

# Ciri2 Project management

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## Context

Ciri2 is a web application where pc-gamers can assess and compare their pc's. In this application a pc-gamer can recreate their pc with different part pickers and manage it. They will also be able to share their pc . A PC gamer can then also submit the fps they get for games, other users can then see how a game performs.

## Way of working

For my individual project, I'll be embracing Agile methodologies. Agile offers me the flexibility to swiftly adapt to inevitable changes in the project, particularly as requirements may evolve based on learning outcomes. Employing an iterative approach is crucial, especially since CIRI2 is a web application which will benefit from frequent releases and updates.

Agile practices also facilitate early feedback collection, ensuring that I can incorporate insights gained into subsequent sprints efficiently. Additionally, by adhering to Scrum principles, transparency is maintained throughout the project. This transparency not only allows me to showcase progress to my teacher but also enables me to adjust my plans according to their expectations.

## Project management tools

I have chosen to utilize GitHub Projects and GitHub repositories as integral tools for managing my project for several compelling reasons. Firstly, GitHub Projects provides a user-friendly and visually intuitive platform for organizing and tracking tasks, issues, and milestones throughout the project lifecycle. Its flexible board layout allows me to customize workflows according to Agile principles, facilitating efficient task management and progress monitoring.

Moreover, GitHub repositories serve as centralized hubs for version control, collaboration, and documentation. Leveraging Git's robust version control capabilities, I can seamlessly manage code changes, branches, and merges, ensuring code integrity.

Furthermore, GitHub's integration with a plethora of development tools and services enhances productivity by automating repetitive tasks, integrating with continuous integration/continuous deployment (CI/CD) pipelines, and enabling seamless integration with third-party services for enhanced project management capabilities.

