Mini Project: Distributed systems
Project Management Report

Version: 1.0

Date of report: 2020-01-06

General

Project Name

DIT355 Mini Project: Distributed Systems

Project version

1.0

Name of project manager

Karl Westgårdh

Start date of project

2019-11-05

Expected end date of project

2020-01-15

Scope of project

The purpose of the project is to create a visualization tool for the decision support system of the city planners in the greater Gothenburg region. The system shall provide a graphical interface through which the planners learn about flows of both user request ("I want to get from A to B at time Z") and the alternatives offered (buss, tram and other transport means), preferably in combination to gain insights about the potential for improvements.

Scheduled progress against plan:

- The schedule of the project was defined and followed through in five sprints and the team settled on and end date for development at the 18th of december, before the holiday. The team worked efficiently towards this deadline and finished development before the holiday.

Current scope against plan:

- The scope of the project was largely defined in the beginning of the project by the assignment definition. Throughout the project, some requirements were changed, removed or added, mainly the ones regarding the features of the system in terms of how information were to be visualised. The team worked with the ambition to mainly satisfy the need of the fictional user, a traffic planner at Västtrafik. Considering this, the team were striving to make it possible for the traffic planner to see available, current routes and compare these routes in the larger Gothenburg region to the requests from the end users (commuters) to go from A to B. This in order for the traffic planner to be able to see possible bottlenecks and needs for new routes.
- Even though the aforementioned easily can be proven valuable for the traffic planner, the final scope of the teams product were off-scope in terms of what the required specified features were mainly considering that the system should be useful in real-time. The teams product was more or less a product that could be used as a visual aid together with a statistical planning tool, which would not be used in real time in a real world scenario.

Risks encountered and mitigated:

When working in a project it is especially important to have clear foundations and guidelines regarding the way of working. It is important that all team members know what is expected of them as well as having a set of rules/guidelines to establish a functional and professional work environment. In order for our team to perform as good as we possibly can we will follow the documentation for our way of working.

Through the course of the project, all team members followed the way of working and were active participants in all meetings.

Starting this project we had a kick-off meeting with all team members. We discussed our goals, what we would like to get out of the project as well as getting more familiar with the members of the team.The reason for this meeting was for all members to feel included and heard from the beginning. This is extremely important, no one is supposed to feel left in the dark and also to ensure that everyone was in agreement of the project schedule, especially considering that we wanted to finish development before the holidays.

It was also very important for all team members to understand all the requirements. By making sure that the requirements were understood and what was expected by the team before starting working on the project we would reduce the risk for eq. a member working hard the task they are doing is not in the scope. However, as mentioned in the previous section, we ended up to some degree off-scope anyhow.

Working in a project with multiple people involved makes communication even more important. Having an open communication environment will help all parties concerned in the project. Having the mindset of 'no stupid questions' helped tremendously. We wanted all of our members in the team to have the ability to speak up regarding possible changes, things that don't make sense or concerns in general.

For a project to be as good as possible we made sure to monitor and document all our steps in they way of finishing the project. By doing this we were able to trace back and clearly see what has been done in the past and what is supposed to be done in the future. From start to finish. We used Trello and of course the commit messages in order to document the work being done.

Feedback can be one of the most important pillars in a project. By allowing constructive feedback from management to developers as well as the other way around, we were able to continuously improving our process to the best we can possibly be. We made sure to let each other know when something is really good or when something could use improvement.

Milestones

- 2019-11-06 - Project start
- 2019-12-04 - Half-way presentation
- 2020-01-07 - Final commit
- 2020-01-13 - Project presentation