



# **Project Name: Yoshi Project Plan**

**Version 1.2**

Yoshi	Version: 1.2
Project Plan	Date: 2015-01-13

## Revision History

Date	Version	Description	Author
2014-11-09	0.01	Initial Draft	Félix Baylac
2014-11-10	0.02	Filling sections 4 5 6	Félix Baylac
2014-11-10	0.03	Rewriting sections 4 5 6	Félix Baylac
2014-11-10	0.04	Filling section 2	Hossein Sedighizadeh
2014-11-10	0.05	Revising section 2	Hossein Sedighizadeh
2014-11-12	0.06	Filling Section 7, 9, 10	Hossein Sedighizadeh
2014-11-12	0.07	Formatting the document and correcting misspelled words	Hossein Sedighizadeh
2014-11-12	0.08	Editting section 3.1	Hossein Sedighizadeh
2014-11-12	0.09	Adding gantt diagram, filling section 1.4, modifying 3.2	Félix Baylac
2014-11-13	0.1	Modifying gantt diagram regarding to last meeting (2 weeks sprint)	Félix Baylac
2014-11-13	1.0	Proof reading before sending the document to supervisors.	Félix Baylac
2015-01-05	1.1	Minor edits after the proof reading. Style edits.	Martin Anev
2015-01-13	1.2	Minor edits, adding list of table and list of figures.	Martin Anev

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## 1. Introduction

### 1.1 Purpose of this document

The purpose of this document is to give to the reader a general overview of the YOSHI project. This document will discuss about the various requirements, milestones and the team organization.

### 1.2 Document organization

The document is organized as follows:

- Section 1, *Introduction, describes contents of this guide.*
- Section 2, *gives a short background about the customer and describes the purpose of the project.*
- Section 3, *introduces the various project members.*
- Section 4, *describes the high-level organisation of the group.*
- Section 5, *describes the development process.*
- Section 6, *lists the various deliverable and milestones.*
- Section 7, *lists the various activities.*
- Section 8, *describes the time plan of this project.*
- Section 9, *discusses the quality assurance of the project.*
- Section 10, *describes the various risks the team can face.*

### 1.3 Intended Audience

The intended audience is:

- The customer of the project
- The supervisors of the project
- Yoshi Team
- All related stakeholders
- Any developer with interest to continue or improve the project

### 1.4 Scope

This document will give a general overview of the group organisation and the project time plan. Please note that the group organisation and/or the time plan will maybe change during the project.

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## 2. Background and objectives

Damian A. Tamburri is a Ph.D. researcher at VU University Amsterdam. Damian is the customer of Yoshi project. The customer wants a software for supporting social community awareness in open-source, called Yoshi. Yoshi, is an analytic software for open-source communities, helping different users better understanding the open-source community and getting a good understanding for research and for practice. Yoshi, guarantees understanding any open-source communities by measuring different metrics according to different needs. By using Yoshi, a potential contributor to an open-source community, can be aware if social and organizational working of the community is (in-)compatible with his/her desires. Yoshi, is also fills the vacuum of a comprehensive software for open-source community managers, to visualize different metrics of the community and to steer it if necessary.

During this project, the team is requested to modify the existing prototype of Yoshi and extend it with upper layer: "Yoshi Vis".

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### **3. Project Group**

#### **3.1 Group Members**

- Martin Anev (martianev@gmail.com)
- Félix Baylac-Jacqué (baylac.felix@gmail.com)
- Yuxing Chen (axinggu@qq.com)
- Rizwan Khalid (rkd14001@student.mdh.se)
- Hossein Sedighizadeh (hossein.sedighi161@gmail.com)

#### **3.2 Roles**

- Scrum master: Hossein Sedighizadeh.
- Product owner: Martin Anev
- Development team: Every member of the team.

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#### **4. Development process**

The team has decided to use the SCRUM framework in order to manage the project. This project will be divided into several sprints. At the beginning of each sprint, the backlog will be discussed on the blackboard. Each sprint will last two weeks. During these two weeks, two meetings will be held in order to setup and debrief the sprint: the first one will be held during the first day, the last one during the last day. The tasks uncompleted during each sprint will be reported to the next sprint backlog. The decision of the SCRUM framework is driven because of the ambiguity in the project requirements. Using SCRUM will prevent us of developing a product that does not fulfil the customer needs.



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## **5. Organization and communication**

### **5.1 Organization**

At least one meeting will be held every week. The meeting will be the first for the current sprint (in which the sprint milestones will be defined). The last meeting of the sprint will be the sprint debriefing. Some additional meetings can be added if needed. The meeting related information (topic, date, etc.) will be available on the scrum blackboard (Trello). The minutes of meeting will be filled by the scrum master. Each Sunday, the group members will send their summary week report to the scrum master. These week report will be compiled into the week report by the scrum master.

### **5.2 Communication**

In order to manage this project using the SCRUM framework, we decided to use Trello as blackboard. This website will be also used in order to notify about the incoming meetings and deadlines. The Trello board will also be used as a discussion forum in order to debate about various decisions. We will communicate with the customer and the project supervisors using instant messaging (Skype). We will also use instant messaging for internal communication purposes (meetings, group coding, etc.).

