Example Implementation Plan

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Overview of Implementation Plan

Our team will provide a comprehensive estimation and implementation guide to help you make informed decisions about your project. We will work with you to identify the project scope, timeline, and budget, and provide an actionable plan for implementation.

Results you can expect:
- Clear understanding of project scope, timeline, and budget.
- Comprehensive plan for project implementation through User Stories.
- Identification of potential risks and challenges.
- Increased likelihood of project success.

In this example report you can see:
- Example Feature List
- Example Project Resources
- Example Timeline

Example Feature List

We create user stories for every feature that will be in the application. NineTwoThree uses these user stories as a "to-do" list called development tasks that help the Client determine the steps along the project's path and ensure that the Client's real life user journey is as expected.

A user story is an informal, natural language description of one or more of Client's features in the project. A user story is a tool used in Agile software development to capture a description of a software feature from an end-user perspective. A user story describes the type of the Client's end user, what they want and why.

How We See The Platform

Example Company is an iPhone application to book trips for a group and create an itinerary for friends and family members to follow. The application shall support the ability to manage a trip in any destination using Google Maps as the database for selecting a city. Once the city is selected, the user can build the itinerary right in the application as if they are creating an agenda in a calendar. Each event in the calendar will have useful icons and descriptions to assist the group in what will be happening each minute of each day. Of course, the entire itinerary will be shareable with the group so that everyone can stay in sync while they travel together.

Epic	Deliverables	Phase	MoSCow
General			
	Base Architecture (basic infrastructure, error handling etc)	Phase 1	
	Postmark Integration	Phase 1	
	Firebase Integration	Phase 1	
	Crashlytics	Phase 1	
	Push notifications	Phase 2	
	Google maps integration	Phase 1	

	Booking integration	Phase 1	
	Calendar Integration	Phase 2	
	Reading inbox integration	Phase 1	
Sign Up / Login	The user should be able to sign up with email	Phase 1	
	The user should be able to sign up with Apple account	Phase 1	
	The user should be able to sign up with Google Account	Phase 1	
	The user should be able to sign up with Facebook Account	Phase 2	
	The user should be able to login	Phase 1	
	The user should be able to confirm their email	Phase 1	
	The user should be able to restore the password	Phase 1	
Onboarding			
	The user should be able to pass the Onboarding Tutorial	Phase 1	
	The user should be able to skip the Onboarding Tutorial	Phase 1	
create trip			
	The user should be able to create a trip and select the time period	Phase 1	
	The user should be able to select the destination from the Google Maps	Phase 1	
	The user should be able to define the number of people that participate in the trip	Phase 1	
	The user should be able to set the visibility rules of the trip	Phase 1	
	The system should pre populate the image by the location	Phase 1	

	The user should be able to create a list of things for a trip	Phase 2	
	The user should be able to assign the item in the list to a specific participant	Phase 2	
	The user should be able to see a list of items	Phase 2	
	The user should be able to mark an item as completed	Phase 2	
Participants			
	The user should be able to invite the participants by email	Phase 2	
	The participants should be able to see the shared trip	Phase 2	
	The participants should be able to get the invite by email	Phase 2	
Trips Changes			
	The user should be able to update the trip details	Phase 1	
	The user should be able to update the trip itinerary	Phase 1	
	The user should be able to set the trip image	Phase 1	
	The user should be able to delete the trip	Phase 1	
Itinerary			
	The user should be able to see the empty state of itinerary	Phase 1	
	The user should be able to see the filled itinerary	Phase 1	
	The user should be able to create itinerary	Phase 1	
	The user should be able to select the type of activity for a specific itinerary item	Phase 1	
	The user should be able to select the timeframe for activity	Phase 1	
	The user should have a button to be redirected to Booking	Phase 1	

