Ninja Typers Web Application

Project Plan

By

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1. Introduction

This document outlines the schedule put in place for the remainder of the project. The schedule was planned and designed for mainly the implementation of the project but time has been allocated for project documentation also.

Time management is crucial at this stage of the project so by sticking to the timeline having milestones completed by proposed dates the implementation of the project will advance at a consistent pace and will be completed by the project hand up deadline.

2. Proposed Project

The proposed project is the Ninja Typers web application. This will have an online interactive web application that will provide children with an environment to learn how to touch type. The system will also let parents/teachers create administrative accounts to monitor the accounts of a child/student and make payments for the use of the system.

3. Project Schedule/Time Management

The project schedule outlined below in the Gantt chart has been planned to make sure adequate time and deadlines has been put in place for different tasks within the project. Each task outlined can be thought of a milestone for the project.

3.1 Completed Project Documentation

3.1.1 Vision Document
The vision document highlights how people will use this system. It contain diagrams and text stories to show who will use the system and how. It also contains the supplementary specification.

3.1.1 Research Document
The research document is a document containing any area covered in the research for this project.

3.1.1 Functional Specification
The functional specification highlights the areas of functionality with the project.

3.2 Project Implementation

The Gantt Chart is used to highlight what development tasks will be happening and the time the will be happening. The timeline has been designed in a way that areas of functionality will be tackled first then the display of the web page will follow. Most of the tasks on the timeline cover an area of implementation for the project but time has been allocated for documentation also. By adhering to this timeline and setting milestones this project should be completed by deadline date.

3.2.1 Gantt Chart/Timeline

Task Description	Duration	Start Date	End Date	Jan 2014				Feb 2014				Mar 2014				Apr 2014				May 2
				1W	2W	3W	4W	1W	2W	3W	4W	1W	2W	3W	4W	1W	2W	3W	4W	1W
Design manual	14 days	27/12/13	10/01/14	█	█															
Web page	5 days	06/01/14	10/01/14		█															
Set up admin	5 days	14/01/4	18/01/14			█														
Create database	5 days	14/01/4	18/01/14			█														
Register accounts	14 days	17/01/14	01/02/14			█	█													
Activate accounts	14 days	17/01/14	01/02/14			█	█													
Login	4 days	28/01/14	01/02/14				█													
Create main web page	3 days	04/02/14	06/02/14					█												
Create account registration page	3 days	07/02/14	09/02/14					█												
View Accounts	3 days	07/02/14	09/02/14					█												
Create main teacher page	3 days	08/02/14	10/02/14					█												
Create main student page	3 days	08/02/14	10/02/14					█												
Create typing page/functionality	28 days	04/02/14	04/03/14						█	█	█	█								
Create lesson selection page	3 days	28/02/14	02/03/14								█									
Make payment	10 days	21/02/14	02/02/14							█	█									
Create payment page	3 days	28/02/14	02/03/14								█									
Select lesson page	3 days	28/02/14	02/03/14								█									
Initial project presentation	1/2 hour		24/01/14					⬇												
Testing	5 days	05/03/14	09/03/14										█							
User manual	49 days	27/02/14	13/04/14								█	█	█	█	█	█	█			
Project report	49 days	27/02/14	13/04/14								█	█	█	█	█	█	█			
Code listing	14 days	01/04/14	14/04/14													█	█			
Project handup																			⬇	
Project demo			30/04/2014																⬇	

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3.2.2 Design Manual

Focus on completing the design manual. The design manual is a technical overview of the system containing diagrams of the system like class diagrams, sequence diagrams, system sequence diagrams etc.

3.2.3 Web Page

An online webpage must be available that will provide a description of the project.

3.2.4 Set Up Admin

Set up the administration part of the system. This will be a Django administration web page.

3.2.5 Create Database

Create the database that will be used to store information on both Teachers and Students and also for different lessons for typing.

3.2.6 Register Accounts

Implement the functionality that will control account registration for Teachers and Students and adding accounts to the database.

3.2.7 Activate Accounts

Implement the functionality that will provide the Site Administrator to activate any newly registered accounts.

3.2.8 Login

Implement login functionality for all users of the system.

3.2.9 Create Main Page

Create the main page for the site. This will be the first site that the user will see and will give the user the ability to login.

3.2.10 Create Account Registration Page

Create the account registration web page.

3.2.11 View Accounts

Implement the functionality to retrieve user account information from the database.

3.2.12 Create Main Teacher Page

Create the main web page that will be presented to a Teacher upon logging in to the system.

3.2.13 Create Main Student Page

Create the main web page that will be presented to a Student upon logging in to the system.

3.2.14 Create Typing Page/Functionality

Focus on the layout and the functionality like user input of the main part of the application the typing activity. Adequate time has been set aside for this task.

3.2.15 Create Lesson Selection Page

Create the layout for the page that will offer the student what lesson they want to take.

3.2.16 Make Payment

Implement the functionality to for an administrator to make a payment for student/students using the application.

3.2.17 Create Payment Page

Create the web page that a user can use to make a payment for using the system.

3.2.18 Lesson Selection

Implement the functionality to select a lesson to take.

3.2.19 Initial Project Presentation

This is the first presentation of project to class and project supervisors. The presentation will be on what areas of the project have been completed to date.

3.2.20 Testing

This area will focus on testing the application for bugs. Unit test will be written for this task.

3.2.21 User Manual

Focus on creating a user manual. The user manual will provide guidelines to a user on the usage of the system. It will provide every bit of information needed to use the system from account registration to typing activity.

3.2.22 Project Report

Focus on completing the project report. The project report will provide information on all aspects of the project that was covered from start date until project report submission date.

These areas can include changes made to the project, problems encountered during project implementation and what parts of the project were successful and unsuccessful.

3.2.23 Code Listing

Focus on completion of code listing for entire project

3.2.24 Project Hand up

The project has to be submitted by this date.

3.2.25 Project Demo

Demo of fully completed project to class and project supervisors

4. Conclusion

By adhering to the tasks and dates provide in the project plan the project can be completed by the final deadline. Using correct time management and proper resources some components of the system may be completed before the given dates which would take some would free up some time to focus on different areas of the project.

The project plan is structured to focus on different areas of functionality application then on the layout and display. This has been done to complete more difficult parts of the system first and then complete less difficult areas. Adhering to this schedule will mean project tasks completed on time which will prevent them from running into time slices allocated for different tasks.