

Planning report

Workgroup number: E8.01

Repository: <https://github.com/Pablopben/Acme-Toolkits>

Date: 14/03/2022

Name	Corporate e-mail
Carrasco Núñez, Alejandro	alecarnun@alum.us.es
Durán Terrero, Andrés	anddurter@alum.us.es
López Benítez, Pablo Delfín	pablopben@alum.us.es
Núñez Moreno, Pablo	pabnunmor@alum.us.es
Robledo Campa, Pablo José	pabrobcam@alum.us.es
Vázquez Monge, Francisco Javier	fravazmon@alum.us.es

Table of Contents

Executive summary	3
Revision Table	4
Introduction	5
Contents	6
List of task	6
Task 026: Project-specific roles	6
Task 027: Chirp entity	6
Task 028: Announcement entity	6
Task 029: Component entity	7
Task 030: Tool entity	7
Task 031: Toolkit entity	7
Task 032: Patronage entity	8
Task 033: Patronage report entity	8
Task 034: Patron dashboards	8
Task 035: Administrator dashboards	9
Task 036: Update system configuration	9
Task 037: Planning report S2	9
Task 038: Progress report S2	10
Task 039: Domain model	10
Task 040: Sample data Chirp	10
Task 041: Tool and Component global entity	10
Task 042: Sample data item	10
Task 043: Sample data Announcement	11
Task 044: Sample data Patronage	11
Task 045: Sample data Patronage Report	11
Task 046: Sample data Toolkit	11
Task 047: Sample data Inventor	11
Task 048: Sample data Patron	12
Task 049: Quantity Entity	12
Task 050: User roles relations	12
Task 051: Minor Fixes	12
Task 052: Fixes after follow up	12
Task 053: Review	13
Task 054: Sample Data Quantity	13
Budget	14
Conclusions	16
Bibliography	17

Executive summary

Across the following paper we describe the planning that has been used by the team to achieve the completion of the criteria requested for the increment of the deliverable 02, as well as an estimated budget of what it would cost to the fictitious company, Acme Toolkits, to pay for the development.

Revision Table

Revision number	Date	Description
v1	2022/03/14	Initial version

Introduction

For the second deliverable, the objective was to start to set up the different entities, and to start getting used to the data models and data samples. For doing so, the team has divided the different requirements into achievable and modular tasks, so that they could work in an incremental and independent manner. For this, the group once again organized a planning meeting where we put our focus into analyzing the different requirements and assigning them to the best suited members.

The structure upon which we will take a look into this report will be the following, we will start by giving a list of the different tasks that the team has developed across the sprint with title, description, assignees and time spent. After that we will calculate an estimated cost of the development of the project as well as the estimated amortization that the company will have really paid if this were to be a real development.

Contents

List of task

Task 026: Project-specific roles

Description:

The principals may have the following project-specific roles: inventor and/or patron (in addition to the default anonymous, authenticated, and administrator roles provided by the development framework). The project-specific roles must have a profile with the following data: a company (not blank, shorter than 101 characters), a statement (not blank, shorter than 256 characters), and an optional link with further information. The system must be delivered with an account for an administrator principal with credentials “administrator/administrator”.

Assignees: Francisco Javier Vázquez Monge**Roles:** Worker**Time Spent:** 00:30:00

Task 027: Chirp entity

Description:

A chirp is an informal short message. The system must store the following data about them: a creation moment, a title (not blank, shorter than 101 characters), an author (not blank, shorter than 101 characters), a body (not blank, shorter than 256 characters), and an optional email address. The author is not required to be the name of an actual principal.

Assignees: Pablo Jose Robledo Campa**Roles:** Worker**Time Spent:** 1:10:51

Task 028: Announcement entity

Description:

An announcement is a formal piece of news. The system must store the following data about them: a creation moment (in the past), a title (not blank, shorter than 101 characters), a body (not blank, shorter than 256 characters), a flag to indicate whether they are critical or not, and an optional link with further information.

Assignees: Andrés Durán Terrero**Roles:** Worker**Time Spent:** 00:25:46

Task 029: Component entity

Description:

A component is an invention that is not expected to work standalone, but in conjunction with other components. The system must store the following data about them: a name (not blank, shorter than 101 characters), a code (pattern “^[A-Z]{3}-[0-9]{3}(-[A-Z])?\$”, unique), a technology (not blank, shorter than 101 characters), a description (not blank, shorter than 256 characters), a retail price (positive), and an optional link with further information.

