Project Release Plan
Central Inventory Network

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Task Breakdown

Version 1.0

Item	Status	Team	Stage	Priority
Landing	Completed	Software	Frontend	High
Display search results	Completed	Software	Frontend	High
Display item image	Testing	Software	Frontend	High
Display item price	In progress	Software	Frontend	High
Display item store distance	In progress	Software	Frontend	High
Display sort interface	Not started	Software	Frontend	Medium
Display filter interface	Not started	Software	Frontend	Low
Search for an item	Completed	Software	Backend	High
Sort by least price	Completed	Software	Backend	Medium
Sort by least distance	Testing	Software	Backend	Medium
Filter by least price	In progress	Software	Backend	Low
Filter by least distance	Not started	Software	Backend	Low
API creation	Completed	Software	Backend	High
Database at scale	Testing	Data, Dev Ops	Database	High
Up to date inventory data	In progress	Software, Data, Dev Ops	Database	High
External inventory systems integration	In progress	Software, Dev Ops	Integration	High
Adoption process framework	In progress	Dev Ops	Integration	Medium
Technical support framework	In progress	IT	Integration	Medium
Video Trailer	Not started	Marketing	Marketing	Medium
Poster	Not started	Marketing	Marketing	High
MVP User Testing	Completed	Software, User Research	Validation	Medium
MVP	Completed	Software, User Design	Prototyping	Medium
User Flow	Completed	User Design	Design	Medium
Wireframes	Completed	User Design	Design	High
Symbols/Iconography	Completed	User Design	Design	Medium
Wordmark	Completed	User Design	Design	Medium
Color	Completed	User Design	Design	Medium
User Stories	Completed	Management	Initiation	Medium
Scoping	Completed	Management	Initiation	High
Prioritization	Completed	Management	Initiation	High
Market Survey	Completed	User Research	Research	Medium
Market Segmentation	Completed	User Research	Research	Low
Competitor Analysis	Completed	User Research	Research	High
Market Sizing	Completed	User Research	Research	Medium
Value Proposition	Completed	Management	Initiation	High

At this stage in the project release, there are several assumptions that are made in planning. It is unrealistic to expect accurate estimates of the time that different stages and tasks within those stages would take. This is affected by a few factors, including the sizes of the teams, resources available to the teams, challenges they may face, etc. Some tasks can also only begin to progress after other tasks on which they have dependencies are fulfilled.

The initial version of the project is planned to last half a year from initialization to deployment, with each stage tending to last a month, with overlap between stages where possible. However, the project may need more time, or the team may find that predictions could have offered a tighter timeline that would still have been sufficient. In cases where stages take less time than expected, following stages will be advanced, and barring delays further along during development, this version of the project will be able to be released earlier than planned.

The size of the team affects the efficiency at which it is able to work when too small or too large. There is a balance that needs to be found. When the team does not have enough manpower to complete the tasks, adding new team members will increase their throughput after those new team members have received sufficient training. Teams that are too large will face struggles ensuring new ideas and developments are fully communicated to the necessary individuals. Tasks that cannot be broken down any further will be delegated to a select few team members, while the others are no longer contributing.
This project release plan assumes teams are appropriately sized and well trained in the frameworks used in the project. Challenges resulting specifically from team size are expected to be minimal.

For many teams, a central issue they face is finding, getting access to, and maintaining funding sources for their projects. In such cases for startups, the responsibility entirely lies with the founder of the team, or the project manager, to build and maintain relationships with funders. This is especially true given that funders often knowingly take risks to invest in not products, but in founders who they believe have what it takes to create value that they want to see.
Given the solitary responsibility and potential unpredictability, this project release plan operates with the assumption that the project is proceeding with funding that is fully sufficient for all needs that it may encounter.

The project team is working with many moving parts that all need to be in full working order in order for the final product to be serviceable. One particular area where challenges may be especially likely is in integration with external inventory systems. It may be difficult to extract the data needed from those systems, or even to gain access to them at all. One way this risk can be mitigated is by doing more thorough preliminary research on the systems earlier, so that implementation can be smoother.

Another area likely to see challenges is in the backend and database management systems involved with the product itself, and their integrations with each other. Depending on how each part is implemented, such as the database design and the backend API calls made to the database, there could be conflicts and difficulties getting the required data and doing so efficiently. To mitigate this risk, the database design should be carefully planned and corroborated across engineers before implementation begins. Communication between the database and backend teams should be effective, frequent, and efficient. Small details may become very important later on, so all changes and updates should be communicated.

The transfer to the frontend team from the design team may also face challenges, eg in interpreting the motivating principles behind certain design choices, and the implementation of those moving from the wireframe and prototype to the product itself. Risk mitigation for these also involves frequent and effective communication between teams, assisted by a design document created by the design team that can serve as a reference for key ideas and specifics.

All teams need to be able to prioritize within themselves and assign work to team members who are best suited to complete those assignments, as well as work together to solve problems in teams rather than individually.
Meetings should be used efficiently to communicate issues across teams.
Cross team communication should avoid overspecification while still maintaining necessary detail.