PMIS – Projex Redesign

Team 43

40432720

40428196

40435293

40444263

40288696

Contents

Project Summary 2

Dates 2

Purpose 2

Targets 3

Major Risks 3

Roles 3

Examples of Changes and Inclusions 4

Business Case 6

Business Purpose for doing the project 6

Expected Benefits 6

Expected Dis-Benefits 6

Expected Cost 6

Configuration Map 0

Schedule Model 0

RIC Register 1

Progress Register 3

Project Summary

Dates

Sponsor Appointed	Project Authorized	Project Closed
20/01/2020	23/01/2020	

Purpose

Goal / Outcome	The purpose of this project is to redesign Projex entirely from the students' point of view to try and make the process less intimidating. The idea is to streamline the team formation process with a particular focus on an improved UI, additional guidance and improved communication among students, clients and the faculty. The app will take in the details, skills and other inputs from student users using an improved UI. The app will show the student user projects (in an improved UI) suited for their skills as a priority with less suited projects appearing further down the screen. The student will be able to see other students interested in the project to then communicate and form teams. The Team formation UI will include a team profile entry to showcase the team's strengths to potential clients along with guidance for getting a successful bid on a project. Both external and internal users will be able to create projects. The external user will be able to place notifications for when they are going to be present on campus or how to contact them for further details about their project. The app will provide forums on how to handle certain situations to try and make group projects easier to handle and to share advice/help with other users. Other forums will include advice on how to set up group projects yourself, advice on getting over personal and social inhibitions, a page for user testimonies on group tasks. There will be links provided in the app taking the user to various pages on the Edinburgh Napier University website to find help regarding student well-being as well as other useful contacts. The app will allow an admin user to have admin rights across all the app (adding, removing and verifying users/projects, teams, adding and removing forums). The results of the project will be used by the School of Computing to improve their version of the system for next year's students.

	If there is enough time after the above items have been implemented into the app then the following features will have a possibility to be implemented into the project. A rebranding of Projex to try and make it more aesthetically appealing to the users. This will be done through consultation with Edinburgh Napier University's faculty to ensure that it is to their approval and standards. A synchronous message update board will be implemented for the user to see about any updates provided by admin. These updates will also appear as posts on the main page of the app and in the forums section of the app. The redesign will not produce a new app for the user but will instead be an update. The update will not introduce any autonomous aspects to the team building process, nor will it change the processes set in place by Edinburgh Napier University.
Main product	Prototype of Projex redesign
High-level Requirements	Development server

Targets

Duration	12 weeks
Budget	n/a

Major Risks

The major risks identified in the RIC are the loss or corruption of the data files containing the Projex data, security breaches, poor communication within the team and with the sponsor.

