

Project Deliverable E

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Introduction

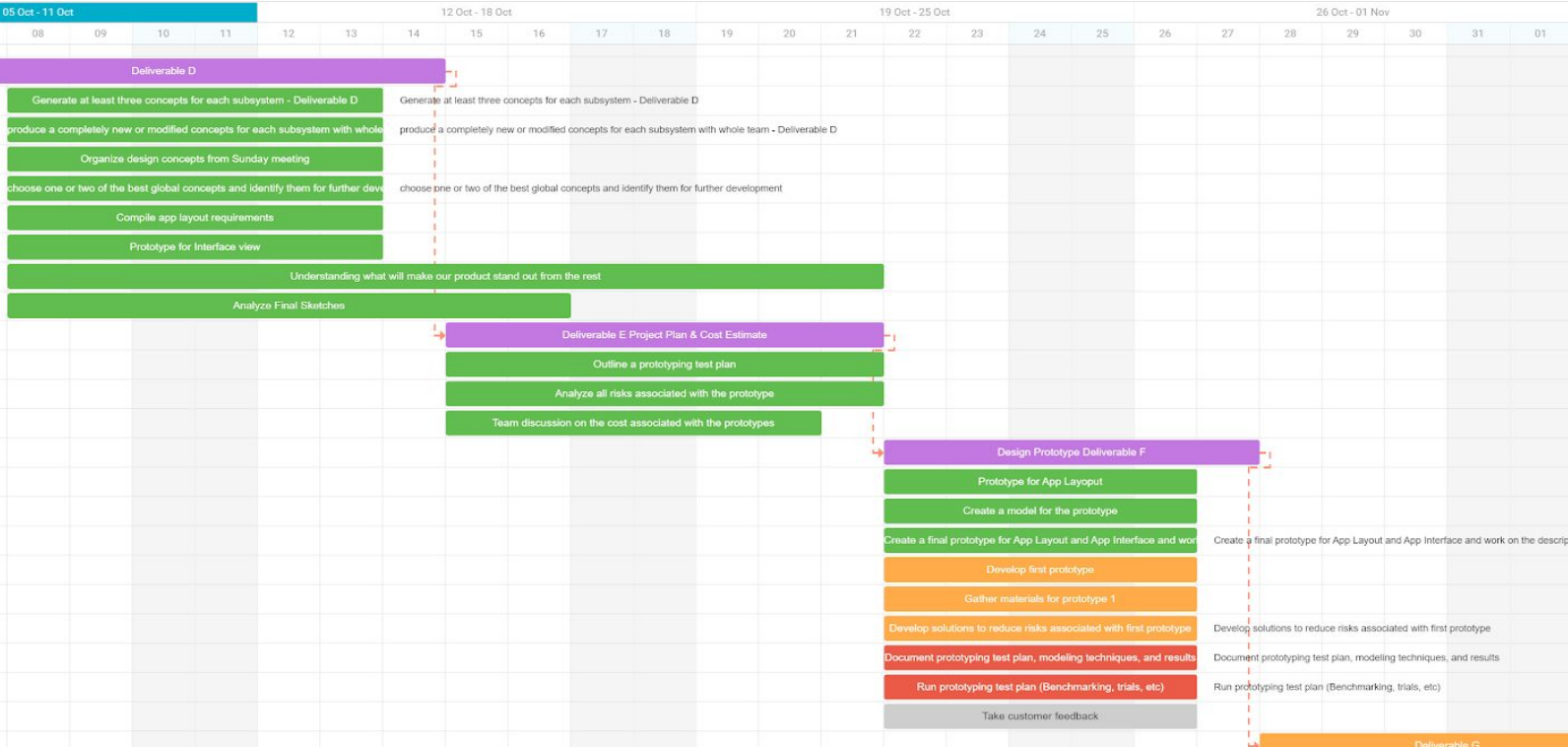
Planning is crucial to the success and development of any project, from planning completion dates to contingency plans for risk management. The following document contains our group's project plan and intended schedule that we will use to ensure completion of all tasks up to the final project, on time. Our group divided our plan into four main components: task duration, project schedule, project risks, and project costs. Task duration and project schedule serve as guidelines to assure that tasks are completed on time and to the high standards we agreed upon. An assessment of the possible risks at hand is key in the prevention of possible mistakes and roadblocks. We have also provided an estimation of the costs that will be required for the prototypes and their components along with the finalized product. These four components will be essential to the completion of all tasks up to the final project, on time and within budget.

Tasks

Task	Duration	Group Member(s)
Develop first prototype	2 weeks	All
Analyze Final Sketches	2 days	All
Prototype for Interface view	1 week	Adam Jahan
Prototype for App Layout	1 week	Adam Walters
Create a model for the prototype	1 week	Abdullah Nauman
Gather materials for prototype	1 week	Emeric Chanhoun
Team discussion on the cost associated with the prototypes	2 days	All
Take customer feedback	1 day	Nassar Shakir
Analyze all risks associated with the prototype	4 days	Nassar Shakir
Develop solutions to reduce risks associated with first prototype	2 days	Abdullah Nauman
Implement all new solutions into a second prototype	2 weeks	Emeric Chanhoun
Document prototyping test plan, modelling techniques, and results	1week	Adam Jahan
Outline a prototyping test plan	1 day	Adam Walters
Run prototyping test plan (Benchmarking, trials, etc)	3 days	All
Understanding what will make our product stand out from the rest	5 days	Emeric Chanhoun
Develop a short sales pitch to be delivered to potential customers.	3 days	Abdullah Nauman

Develop a user guide for future developers to use	6 days	Adam Jahan
Make a presentation for the final presentation	5 days	Adam Walters

Project Schedule



Project Risks

There are multiple risks associated with our project. The biggest and most notable one is time constraints. With the limiting factor of time, there is a possibility that we will not be able to complete certain tasks by their due date. To resolve this we will prioritize certain tasks over others to ensure timely completion. Another risk is the unfair distribution of workload. There is the possibility that work will not be spread evenly and this can result in a lower quality of work. If this occurs, we will be open about it in meetings and if it continues, we will refer back to our team contract, and take the necessary steps. The last risk that may affect our project is technological limitations, as this project is very dependent on computer skills, and a working computer. If technical issues arise with a member of our team, we will shift the computer work onto someone else, and give the corresponding team member more non-computer related tasks.

Costs

Materials Costs(\$)	Android developer account	Irusu V2 Google cardboard	
Subtotal:	\$ 25.00	\$ 8.00	\$ 33.00

The only anticipated costs of the project are the \$25 developer fee for creating a developer account with Android and the price of 1 google cardboard (\$8) for VR compatibility. The software we are using to design the application is free and the client stated he did not want headsets to be used.

Conclusion

This document outlines the schedule of the project and assigns responsibilities to each team member. It includes flexible timelines for each task and takes into account delay factors and also the costs of useful materials in our project. This document will serve as a future reference for each team member to double-check due dates, limitations and risks, as outlined in this document.