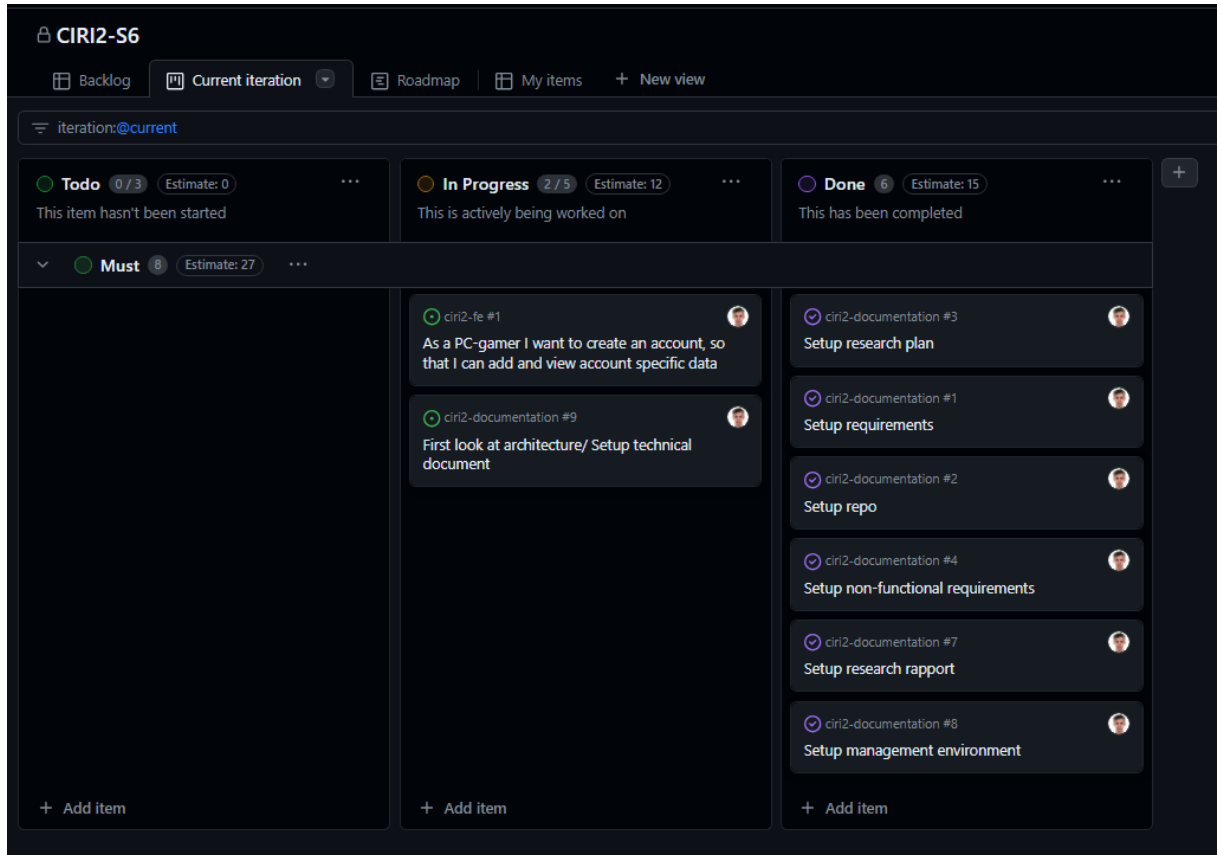
## My GitHub project

I manage the sprint velocity with Story points (Called estimates in github). To manage my github project and progress I have created multiple tabs that show a lot of information about the project and the state of the project/sprint. You can view the project [here](#). The tabs that I have made are:

- Backlog: In the backlog tab I keep track of all the userstories and other issues that needs to be worked. You can see a lot of information on this tab. Like the userstories per planned iteration, Status of the userstory, Story points and the priority of the userstory.

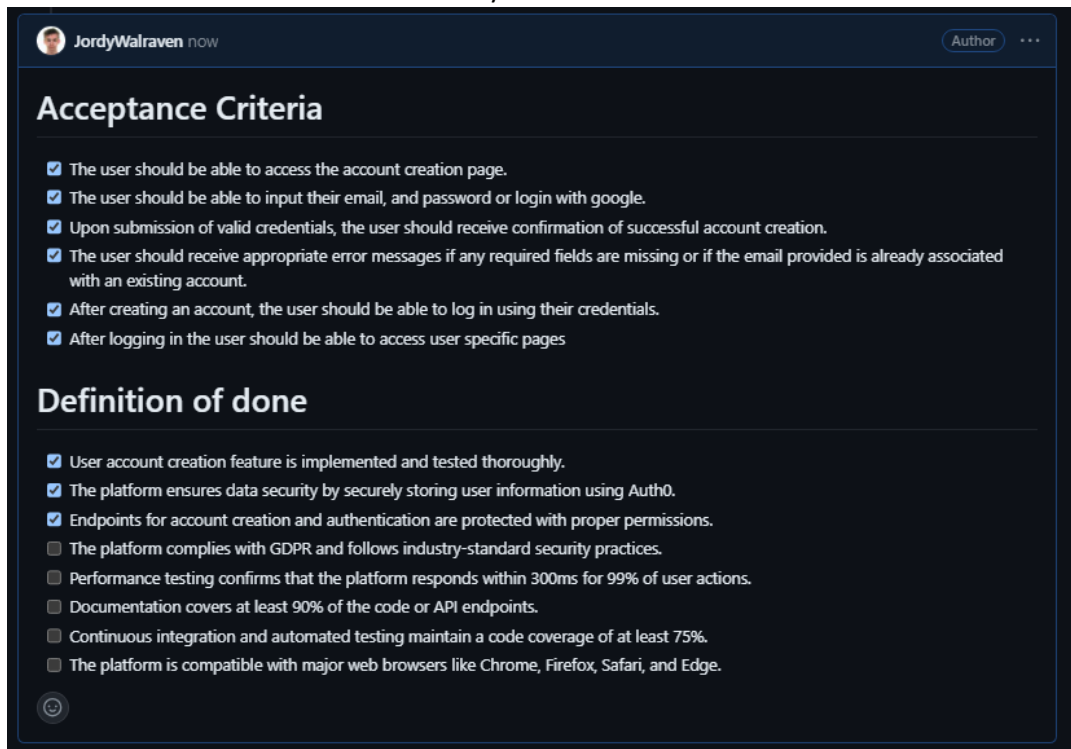
Filter by keyword or by field										Discard
Title	...	Status	...	Estimate	...	Iteration	...	Priority	...	+
<b>Iteration 1</b> 8 Estimate: 27 Mar 11 - Mar 24 <b>Current</b> ...										
1	As a PC-gamer I want to create an account, so that I can add and view account specific data #1	Done	-		6	Iteration 1	-	Must	-	
2	Setup research plan #3	Done	-		3	Iteration 1	-	Must	-	
3	Setup requirements #1	Done	-		3	Iteration 1	-	Must	-	
4	Setup repo #2	Done	-		1	Iteration 1	-	Must	-	
5	Setup non-functional requirements #4	Done	-		2	Iteration 1	-	Must	-	
6	Setup research rapport #7	Done	-		3	Iteration 1	-	Must	-	
7	Setup management environment #8	Done	-		3	Iteration 1	-	Must	-	
8	First look at architecture/ Setup technical document #9	In Progress	-		6	Iteration 1	-	Must	-	
+ Add item										
<b>Iteration 2</b> 5 Estimate: 33 Mar 25 - Apr 14 ...										
9	As a software architect, I want to determine the most suitable architectural styles for my syst... #5	Todo	-		6	Iteration 2	-	Must	-	
10	As a developer, I need to understand how various services or components within the system... #6	Todo	-		6	Iteration 2	-	Must	-	
11	As admin I want to be able to add pc-components, so that PC-gamers can use these compo... #3	Todo	-		9	Iteration 2	-	Must	-	
12	As PC-gamer I want to click on the component of a pc, so I can view the details of that speci... #4	Todo	-		6	Iteration 2	-	Must	-	
13	Setup CI/CD #5	Todo	-		6	Iteration 2	-	Must	-	
+ Add item										
<b>No Iteration</b> 10 Estimate: 78 ...										
14	As a PC-gamer I want to recreate my PC with part pickers, so that I can share my rig with ot... #2		-		9		-	Must	-	
15	As a PC-gamer I want to view my own PC's, so that I can get an oversight of my own pc's		-		3		-	Must	-	