View Trip Details (Own)			
	The user should be able to see the trip details	Phase 1	
	The user should be able to see the participants of the trip	Phase 2	
	The user should be able to see the details of itinerary in read-only view	Phase 2	
	The user should be able to click on the participant and see the details	Phase 2	
	The user should be able to share the link to the trip via social media platforms	Phase 1	
Profile			
	The user should be able to have their profile page	Phase 1	
	The user should be able to see the number of followers	Phase 2	
	The user should be able to see the number of following	Phase 2	
	The user should be able to see the list of followers	Phase 2	
	The user should be able to see the list of followings	Phase 2	
	The user should be able to see their created trips	Phase 1	
	The user should be able to edit their profile	Phase 1	
	The user should be able to set and update the profile image	Phase 2	
Someone's profile			
	The user should be able to see someone's profile	Phase 1	
	The user should be able to see their publicly visible trips	Phase 1	
	The user should be able to follow the person	Phase 2	
	The user should be able to unfollow the person	Phase 2	
	The user should be able to see the number of trips their trips inspired	Phase 2	

Home			
	The user should be able to see all the public trips	Phase 1	
	The user should be able to filter the trips by 'favorite'(followed) users	Phase 2	
	The user should be able to filter the location	Phase 1	
	The user should be able to search by name	Phase 1	
Someone's Trip			
	The user should be able to view the trip details	Phase 1	
	The user should be able to copy the trip	Phase 1	
	The copied trip will be opened in the Edit mode and require the dates change	Phase 1	
	The user should be able to report a trip	Phase 2	
Notifications			
	The user should be able to get push notifications	Phase 2	
	The user should be able to have a list of notifications	Phase 2	
	The user should be able to have the number of unread notifications	Phase 2	
	The user should be able to mark the notification as read	Phase 2	
Settings			
	Terms and conditions	Phase 1	
	Privacy	Phase 1	
	Turn off notifications	Phase 1	
	Delete account	Phase 1	

Example Project Resources

Project Resources outlines the NineTwoThree team that will be assigned to your project.

The best results are accomplished by experienced teams who already worked together on multiple projects, failed and learned a lot.

Each teammate is not only a world class specialized operator but also an independent thinker. A human-centric product design and need-focused approach to business building sets us apart from Software Development Agencies of the past.

Project Title	Required Knowledge / Skills
Account Manager	Is the customer advocate within NineTwoThree making sure the client is getting the maximum value from the engagement. Fully understands the customer needs and project goals. Serves as the main escalation point and the decision maker on NineTwoThree side when the sides are facing an issue or require assistance.
Lead System Architect	Analyses the requirements and goals of the project. Assesses the load on the system. Identifies possible risks and bottlenecks. Leads the technical foundation. Defines the technical approach to all non-trivial points. Discovers possible solutions, risks and unknowns that require additional research. Helps to estimate the technical effort. Creates technical design documentation. Leads technical conversations with clients and their IT department. Is responsible for deployments and IT infrastructure. Hands the project over to the support team.
Full Stack Developer	Expert in developing modern responsive web applications using the stack of technologies required by the project (ex. React, Angular, Vue, etc). Responsible for realizing designer vision in code with all transitions and animations. Responsible for client input validation on the client side. Develop APIs, Persistence layers like Databases, File Stores, Third party System Integrations (payment gateways, data services). Cover APIs with unit tests, handle Authentication and Authorization aspects of the app. Develop CRON jobs, Queues, Cache and more in the required stack of technologies (ex. Node.js, .NET, Python, SQL, NoSQL, etc).
Designer	Creates the visual language of the application. Shape the golden path of the customer journey during foundation. Work with the client to help collect ideas, values the brand stands for and the emotions it wishes to generate. Product clickable Prototypes, Style Guides, UI and developer assets for the length of the project.

Project Manager	Helps to define the product deliverables. Writes user stories. Educates themselves on the product domain in order to handle and explain all key aspects of the design and answer questions that arise during the development cycle. Responsible for estimating and delivering the project on time and on budget. Maintains the Monday Boards. Assigns tasks to the development team and signs off on completion internally. Leads periodic client calls and informs the external and internal stakeholders about progress and challenges. Defines agenda for calls.
Quality Assurance Engineer	Analyses the Project Specifications, defines the Test Plan. Ensures the developed product meets the specifications and performs requested functionality.
DevOps Engineer	Setups up the Development / QA / UAT / PROD environments as well as the deployment / integration test systems. Configures Monitoring, Scaling policies, Security and Permissions of all users and systems.

Example Timeline

Phase 1	Month 1				Month 2				Month 3				Month 4			
iOS App																
Backend																
Warranty																