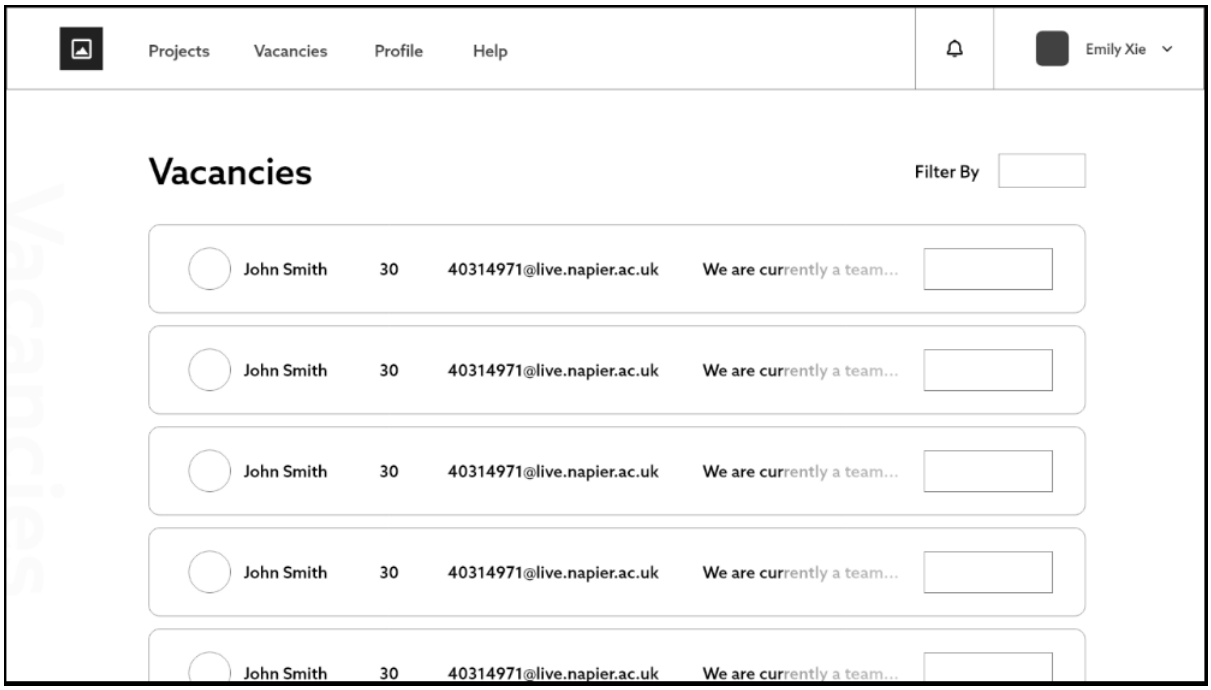
Roles

Sponsor	Brian Davison
Consultants	n/a
Project Manager	Jon Robinson
PM Support(s)	Karen Stewart, Tolu Ademuwagun, Nicolas Obara, Gregoire Arnoult
Team Manager(s)	n/a
Supplier PM(s)	n/a

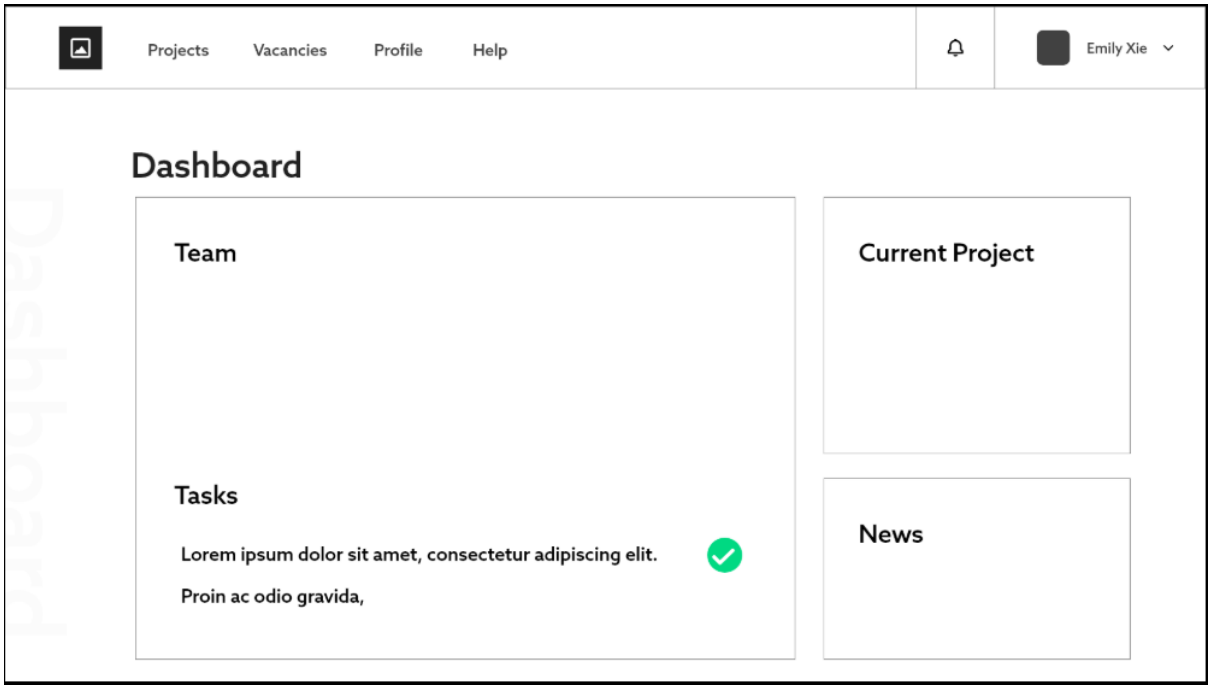
Examples of Changes and Inclusions

This is a brief example of the wireframes to be made for some of the additions and changes that will in the project.

