<APP NAME>

MOBILE APPLICATION DEFINITION

Role	Name	Title	Date
Author			
Reviewer			
Reviewer			
Approver			

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1 GOALS

1.1 Goals of the App

What need(s) does the app satisfy? What problem(s) does it solve for the user?

1.2 Product Owner

Who is the product owner of this app? (The one who approves the app and determines the priorities and backlog)

1.3 User Profile

Special properties/constraints of the average app user, method of usage, environment in which the app is going to be used.

1.4 Risks

*Refer to "*Appendix – Risk Mitigation Plan*".*

2 APPLICATION

2.1 Functionality - Epics

Describe the main functionality of the app (high-level Epics). Add each Epic to JIRA by selecting it and clicking Ctrl-Shift-J. Categorize each epic with a label.

- *Epic 1*
- *Epic 2*
- *…*

Add a link to JIRA chart with distribution of epics & features per status – with label = functionality.

2.2 UserInterface

User interface guidelines, supported resolutions, responsive UI design, scaling or fixed aspect ratio, orientation (landscape/portrait/hybrid) and interaction constraints. Add links to UI mockups.

2.3 Menus

Describe in high-level the menus in the app and add a child page with the detailed definition.

2.4 Gestures

Describe the supported gestures in the app.

2.5 Ads

Where ads will be incorporated? What types (banners, full screen ads [interstitial ads])?

2.6 In-App Purchases

Will there be in-app purchases? Of what items (consumables/non-consumables)?

2.7 Logical Data Model

Class diagram of the main data entities.

2.8 Information Security

Is authentication required? How? (username & password? Google/Facebook id? Biometric?

2.9 Capacity, Performance, Response Times

Describe the requirements for capacity (amount of data), performance (actions per time unit), and response times (seconds per action).

2.10 Interfaces to other systems/apps/cloud services

2.11 Backward Compatibility

3 TECHNOLOGY

3.1 Logical and Physical Architecture

Put here a block diagram of the main components in the architecture, clients, servers, middleware, and what will run on each of those.

3.2 Server

Is there going to be a server? What are its roles? What is its inner software architecture? Which components are going to be run on it, and what are their roles.

3.3 Database

Is there going to be a database server? For will it hold?

3.4 Supported Devices and Operating Systems

Describe what are the supported devices and operating system. Is there any special hardware required in those devices?

3.5 Development and Production Environments

Describe the planned environments that will be used in development, build, integration, testing, pre-production and production (if relevant).

3.6 Multiplatform Development

Are you going to write platform independent code? (Cross platform support) How this is going to be done? Are you going to use external software libraries to achieve this?

3.7 Development & Maintenance Tools

Which tools/SW libraries are going to be used for development, source control, backlog management, bug management, build management, etc.

4 IMPLEMENTATION

4.1 Development Team

Describe the development team that will develop the app, the roles and responsibilities of each one in the team.

4.2 Management Stakeholders

Describe the main stakeholders from management that are going to monitor and control the project, what is their role and how will they get the information that they need.

4.3 Partners

Describe any partners that you will cooperate in development of the app.

4.4 Sub-contractors

Describe any sub-contractors that you will use during the project, what are their roles and what deliverables they are expected to give.

4.5 Development Process

Describe the development process that will be used. SCRUM method? Length of sprint?

4.6 Test Plan

Describe the high-level plan for testing the app. Who will test? What is the testing methodology? Any automated testing planned? Are you going to use crowd feedback?

4.7 Major Milestones

Version 1.0:

- Alpha Release:
- Beta Release:
- General Availability:

4.8 Deployment

Describe the deployment method to the server (if any), to the devices (via the app store, or other method?). Is there going to be any automated deployment?

4.9 Support

How you are going to support the app once it is released? Link from within the app for reporting problems? Web site? What is the process for handling reported problems?

4.10 Configuration Management

What is your plan for managing the code branches (main development branch in parallel to release branch)?

4.11 Training

What training materials are you going to prepare? Help pages, training videos in YouTube? Web site?

APPENDIX – RISK MITIGATION PLAN

Main uncertainties (business/technical) that may have negative effect on the attainment of the project goals. How they be mitigated? Open a JIRA task for each mitigation/contingency activity.

Risk	**Risk Causes**	**Risk Impacts**	**Impact** (1-5)	**Probability** (1-5)	**Risk Level** (1-25)	**Mitigation**	**Contingency** (optional)
What may happen?		Effect on scope, schedule, resources, or quality			Impact X Probability	How to reduce the probability?	How to reduce the impact if it happens anyway?