# COMMUNICATION

***For the project we use several different types of communication tools....***

## Meetings

Our team is in constant communication. We use several communication tools and organize regular and local meetings. Most of the time, each team member is connected at his own post to the group chat. Minutes of meeting documents are written for every regular meeting and for meetings with the customer.

### Regular team meetings

Regular team meetings are scheduled on Wednesdays at 18:00. Each side of the team (Croatian and Swedish) meets together locally and then a communication channel is established. The communication tool that we use for these meetings is Skype. We use Skype because it allows us to communicate in real-time with audio conferences.

### Local team meetings

Beside the regular team meetings on which all the team members participate, we also have local meeting for the 2 teams on the different universities. Those meetings usually take place before the regular team meetings but can also be arranged in other times if needed.

### Meetings with the customers

The Swedish part of the team has regular meetings with the supervisor and customers more often because the customers are in Sweden. The Croatian part of the team will also sometimes be included on the meetings through Skype to get a better understanding of the current tasks.

## Google Groups

We use Google Groups for news broadcast about the project, to do lists, tutorials, discussions regarding the work being done etc. Everyone is monitoring the groups closely and receives notifications on every update and new topics.

# INPUT

From Require Item Planned week

Steering group (DSD) Virtual machine w45

Customers Database inputs w46

Test group Application usability testers W57

# CONFIGURATION MANAGEMENT

Tools and methods for keeping track and controlling the changes done in software.

## Tools and technologies

For the purpose of this project, we will get access to a virtual machine at FER. On that virtual machine will be installed Windows Server 2008 R2 with SP1. Windows Server 2008 R2 with SP1 is a server operating system with Service Pack 1 which brings bug fixes and some additional functionalities.

For the database administration we will use Microsoft SQL Server 2008, is a relational database management system which enables database creation, usage and administration.

Visual Studio will be used for application programming. Visual Studio is an integrated development environment which supports different programming languages and includes code editor, debugger, forms designer and other useful tools.

For the code management we will use SVN. We have been given SVN repository access by FER. Every team member got user name and password to access repository. Repository is located on the following URL: svn://lapis.rasip.fer.hr/svn/dsd12/Inventory.

For mockups drawing we used tool named Pencil. It is a very simple and effective tool for drawing user interface mockups.

Android SDK is a comprehensive set of tools used for Android applications development so we will use it for development of our mobile application.

## Coordination

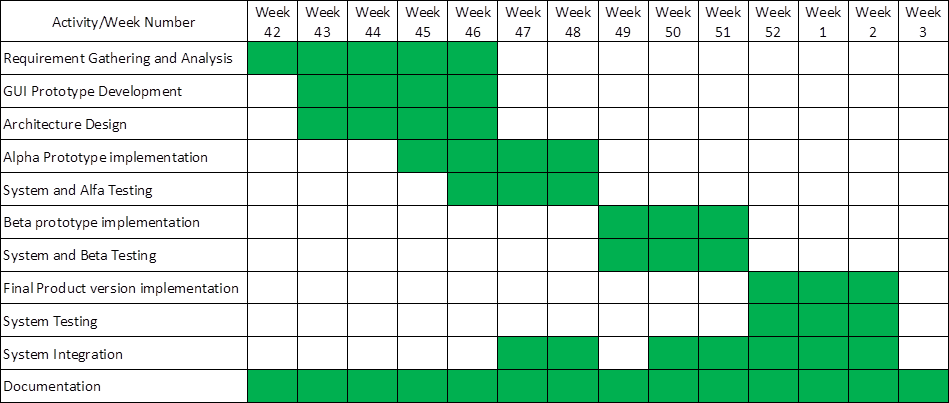
Team members in charge for coordination are, first and foremost, the project leader and team leader. They are the ones who keep track of the changes in the software and the development process and distribute general tasks. The one responsible for coordination on a lower level, like during the implementation process, are the managers. No specific tool is used to assign task to team members, instead we use Google groups where we put a detailed task description for each member along with some document templates or examples of how the end result should look like.

# PROJECT PLAN

## Time schedule

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Milestone description** | **Responsible dept./initials** | **Planned week** | **Promised week** | **Late +/-** | **Delivered week** | **Metr** | **Rem** |
| M0 | Project vision |  | 43 | 43 |  | 43 |  |  |
| M1 | Project plan |  | 44 |  |  |  |  |  |
| M2 | Requirements Definition and System Architecture |  | 45 |  |  |  |  |  |
| M3 | Alpha prototype |  | 48 |  |  |  |  |  |
| M4 | Beta prototype |  | 51 |  |  |  |  |  |
| M5 | Final project |  | 3 |  |  |  |  |  |

## Plan



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ID** | **Predecessor** | **Activity** | **Days** | **M-days** | **Rem.** |
| 1 | - | Requirement gathering and analysis | 25 | 50 | R\_01 |
| 2 | - | GUI prototype development | 20 | 40 |  |
| 3 | - | Architecture Design | 15 | 40 |  |
| 4 | - | Alpha Prototype Implementation | 20 | 40 |  |
| 5 | - | System and Alpha Testing | 15 | 30 |  |
| 6 | 4,5 | Beta Prototype Implementation | 20 | 30 |  |
| 7 | 4,5 | System and Beta Testing | 15 | 30 |  |
| 8 | 6,7 | Final product version implementation | 25 | 30 |  |
| 9 | 6,7 | System Testing | 15 | 30 |  |
| 10 | 1,2,3 | System Integration | 30 | 60 |  |
| 11 | - | Documentation | 70 | 140 |  |

# DEVELOPMENT PROCESS (Agile)