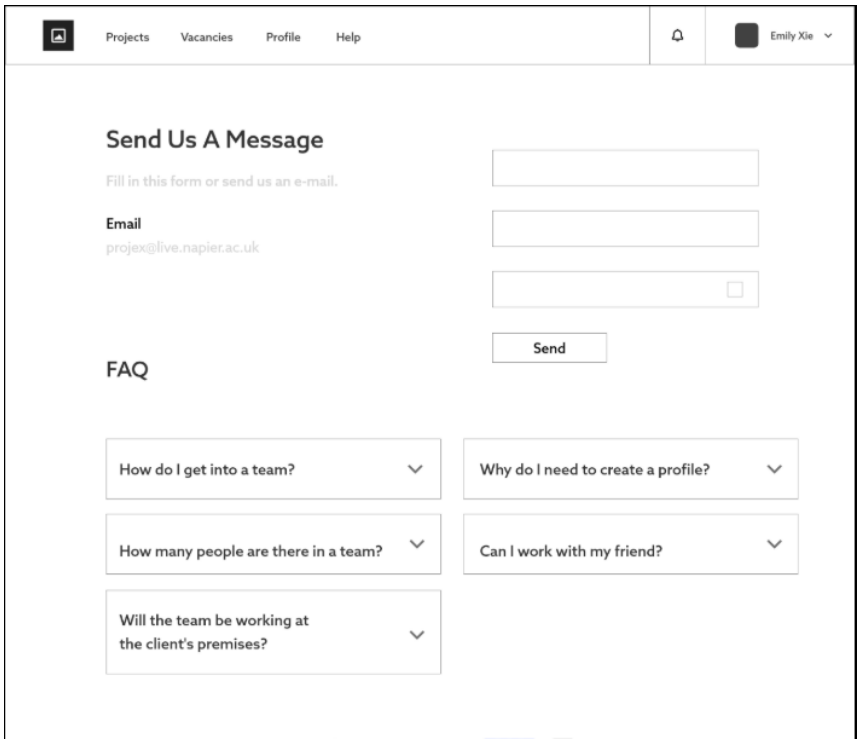
Below is a UI change recommendation for the Vacancies page to make it more aesthetically pleasing for the user.



Below is the Team Profile Dashboard window which will be used by teams to help them improve their bidding process for projects with clients.



Below is a wireframe example of the Contact Us page which will email the admin/relevant persons instead of the user having to go through multiple screens to get in contact with the faculty.



Business Case

Business Purpose for doing the project

The live version of Projex has room for improvement. The live version is daunting, time consuming, places undue stress on students and does not encourage students to proceed further in their studies or in preparation for group task.

The live version also has some bugs in the UI, is missing its potential to guide users and to implement Edinburgh Napier University links such as The Bright Red Triangle and student wellbeing and support. The app can also improve communication between students and faculty with the implementation of forums and synchronous communication on the app.

The redesign is aimed at addressing these issues by improving the UI and the User experience

Expected Benefits

Future users of Projex will have a more streamlined experience finding a team, project and communicating with potential clients and peer students. Users will also have an easier experience setting up their account to find projects. Student users should expect to feel less daunted using Projex after the redesign. Admin will have a better experience helping students to find teams, projects and to communicate with clients.