Assignees: Alejandro Carrasco Núñez

Roles: Worker

Time Spent: 00:48:06

Task 030: Tool entity

Description:

A tool is an artefact that allows to work with components. The system must store the following data about them: a name (not blank, shorter than 101 characters), a code (pattern “^[A-Z]{3}-[0-9]{3}(-[A-Z])?\$”, unique), a technology (not blank, shorter than 101 characters), a description (not blank, shorter than 256 characters), a retail price (zero or positive), and an optional link with further information

Assignees: Francisco Javier Vázquez Monge

Roles: Worker

Time Spent: 01:30:00

Task 031: Toolkit entity

Description:

A toolkit is a bundle with components and tools that are expected to work as a whole. The system must store the following data about them: a code (pattern “^[A-Z]{3}-[0-9]{3}(-[A-Z])?\$”, unique), title (not blank, shorter than 101 characters), description (not blank, shorter than 256 characters), assembly notes (not blank, shorter than 256 characters), and an optional link with further information. A toolkit may have several instances of the same component, but only one instance of a given tool.

Assignees: Pablo Núñez Moreno

Roles: Worker

Time Spent: 01:06:47

Task 032: Patronage entity

Description:

A patronage is a financial sponsorship provided by a patron to an inventor. The system must store the following data about them: a status (proposed, accepted, or denied), a code (pattern “^[A-Z]{3}-[0-9]{3}(-[A-Z])?\$”, unique), legal stuff (not blank, shorter than 256 characters), a budget (positive), a period of time (at least one month long, starting at least one month after the patronage is created), and an optional link with further information.

Assignees: Pablo Delfín López Benítez

Roles: Manager

Time Spent: 02:37:58

Task 033: Patronage report entity

Description:

A patronage report consists of a series of messages exchanged between an inventor and a patron regarding a particular patronage. The system must store the following data about them: an auto-matic sequence number (not blank, matches pattern “⟨patronage-code⟩:⟨serial-number⟩”, where “⟨patronage-code⟩” denotes the code of corresponding patronage and “⟨serial-number⟩” denotes a sequential number that starts at “0001” and gets increased with every new patronage report), a creation moment (in the past), a memorandum (not blank, shorter than 256 characters), and an optional link with further information.

Assignees: Pablo Jose Robledo Campa

Roles: Worker

Time Spent: 1:36:56

Task 034: Patron dashboards

Description:

The system must handle patron dashboards with the following data: total number of pro-posed/accepted/denied patronages; average, deviation, minimum, and maximum budget of pro-posed /accepted/denied patronages grouped by currency.

Assignees: Pablo Delfín López Benítez

Roles: Manager

Time Spent: 02:01:27

Task 035: Administrator dashboards

Description:

The system must handle administrator dashboards with the following indicators: total number of components; average, deviation, minimum, and maximum retail price of components, grouped by technology and currency; total number of tools; average, deviation, minimum, and maximum retail price of tools, grouped by currency; total number of proposed/accepted/denied patronages; average, deviation, minimum, and maximum budget of proposed/accepted/denied patronages.

Assignees: Pablo Núñez Moreno

Roles: Worker

Time Spent: 6:54:32

Task 036: Update system configuration

Description:

The system configuration must include the following initial data:

- A system currency, which must be “EUR” by default.
- A list of accepted currencies, which must be initialised to “EUR”, “USD”, and “GBP”.
- A list of strong spam terms, which must include “sex”, “hard core”, “viagra”, “cialis”, and their Spanish translations by default.
- A strong spam threshold, which must be 10% by default.
- A list of weak spam terms, which must include “sexy”, “nigeria”, “you’ve won”, “one million”, and their corresponding Spanish translations by default.
- A weak spam threshold, which must be 25% by default.

Assignees: Andrés Durán Terrero

Roles: Worker

Time Spent: 00:09:51

Task 037: Planning report S2

Description:

Produce a planning report, cf. the annexes.

Assignees: Pablo Jose Robledo Campa and Alejandro Carrasco Núñez

Roles: Worker

Time Spent: 2:11:46 + 00:12:59

Task 038: Progress report S2

Description:

Produce a progress report, cf. the annexes.

Assignees: Pablo Jose Robledo Campa and Pablo Delfín López Benítez

Roles: Worker and Manager

Time Spent: 1:52:05 + 00:44:10

Task 039: Domain model

Description:

Produce a UML domain model.

Assignees: Francisco Javier Vázquez Monge

Roles: Worker

Time Spent: 04:00:00

Task 040: Sample data Chirp

Description:

Produce assorted sample data (methodologically) for the Chirp entity.

Assignees: Andrés Durán Terrero

Roles: Worker

Time Spent: 00:07:28

Task 041: Tool and Component global entity

Description:

Tool and Component have the same attributes, make an entity with those attributes that both the Tool and Component entity can extend.

Assignees: Alejandro Carrasco Núñez

Roles: Worker

Time Spent: 00:34:15

Task 042: Sample data item

Description:

Produce assorted sample data (methodologically) for the item entity.

Assignees: Alejandro Carrasco Nuñez

Roles: Worker

Time Spent: 02:34:01

Task 043: Sample data Announcement

Description:

Produce assorted sample data (methodologically) for the announcement entity.

