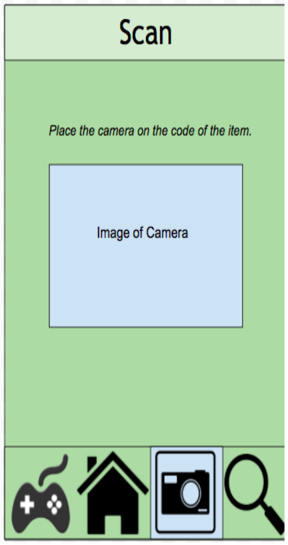
Introduction

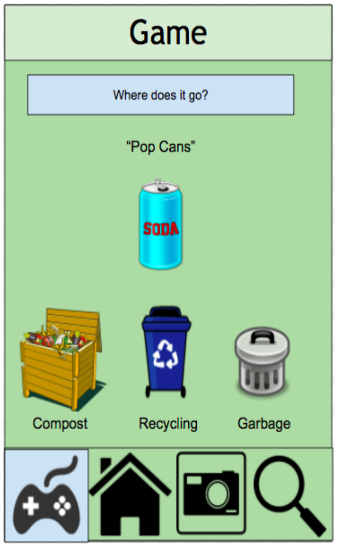
In this deliverable, a plan and schedule have been outlined for prototyping and testing the waste-sorting, mobile application. To ensure that all three project prototypes will be completed by the end of the semester, we have developed project tasks with corresponding durations for completion, as well as assigned specific team members to each task. Additionally, an estimation of the costs and components required for the project, as well as possible risks and their corresponding contingency plans have all been provided.

Design Concept









Project Plan

Task List

Prototype 1 (Proof of concept) - March 7th

Objective:

- Create basic app layout
- Design the app's interface format, style, and colour

#	Task	Brief Description	Duration	Team Member(s)
1	Basic home screen	Create a default page with options to access the sub-pages.	2 days	Tye
2	Basic search page	Design a page for the search subsystem.	2-3 days	Isaiah
3	Basic scan page	Create a scanning page that employs the camera.	2-3 days	Yufei Yang
4	Basic game page	Create a list of items, their images, and the bin it goes in that will be used in the game.	2 days	Claire

Prototype 2 (Critical parts) - March 14th

Objective:

- Introduce subsystem functionality

#	Task	Brief Description	Duration	Team Member(s)
1	Create the search database	Classify the common recycled garbage and establish a primary database	4 days	Yufei Yang
2	Program the search engine	Create a functional, search subsystem by incorporating the aforementioned database	4 days	Claire Tye
3	Program a basic scanning mechanism	Program a basic scanning mechanism to identify items	6 days	Isaiah
4	Program the Game	Establish the basic functions of the game and how it will run	4 days	Claire Tye Isaiah

Prototype 3 (Fully functional) - March 28th

Objective:

- Refine app layout and subsystems

#	Task	Brief Description	Duration	Team Member(s)
1	Complete Search Engine	Ability to search through a database using keywords, and see the proper way to dispose of the item searched.	4 days	Tye Yufei Yang
2	Scanning Mechanism	Is able to scan an object and displays a message of what way it thinks the item should be disposed.	7 days	Claire Isaiah
3	Completed Game	Game can function with the items from the list stated in prototype 1.	4 days	Claire Isaiah

Project Risks

Risk	Contingency Plan
Unable to complete task	● Re-assign team members to compensate for complication
Unable to complete task on time	● Re-establish task duration to account for setback

	- Assign more members to complete task
Corruption or loss of files	- Save files to a separate, backup device, such as a USB or hard drive

Materials and Budget

#	Item Name	Reason to Purchase	Estimated Price
1	Unity	Software for game and app development Compatible with IOS	Free
2	Unity Remote	For testing software on a mobile device	Free
3	Code	Software we could use to program the app	< $50

Conclusion

In this deliverable, a project plan was successfully formulated whilst incorporating the estimated duration of each task and acknowledging the specific team members that are responsible for each task. Additionally, risks and corresponding contingencies were identified, as well as necessary materials and their impact on the budget. The plan ensures that we will remain within the $100 budget and a final, refined application prototype will be constructed by March 28th.