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## 6. Planned deliverables and milestones

Because of the use of SCRUM, it is going to be difficult to plan precisely the various internal deliverables. The list of anticipated deliverables is the following:

- Documents and reports
  - 2014-11-03: Project plan document.
  - 2014-11-14: Requirements definition document.
  - 2014-11-14: Design description document.
  - 2014-12-02: Alpha prototype.
  - 2014-12-16: Beta prototype.
  - 2014-12-31: Acceptance test plan.
  - 2015-01-12: Test report.
  - 2015-01-16: Final project report + final versions of previously submitted documents.
  - 2015-01-23: Final product.
- Presentations
  - 2014-10-28: Project vision and project plan.
  - 2014-11-11: Requirements, design and revised project plan.
  - 2014-11-18: Status report.
  - 2015-01-13: Final presentation.

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## 7. Division of work into activities

As mentioned in section 6, it is difficult to plan any specific details about the various sprints. The following is the list of anticipated activities:

- Overall strategy of the project plan.
- List of deliverables.
- List of Milestones.
- Gantt chart realisation.
- Description of each deliverable.
- Risk analysis.
- Project Plan Document.
- Requirements Document.
- Design Document.
- Review of software requirements specifications.
- Meetings at the first of each sprint to check the activities of the sprint.
- Meetings at the end of each sprint for the validity of the activities of the sprint.
- Prototypes of the product.
- Checking the prototypes with the customer for the validity of the prototype.
- Reviewing the prototypes according to customer.
- Final Product + report.
- Testing the Final Product + report.
- Checking the tested product with the customer.
- Review the Final Product.

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## 8. Time plan

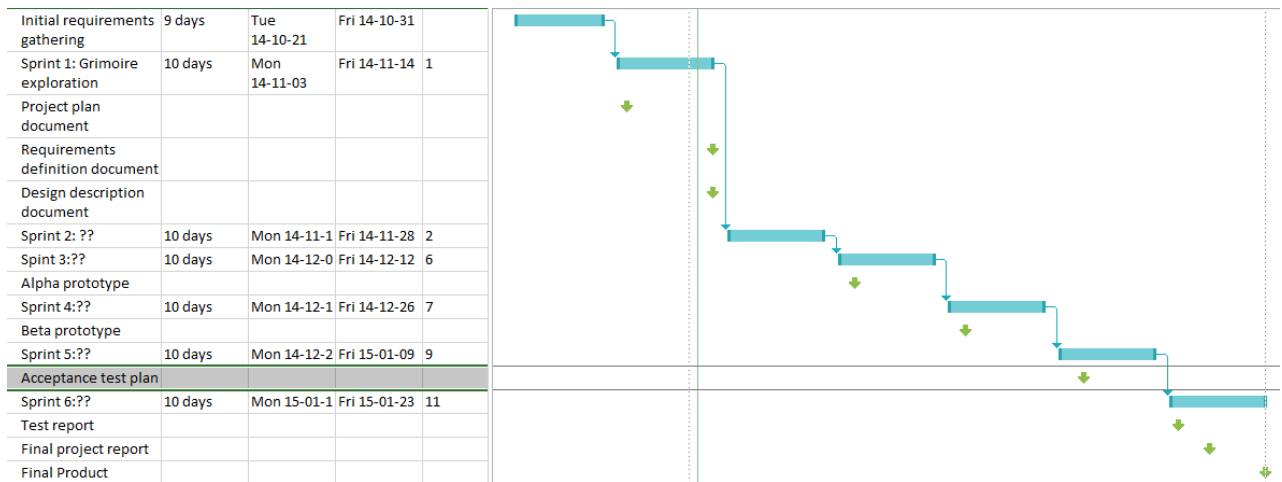


Figure 1. Time plan

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## 9. Quality assurance

To improve and assure the quality of project outputs, the following activities are planned:

- Each document includes Project Plan Document, Requirement Document, Design Document etc. are checked with scrum master to fulfil quality expectations and to rewrite if anything is missed.
- All above mentioned documents are validated by the customer to ensure all requirements and specifications are completely and accurately captured.
- Each sprint prototype will be validated by the customer.
- User stories mentioned by the customer, in case of feasibility will be implemented.

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## 10. Project risks

There are some risks and problems in the project that can affect the final product as follows:

- After the first week of the project, a member left the project, this person had spoken to customer and therefore anything should be rescheduled. After three weeks of the project, another member left the group who was one of the responsible of Design Document. The action to be taken is to divide all tasks between 5 people instead of 7 and everybody should work harder. The severity of the risk is considered as high.
- Due to the critical status of our project, the customer decided to give to the team a prototype of Yoshi. A critical bug in this prototype prevents to be executed, but the customer also provided an output generated by a previous working version of this software. The severity of the risk is considered as low because of its non-blocking nature.

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## References:

- [1] Yoshi - <https://github.com/maelstromdat/YOSHI>
- [2] ‘“*Let me measure my self!*” Said Open-Source’ - D.A. Tamburri, E. di Nitto, P.Lago
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- [5] ‘Discovering Open-Source Community Types: An Automated Approach’ – A. Leta