- Current iteration Board: In the current iteration board you can see all the tasks that were assigned to this iteration. In this board you can see the status of each of the userstories and tasks.



The screenshot displays the Jira interface for the project CIRI2-S6, specifically the 'Current iteration' board. The board is organized into three main columns: 'Todo', 'In Progress', and 'Done'. The 'Todo' column shows 0 items with an estimate of 0. The 'In Progress' column shows 2 items with an estimate of 12. The 'Done' column shows 6 items with an estimate of 15. Below these columns, there is a 'Must' section with 8 items and an estimate of 27. The 'In Progress' column contains two items: 'ciri2-fe #1' (As a PC-gamer I want to create an account, so that I can add and view account specific data) and 'ciri2-documentation #9' (First look at architecture/ Setup technical document). The 'Done' column contains six items: 'ciri2-documentation #3' (Setup research plan), 'ciri2-documentation #1' (Setup requirements), 'ciri2-documentation #2' (Setup repo), 'ciri2-documentation #4' (Setup non-functional requirements), 'ciri2-documentation #7' (Setup research rapport), and 'ciri2-documentation #8' (Setup management environment). Each item has a status icon (green circle for 'To Do', yellow circle for 'In Progress', and purple circle for 'Done') and a user avatar. The interface also includes navigation tabs at the top: 'Backlog', 'Current iteration', 'Roadmap', 'My items', and 'New view'. A search bar at the top left shows 'iteration:@current'. At the bottom of each column, there is a '+ Add item' button.

- User story acceptance criteria and definition of done:  
Each userstory in my project has a defined acceptance criteria and a definition of done.  
Before a userstory can be completely finished it needs to meet both the acceptance criteria and the definition of done. Down below you can see this for one of the userstories.



The screenshot shows a user story card for 'Acceptance Criteria' and 'Definition of done'. The card is titled 'Acceptance Criteria' and 'Definition of done'. It lists several criteria and definitions of done for a user story.

**Acceptance Criteria**

- ☒ The user should be able to access the account creation page.
- ☒ The user should be able to input their email, and password or login with google.
- ☒ Upon submission of valid credentials, the user should receive confirmation of successful account creation.
- ☒ The user should receive appropriate error messages if any required fields are missing or if the email provided is already associated with an existing account.
- ☒ After creating an account, the user should be able to log in using their credentials.
- ☒ After logging in the user should be able to access user specific pages

**Definition of done**

- ☒ User account creation feature is implemented and tested thoroughly.
- ☒ The platform ensures data security by securely storing user information using Auth0.
- ☒ Endpoints for account creation and authentication are protected with proper permissions.
- ☐ The platform complies with GDPR and follows industry-standard security practices.
- ☐ Performance testing confirms that the platform responds within 300ms for 99% of user actions.
- ☐ Documentation covers at least 90% of the code or API endpoints.
- ☐ Continuous integration and automated testing maintain a code coverage of at least 75%.
- ☐ The platform is compatible with major web browsers like Chrome, Firefox, Safari, and Edge.

- Graphs

I have also created some graphs to generate insights into the project. There are graphs where you see how much of the project is done, and how many story points get handled each iteration. For example here you can see the amount of story points per iteration:

