Transition Plan

LiveRiot Social Networking Enhancement

Team 04

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12/02/2013
## Version History

<table>
<thead>
<tr>
<th>Date</th>
<th>Author</th>
<th>Version</th>
<th>Changes made</th>
<th>Rationale</th>
</tr>
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<tbody>
<tr>
<td>12/02/2013</td>
<td>ZW,</td>
<td>1.0</td>
<td>• Original template for use of LiveRiot Social Networking Enhancement</td>
<td>• Initial draft</td>
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- **Figure 1**: Navigation Flow of LiveRiot iOS Client
- **Figure 2**: Social Network Sharing Module
- **Figure 3**: Facebook and Twitter Sharing Result
- **Figure 4**: Friend Sharing Module
1. Transition Strategy

Our clients are currently having their own system under development, and agree to integrate our components into the system by themselves. The focus of the transition strategy would be making clients’ integration process as easy as possible.

1.1 Transition Objectives

The transition objectives are as follows:

- Full operation of the capabilities provided to clients
- The majority of transition activities happen online
- Clients feedbacks meeting, one or more if needed
- 2 months issues fixing and features adding supports after transition

1.2 Transition Process Strategy

The transition process is expected to take around 15 days maximum after the development is done. Since the major job in the transition process is integrating our code into client’s ongoing project, our transition process strategy will focus on making the integration job as smooth and easy as possible.

The transition process steps are as follows:

- Final refactoring of developed components
- Passing all test cases
- Develop source code integration instructions
- Clients feedbacks meeting
- Issues fixing and features adding, if any
- Deliver final product and related documents
- 2 month post-transition support
2. Preparing for Transition

2.1 Hardware Preparation

iPhone with iOS 7 installed is required to test the project.

2.2 Software Preparation

- The project is developed using Xcode 5 and iOS 7 framework. Since Xcode 5 is not backward compatible, it’s required that clients install the latest version of Xcode (currently 5.0.2).
- Our project is hosted in github, so git is required to retrieve the source code from the site.

2.3 Site Preparation

No specific site preparation is required. The clients just need their laptops to retrieve, test and integrate the source code into their existing project.
3. Stakeholder Roles, Responsibilities and Schedule

Table 1: Transition Schedule

<table>
<thead>
<tr>
<th>Date</th>
<th>Role</th>
<th>Responsibility</th>
<th>Location</th>
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<tbody>
<tr>
<td>12/02/13-12/05/13</td>
<td>Developers</td>
<td>Refactor code structure and clearness, add necessary annotation</td>
<td>Developers’ site</td>
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<td>12/06/13-12/07/13</td>
<td>Testers, Developers</td>
<td>Test and fix bugs</td>
<td>Developers’ site, Testers’ site</td>
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<td>12/08/13-12/16/13</td>
<td>Clients</td>
<td>Retrieve code from github, integrate source code into existing iOS project</td>
<td>Clients’ site</td>
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<tr>
<td>12/17/13</td>
<td>Developers, Clients</td>
<td>Collect feedbacks</td>
<td>USC Campus</td>
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<tr>
<td>12/18/13-12/20/13</td>
<td>Developers, Testers</td>
<td>Fix issues, test results</td>
<td>Developers’ site, Testers’ site</td>
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<tr>
<td>12/21/13</td>
<td>Developers</td>
<td>Deliver final product and all related documents</td>
<td>Online</td>
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