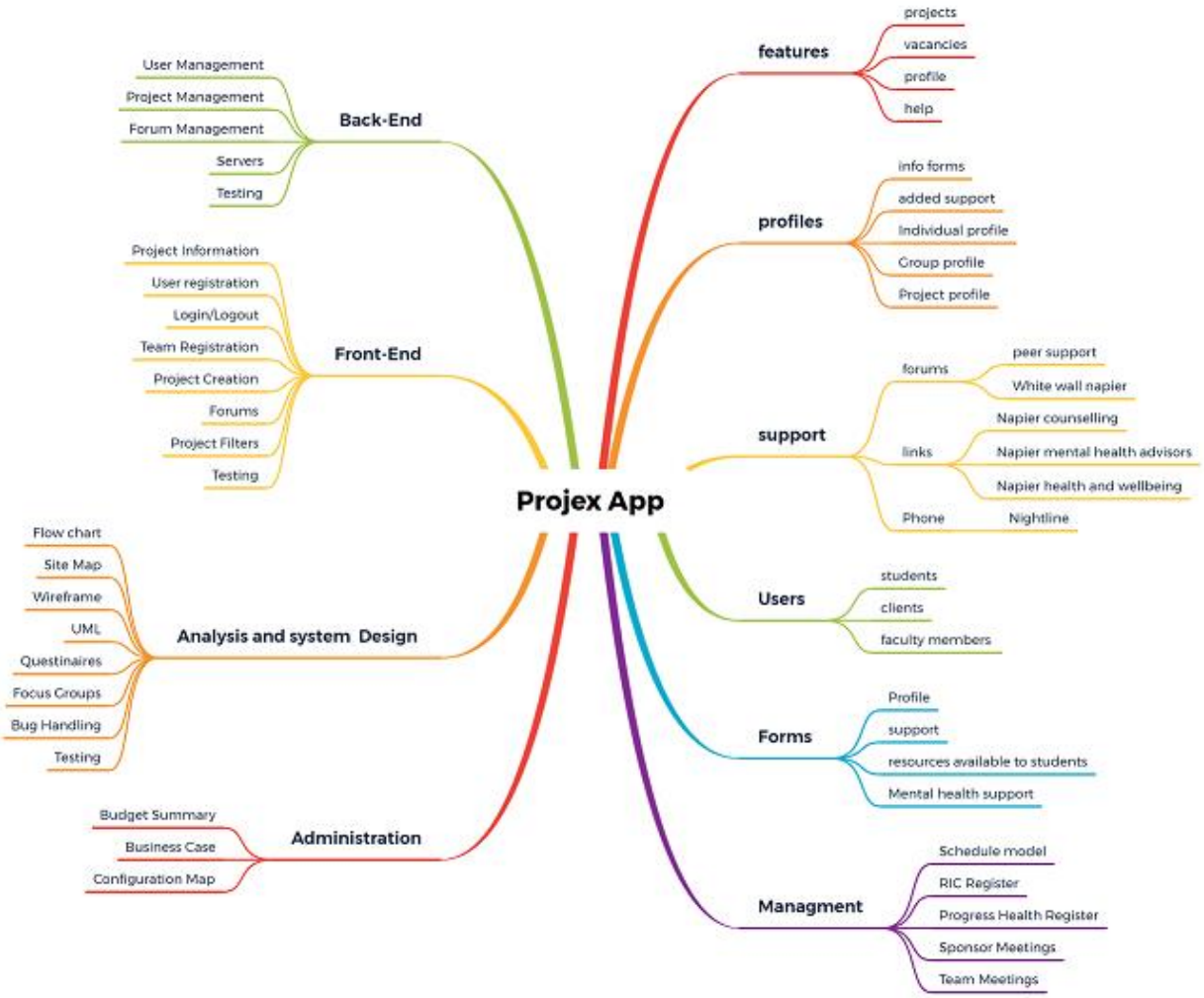
Expected Dis-Benefits

One of the potential dis-benefits is if the layout of Projex is changed drastically for clients or repeating students they might find it disconcerting to get used to the new layout.

