

University of New South Wales

Software Engineering Workshop 3 SENG3011

Management Information

Thicc Peas

z5238611 Hao Cheong

z5258064 Brandon Green

z5191527 Fanrui Li

z5257129 Ryan Vu Anh Nguyen

z5263663 Max Owen

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1.0 Project Plan

1.1 Team Member Responsibilities

These are main roles for each team member during each sprint; each sprint corresponds to the 'stages' outlined in the <u>project specification</u>. In general, as there are many different services required for the final project (Web-Scraper, API, API documentation website, web application, etc.) we have opted to have certain team members specialise in certain fields they have experience in to maximise efficiency.

1.1.1 Sprint 1) Web Scraper, API, API Documentation

Team	Role Name	Role Description
Member		
Hao Cheong	 Documentation Manager Webscraper Manager Google Cloud Developer 	 Will coordinate documentation and report writing Manages design and development of the web-scraper Manages the Google Cloud deployment
Brandon Green	Taskmaster (Project Manager)	 Breaks down bigger tasks, assigns them to teammates and manages the Trello board Creates ideas and concepts for the project
Fanrui Li	API Developer	Develops the API
Ryan Vu Anh Nguyen	Team CoordinatorAPI ManagerDatabase Developer	 Makes meeting notes and organises meetings Manages design and development of the API Develops the database
Max Owen	Database ManagerWebscraper Developer	 Manages design and development of the database Develops the web-scraper

1.1.2 Sprint 2) Website

Team Member	Role Name	Role Description
Hao Cheong	Documentation ManagerWeb DeveloperGoogle Cloud Developer	 Will coordinate documentation and report writing Develops the website Manages the Google Cloud deployment
Brandon Green	Taskmaster (Project Manager)Web Developer	 Breaks town bigger tasks, assigns them to teammates and manages the Trello board Develops the website
Fanrui Li	Website Manager	Manages the development of the website
Ryan Vu Anh Nguyen	Team CoordinatorGoogle Cloud Developer	 Makes meeting notes Organises meetings Manages the Google Cloud deployment
Max Owen	Web Developer	Develops the website

1.2 Workflow Arrangement

The following section describes how our team will communicate, meet and operate during the term.

Our team is anticipating a weekly workload of 6 - 7 hours per person for this project. This is subject to change, as we are unsure of the specifics of future deliverables and have not assigned tasks for these unknowns. We have a tentative Gantt chart to outline our future deadlines.

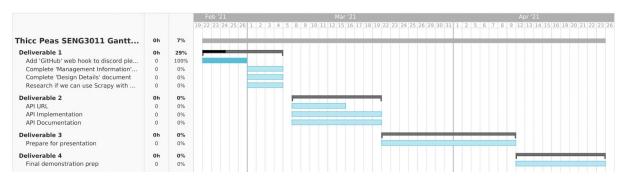


Figure 1. Gantt Chart

To check in on this work, we will be setting tasks and deadlines in our trello board (which has been linked to this gantt chart online), explained below.

1.2.1 Project Management

Main team communication as well as communication with the mentor shall occur on <u>Discord</u>. Task-based project management will occur on a Trello board (below) where we shall utilise a Kanban style of task management. All reports, code and other deliverables shall exist on the <u>GitHub</u> repository.

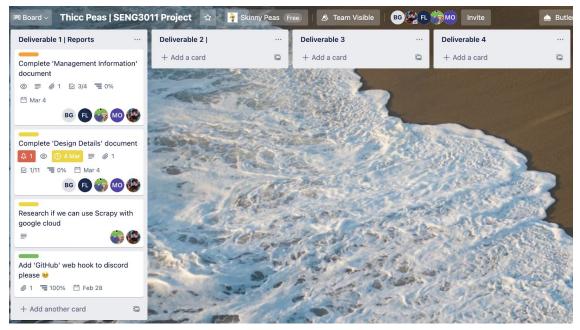


Figure 2. Trello Board

We shall perform branch-based development in the repository. Every new feature or task is allocated to a new branch. Once a feature is complete then a pull request (PR) can be raised to merge the feature branch into the main branch. After review by another team member the PR can be merged. We aim for feature branches to be active for a maximum of 7 days to minimise tedious merge conflicts with the main branch. Additionally, the main branch should always be in a stable state.

If time permits, unit tests and an automated build system will be implemented using GitHub Actions to ensure the stability of the main branch.

1.2.2 Meetings

The team shall meet every *Sunday at 1pm* as well as during the mentoring session on Thursday 7pm - 7:20pm. Additional meetings can freely be discussed and held on the Discord voice channels if required. All meeting notes shall be handled by 'Team Coordinator' who will publish the notes to Google Drive and the Discord (below). These meeting notes can be used to document progress and tracking important details which can be used to improve the quality of our final product.

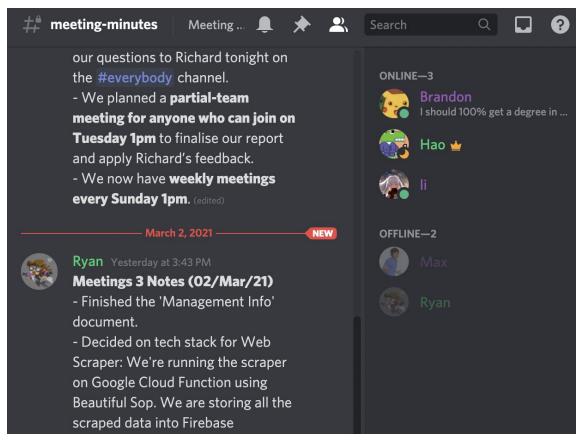


Figure 3. Discord meeting minutes