|  |
| --- |
| INFT 2100 – HAL O’CONNELL  Section 701 |
| Case Study #4 |
| Project Closure |
|  |
| **Coltin Elson w0258190**  **Jes Ritchie w0303260**  **Ben Hartling w0400132** |
| |  | | --- | | **Date: November 21, 2017** | |

|  |
| --- |
|  |

**Project team sizes:**

The project team consists of 3 members:

* Coltin Elson – Project Manager & Developer
* Jes Ritchie – Test Lead & Developer
* Ben Hartling – Head of IT & Developer

**Actual effort spent on each task in the project:**

|  |  |  |
| --- | --- | --- |
| **Task** | **Expected Effort (hours)** | **Actual Effort Spent (hours)** |
| *Requirements* | 2 | 3 |
| *UML Activity Diagram* | 2 | 0.5 |
| *UML Sequence Diagram* | 2 | 1 |
| *Test Plans* | 2 | 4 |
| **Total:** | 8 | 8.5 |

**The size of the project:**

The project deliverables included 26 pages spread across 4 documents.

**The requirements or expected deliverables:**

* Project Plan and Requirements Document
* UML Activity diagram of game logic
* UML Sequence diagram of turn logic
* Test plan for program set up
* Test plan for conducting turn

**Actual Deliverables produced**:

The 2 test plans expected have been combined into one larger project wide test plan.

* Project Plan and Requirements Document (8 pages)
* UML Activity diagram of game logic (~2 pages)
* UML Sequence diagram of turn logic (~2 pages)
* Test plan for program set up and conducting turn (14 pages)

**Performance against Schedule:**

|  |  |  |
| --- | --- | --- |
| **Task** | **Early/Late/On Time** | **Amount Over/Under Target Time** |
| *Requirements* | On Time | N/A |
| *UML Activity Diagram* | Late | 2 work hours |
| *UML Sequence Diagram* | Late | 2 work hours |
| *Test Plans* | Early | 2 work hours |

**Lessons learned from the project:**

The documents produced in this project were very thorough and well done. In producing these documents, the amount of planning that needs to be done in Sprint 2 has been drastically reduced. Although this was aim of Sprint 1, it was done to a greater degree than expected. Part of the reason this was done so successfully is that the lead developer for each deliverable was chosen based on their particular skills, and not assigned randomly. In order to ensure this can be repeated for future projects as well as the next Sprint, a brief rundown of skills should be completed during the production of the schedule to ensure tasks have been assigned to the person that is best suited for them.

Another aspect that ensured the deliverables were produced according to schedule is that there were many technologies and tools used by project members to maximize communication and efficiency. In order to communicate when the team members were not all present facebook messenger and a facebook group were used to relay important information. A github repository was made to store all project documents and allow all members to contribute simultaneously. Finally, Trello was used as a scheduling tool to list out the tasks needed to be completed, assign the tasks to a particular team member and update them as the task was worked on. This ensured that the tasks were completed on time, and if they were behind schedule the project manager could easily step in and bring the project back to schedule.

Alternatively, the expected schedule for the project was not as well planned as the rest of the project. We had under estimated the amount of work that needed to be done for the test plans and over estimated the amount of work that needed to be done for the SAAD components. Due to this error, the order that work was done had to be shifted to accommodate the amount of work.

In future sprints, it would be beneficial to put more effort into producing this schedule as it would allow us to more easily create the needed code.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PROJECT COMPLETION CHECKLIST | | | | | | | | | | | |
| TASK | YES | | | | | NO | | | | | COMMENTS |
| Project Schedule for Sprint 2 |  | | | | | X | | | | |  |
| Develop UI |  | | | | | X | | | | |  |
| Complete Source Code |  | | | | | X | | | | |  |
| Finished Test Results |  | | | | | X | | | | |  |
| Proofreading |  | | | | | X | | | | |  |
| Confirming the proper citation of references |  | | | | | X | | | | |  |
| reviewing against the rubric |  | | | | | X | | | | |  |
| Burn Down Charts (x5) |  |  |  |  |  | X | X | X | X | X |  |
| Scum Minutes (x5) |  |  |  |  |  | X | X | X | X | X |  |
| Hand in project (ON TIME) |  | | | | | X | | | | |  |