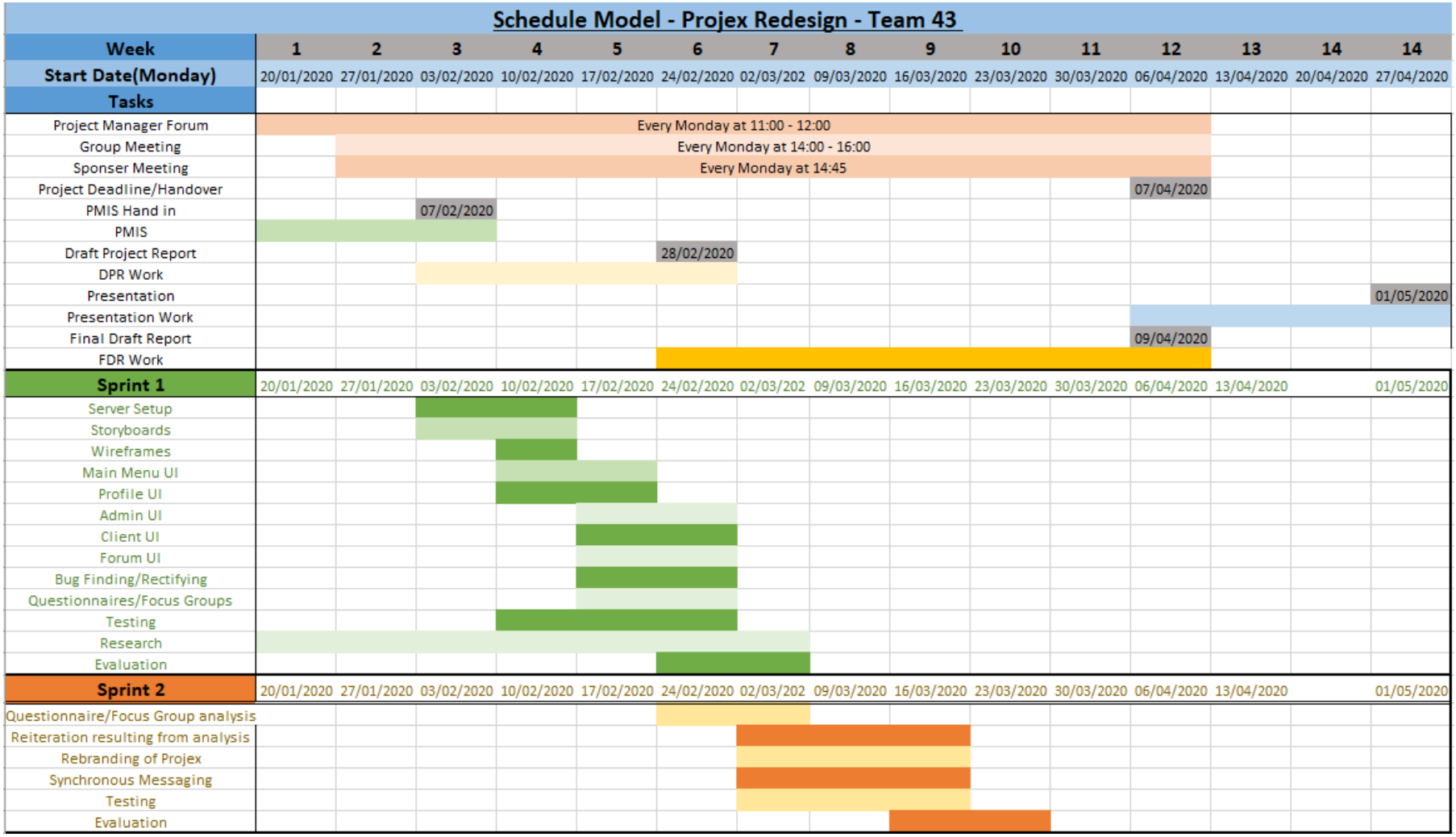
Expected Cost

n/a

Configuration Map



Schedule Model



Sprint 3 will occur if the evaluation at the end the end of Sprint 2 concludes that more work is needed. Sprint 3 would conclude before the end of week 11.

RIC Register

ID	Description	Type	Date Identified	Impact	Probability	Importance	Response	Owner	Closure Date
1	No development servers provided by I.S	Risk	20/01/2020	200	Medium	100	look into using alternative servers to use as a	Tolu	03/02/2020
2	lose of project data	Risk	28/01/2020	200	Very Low	20	github repository created	Jon	28/01/2020
3	code for live Projex not accessible	Issue	23/01/2020	200		200	Mentioned to Brian in PM forum and sponser meeting. Failing that look into doing fresh Projex build with teams own code. *RESOLVED*	Karen	28/01/2020
4	understanding/training on python code for projex	Issue	20/01/2020	100		100	Training websites used by Brian to create live projex provided to be looked at by the team	Jon, Karen, Tolu, G	23/01/2020
5	Room is unavailable for group meeting	Issue	04/02/2020	50		50	Try to find another room or location to hold a meeting, even if it is just a quick 15 minute scrum. Failing that keep contact on Slack group chat.	Jon	04/02/2020
6	Room is unavailable for sponsor meeting	Issue	04/02/2020	50		50	Contact Brain to see if another time or date is suitable for Brain to hold a sponsor meeting. Failling that send an email with the 3 answers for the questions he asks in the meeting - What have you done? What will you do? Any obsticles?- from each	Jon	04/02/2020
7	Servers do not function as required due to external factors.	Risk	04/02/2020	200	Very Low	20	Contact I.S to find out what the issue is and for an eta for the solution to be rectified. Set up a alternate server system for short term use if the servers will be down for an extended time.	Jon, Tolu	04/02/2020
8	Team members have assignments to do other than group project dividing their time.	Issue	04/02/2020	25		25	Try to plan the work load in advance for when the assignments are due so team members do not feel overburdened. Encourage team members to not leave any work until the last minute.	Jon, Karen, Tolu, G	04/02/2020
9	Team members have personal issues that make them unavailable to do work.	Issue	04/02/2020	25		25	Adjust the projects development where possible. Where possible get another team member to do the work if it is essential for projects progress.	Jon, Karen, Tolu, G	04/02/2020
10	Project development goes beyond agreed deadline/handover.	Risk	04/02/2020	200	Low	60	If project development looks like it will not reach completion before deadline/handover contact Brian to discuss extension possiblities.	Jon, Karen, Tolu, G	04/02/2020
11	Features not being able to be met within timeframe set for project	Issue	05/02/2020	100		100	Prioritise features so main website feature requirements are met first to have least impact on the projects overall functionality.	Jon, Karen, Tolu, G	05/02/2020
12	Schedule Timeline not being adhered to	Risk	05/02/2020	100	Medium	50	As we are working in a scrum team within an agile work environment, we can pick up quickly if the scheduling isnt working and either reassess the schedule or agree to commit more hours per week to the project.	Jon, Karen, Tolu, G	05/02/2020
13	a conflict in the code that is causing the entire project to not compile	Risk	05/02/2020	150	Low	45	as we are using an online repository we can roll the code back to a previous version	jon, Gregriore	05/02/2020
14	disputes between 2 or more group members on how to best approach a feature/task	Issue	05/02/2020	25		25	agree in advance that if as a group we cant decide on the best way to approach a certain part of the project we put it to a vote and go with the majority regardless of the personal feelings on the project.	Jon, Karen, Tolu, G	05/02/2020