Assignees: Andrés Durán Terrero

Roles: Worker

Time Spent: 00:07:43

Task 044: Sample data Patronage

Description:

Produce assorted sample data (methodologically) for the patronage entity.

Assignees: Pablo Delfín López Benítez

Roles: Manager

Time Spent: 02:45:24

Task 045: Sample data Patronage Report

Description:

Produce assorted sample data (methodologically) for the patronage report entity.

Assignees: Pablo José Robledo Campa

Roles: Worker

Time Spent: 2:00:55

Task 046: Sample data Toolkit

Description:

Produce assorted sample data (methodologically) for the toolkit entity.

Assignees: Pablo Nuñez Moreno

Roles: Worker

Time Spent: 2:11:00

Task 047: Sample data Inventor

Description:

Produce assorted sample data (methodologically) for the inventor role.

Assignees: Francisco Javier Vázquez Monge

Roles: Worker

Time Spent: 00:40:00

Task 048: Sample data Patron

Description:

Produce assorted sample data (methodologically) for the patron role.

Assignees: Francisco Javier Vázquez Monge

Roles: Worker

Time Spent: 00:40:00

Task 049: Quantity Entity

Description:

Implement the quantity entity related to Item and Toolkit

Assignees: Pablo José Robledo Campa

Roles: Worker

Time Spent: 00:23:52

Task 050: User roles relations

Description:

Develop the relations of the user roles

Assignees: Francisco Javier Vázquez Monge

Roles: Worker

Time Spent: 00:30:00

Task 051: Minor Fixes

Description:

Assignees: Andrés Durán Terrero

Roles: Worker

Time Spent: 00:47:14

Task 052: Fixes after follow up

Description:

Implement the changes after the follow up

Assignees: Andrés Durán Terrero

Roles: Worker

Time Spent: 03:56:28

Task 053: Review

Description:

Review the project to check the corrections

Assignees: Alejandro Carrasco Nuñez

Roles: Worker

Time Spent: 1:33:46

Task 054: Sample Data Quantity

Description:

Produce assorted sample data (methodologically) for the quantity entity.

Assignees: Pablo Jose Robledo Campa

Roles: Worker

Time Spent: 1:10:00

Budget

In order to calculate the budget for this deliverable firstly we have defined all the roles necessary for the execution of the project and spent hours:

- **Manager:** it is the role responsible for, among other duties: dividing the tasks, assigning them to workers, keeping the project dashboard up to date, etcetera. We have arrived at the conclusion of a cost for the company of 25€ per hour for a worker in this role.
- **Worker:** it is the role responsible for producing artifacts useful for the client. We have arrived at the conclusion of a cost of the company of 15€ per hour for a worker in this role.

The team consists of 6 members whose profile and spent hours differ one from another. Pablo Delfín López Benítez has performed the role of both manager and worker. The other members have been workers:

- **Andrés Durán Terrero:** 14:56:01. Therefore the company has paid 224.28€ for his role as a worker.
- **Alejandro Carrasco Nuñez:** 11:42:04. Therefore the company has paid 175.52€ for his role as a worker.
- **Pablo José Robledo Campa:** 12:49:41. Therefore the company has paid 192.25€ for his role as a worker.
- **Pablo Delfín López Benítez:** 13:09:13. Therefore the company has paid 328.75€ for his role as a worker.
- **Pablo Núñez Moreno:** 13:02:35 Therefore the company has paid 195.5€ for his role as a worker.
- **Francisco Javier Vázquez Monge:** 11:01:55. Therefore the company has paid 165.25€ for his role as a worker.

Consequently, the cost of the team has been 1,281.55€

On top of that, we will compute the amortization of the hardware. The members of the team have used the same laptop model, an OMEN 17, whose cost is 1,149.00€. The total cost is $1,149.00€ \times 6 \text{ members} = 6,894.00€$

Given that the period of this deliverable has been 20 days, we are going to amortize the cost according to that.

The amortization period is 3 years, therefore the cost of the hardware for this period has been 125.92€

Conclusions

We consider that the planning for this second deliverable has been very satisfactory, we have been capable of putting into practice all the knowledge we learned during the previous deliverable. This knowledge has helped the team to be able to respond better to changes and to have better planning overall. However, the additional effort of manually recording the hours spent in each task, and typing in all those hours spent in this document, has been something repetitive and tedious that can (and will) be automated for the future planning report.

Bibliography

Sueldo de Software Development Manager. (s. f.). Glassdoor. Recuperado 14 de marzo de 2022, de

https://www.glassdoor.es/Sueldos/software-engineering-manager-sueldo-SRCH_KO0,28.htm

Sueldo de Software Engineer. (s. f.). Glassdoor. Recuperado 14 de marzo de 2022, de

https://www.glassdoor.es/Sueldos/software-engineer-sueldo-SRCH_KO0,17.htm