Weekly Report

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Reporter | **谢旻珊** | | | | **Reporting Date** | | | | | 2018.11.6 | | | | |
| **Performance of Schedule This Week**  **本周任务完成情况** | **Scheduled 计划任务完成情况** | | No. | Description | | | SS | SF | | | AS | | AF | Percent  Complete |
| 1 | 根据需求文档中提出的用例编写顺序图 | | | 10.25 | 11.5 | | | 10.25 | | 11.5 | 60% |
| 2 | 根据顺序图编写详细设计文档中的对象描述 | | | 10.25 | 11.5 | | | 10.25 | | 11.5 | 50% |
|  |  | | |  |  | | |  | |  |  |
| **Un- scheduled计划外任务完成情况** | | **No.** | **Description** | | | **Performance** | | | | **Effect to the Schedule** | | | |
| 1 | 用户界面设计 | | | 良好 | | | | 11.6 | | | |
| **Problem existent** | 1、前期需求模糊给顺序图编写带来麻烦。  2、开发经验不足导致顺序图绘制过程中，常常修改重画。  3、小组对MVC架构了解不足，导致返工。  4、前期的顺序图绘制工作仅由我和卢彦谚同学担任，虽然也有和其他组员交流，但很难做到让大家都完全了解设计思路。 | | | | | | | | | | | | | |
| **Schedule**  **Next Week** | No. | Description | | | | SS | | | SF | | | Remark | | |
| 1 | 编写静态个人中心界面 | | | | 11.8 | | | 11.15 | | |  | | |
| 2 | 完成项目范围说明书的资源部分 | | | | 11.8 | | | 11.15 | | |  | | |
| **Opinion &Proposal** | 顺序图设计应该由后台人员担任。 | | | | | | | | | | | | | |
| Others | 无 | | | | | | | | | | | | | |

***SS=Scheduled Start Date, SF=Scheduled Finish Date***

***AS=Actual Start Date, AF=Actual Finish Date***