15	different members of the group having different styles of writing code	Issue	05/02/2020	25		25	The group have agreed in advice a set of coding convention and have them laid out in CONTRIBUTING.md file in the group github for the group to refer to keep coding conventions to a uniform standard throughout the project.	Jon, Karen, Tolu, G	05/02/2020
16	Team members are unable to carry out work due to illness	Risk	05/02/2020	100	Very Low	10	Redistribute the work amongst the other team members if it is essential the work gets done.	Jon, Karen, Tolu, G	05/02/2020
17	giving team members too much work to do in a short amount of time	Issue	05/02/2020	25		25	make sure that team members mention this as soon as possible if they feel they have too much work to do. Extend the deadline or delegate some of the workload out to other team members to help alleviate the stress	Jon, Karen, Tolu, G	05/02/2020
18	The design concepts not being in line with what Edinburgh Napier University is looking for.	Issue	05/02/2020	10		10	show examples to Brain at sponser meetings to see if he finds them acceptable, carry out questionnaires to students, have a branding meeting with Edinburgh Napier University.	Jon, Karen, Tolu, G	05/02/2020
19	Connectivity issues with tools/materials to do tasks	Risk	04/02/2020	150	Very Low	15	if able to do any work offline do the work and then update when the connectivity issues have passed	Jon, Karen, Tolu, G	05/02/2020
20	low amount of useful data from questionnaires to help formulate an unbiased app	Issue	05/02/2020	20		20	use what information is received and use it to the best of our ability to create an app based on students pov	Nicholas, Tolu	05/02/2020
21	Inconsistencies and poor analysis of data from questionnaires	Issue	05/02/2020	20		20	use research analysis methodology when discerning and analysing the data	Nicholas, Tolu	05/02/2020
22	Adding unnecessary features to the app	Issue	05/02/2020	50		50	Make sure to stay within the confines that Brian mentioned in the initial meeting, showing Brian our concepts and progress during sponsor meetings.	Jon, Karen, Tolu, G	05/02/2020
23	Inconsistent pre-planned & unrealistic timescales	Risk	05/02/2020	75	Low	23	prioritise the tasks and roles to be carried out in advance, staying on track within the schedule model. Evaluating the schedule of tasks on a weekly basis.	Jon, Karen, Tolu, G	05/02/2020
24	Poor communication within team and with the sponsor	Risk	05/02/2020	150	Medium	75	Each team member is responsible for their communication within the team. Slack has been set up as the means of communication within the team. If poor communication is consistent try to contact via university email address	Jon, Karen, Tolu, G	05/02/2020
25	unfullfilled roles preventing the work getting done	Risk	05/02/2020	150	Low	45	When the team is made aware of unfullfilled roles, evaluate the issue and prioritise it with other tasks and allocate somebody onto the role depending on the tasks they are doing and the role they currently perform.	Jon, Karen, Tolu, G	05/02/2020
26	Poor usability/accessibility in the app	Issue	05/02/2020	40		40	Test the app at regular intervals to see if it meets the accessibility legistlation standards	Jon, Karen, Tolu, G	05/02/2020
27	Alternative servers might not be liked by Edinburgh Napier University. Causing the team to have to transfer the data onto a server approved by the faculty.	Issue	05/02/2020	50		50	Confirm with the faculty which server is prefered to be used.	Tolu, Jon	05/02/2020
28	Security risks to the server and github repository	Risk	05/02/2020	200	Very Low	20	All team members to follow standard security procedures with their password protection.	Jon, Karen, Tolu, G	05/02/2020

Progress Register

Data	W00	W01	W02	W03	W04	W05	W06	W07	W08	W09	W10	W11	W12
Actual Duration	0	1	2	3	4	5	6	7	8	9	10	11	12
Planned Total Budget	360	360	360	360	360	360	360	360	360	360	360	360	360
Planned Total Duration	20	20	20	20	20	30	30	30	30	30	30	30	30
Plan Limit: Cost	40	40	40	40	40	40	40	40	40	40	40	40	40
Plan Limit: Time	4	4	4	4	4	10	10	10	10	10	10	10	10
Delegation Limit: Cost	20	20	20	20	20	30	30	30	30	30	30	30	30
Delegation Limit: Time	1	1	1	1	1	1	1	1	1	1	1	1	1
Planned Cost	0	20	40	60	80	110	140	170	200	230	260	290	320
Cost Tolerance	400	400	400	400	400	400	400	400	400	400	400	400	400
Time Tolerance	24	24	24	24	24	40	40	40	40	40	40	40	40
Actual Cost	0	20	40	60	80								
Earned Value	0	20	40	60	80								
Information	**W00**	**W01**	**W02**	**W03**	**W04**	**W05**	**W06**	**W07**	**W08**	**W09**	**W10**	**W11**	**W12**
Earned Schedule	0	1.0	2.0	3.0	4.0								
Completion	#N/A	#N/A	#N/A	15%	20%								
Forecast At-Completion Cost	#N/A	#N/A	360	360	360								
Forecast Total Duration	#N/A	#N/A	#N/A	20	20								

The data provided is a best guess estimate the week before the start of development and will be updated if needed.