MEet and You

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Long Nguyen
Raymond Guevara
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Team Pentaskilled
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Human Resources

Brent Nishioka

Roles:

- Project Manager: Brent is assigned the role of project manager, whose job is to ensure that the project is to be delivered with all requirements met in a timely and orderly manner within the budget constraints set by the client.
- Developer: Brent will also take on the role as a developer on the team. He will work on both the front and back end of the application to ensure the cohesive functionality of the web application.
- QA: As a quality assurance (QA), Brent will create unit tests which aim to thoroughly debug and minimize errors for the MEet And You application.

Skills: Python, Java, C#, C++, C, F#, Javascript, SQL

Cost: $0.00

Gideon Essel

Roles:

- Developer/QA: As a developer on the team, Gideon assists in the programming of specific functionalities that would allow our application to function properly.
- QA: With the secondary role of ensuring there are minimal errors within our application through the judicial use of unit testing.

Skills: HTML, CSS, C++, C, C#, Python, Java, F#

Cost: $0.00

Joshua Ramos

Roles:

- Developer: As a developer, Joshua will contribute in writing core dependencies and app-specific features for the web application.
- QA: As a QA, Joshua will write unit tests to ensure that the application contains little to no errors.

Skills: Python, Java, C++, C#, C, F#, Java, SQL

Cost: $0.00

Raymond Guevara

Roles:

- Developer: Being a developer Raymond is in charge of developing both core and application specific components pertaining to the MEet and You. These components can range from backend business logic to front end design.

- QA: Apart from the developer role, Raymond is also in charge of making sure the code that he writes, whether front or back end meets the standards and requirements of our client. This can range from doing things like test case creation and execution.

Skills: C++, C#, Python, Java, F#, SQL
Cost: $0.00

Vivian Dinh

Roles:

- Developer: Vivian will assist in both front end and back end development of core components as well as application specific components.
- Scrum master: As the scrum master, Vivian will record daily activities and ensure that the team members are not blocked.
- QA: Along with being a developer, Vivian also ensures that the code is in working condition and meets the expectations of the client.

Skills: Java, Python, C++, C#, C, SQL
Cost: $0.00

Long Nguyen

Roles:

- Developer: Assist in environment building for web application, networking and application core and specific features.
- QA: Along with being a developer, develop unit test and carry out testing for app specific features.

Skills: Java, Python, C++, C#, C, SQL, AWS
Cost: $0.00

Budget

Resource	Cost	Explanation
Cloud	$0.00	We will be using the AWS free tier for cloud. Products are indefinitely free or 12 months free. Cloud consists of deployment, testing, data storage, web server, security, etc.
Developer Team	$0.00	No cost required. The developer team will be developing at no cost.
Maintenance	$0.00	No cost required. The developer team will perform maintenance at no cost.
Miscellaneous	$0-$100	Minor costs that are unrelated to the resources above. *e.g.* Buying a domain, API subscriptions
Total	$0-$100	

Risk Management

Project Level Risks

1. Project grows beyond original expectations
    - Mitigation: In order to minimize scope creep, team members must thoroughly understand the project requirements and make sure these requirements align with the client. Team members must also create a detailed project plan and uphold the plan during the duration of the project. Discuss how any change would affect the project plan and create a plan on how to tackle any changes to the scope of the project.
    - Risk Threshold: There is a medium chance of this occurring due to lack of communication between client/team, delaying critical issues, or prioritizing features poorly.
    - Impact: This project level risk will have a high impact because if expectations grow too high, our team would have to work overtime to fulfill the requirements set forth for the project.

2. Misunderstanding of project requirements and vision between client and developers
    - Mitigation: Get feedback from the client to gain clear definitions of the project requirements and vision. Getting constant feedback from the client improves project clarity and ensures progress is made in the right direction.
    - Risk Threshold: Low chance of happening as communication is integral for the team to continue pushing forward with the implementation of the features involved in our application.
    - Impact: Medium level of impact based on how much the miscommunication between the client and the team. It could lead to a small number of items needing to be reworked or a lot more features needing to be reworked.

3. Product does not meet client expectation
    - Mitigation: Involve the client throughout every necessary step of development and make sure to fully understand the client's expectations and requirements.
    - Risk Threshold: Medium chance of happening as we might interpret a certain standard differently from the client.
    - Impact: High level of impact. It may lead to the application being reworked from the bottom up to meet standards that may not have been addressed in the earlier phases of implementation.

4. Not sticking to/lack of understanding of agile principles

- Mitigation: Educate team members on agile principles and make sure everyone is on the same page with the principles of an agile software development process.
- Risk Threshold: The chances that the team steers away from agile principles are low.
- Impact: The impact on the project is low to medium because not adhering to the agile principles would not mean that work doesn't get accomplished, but it could translate to not finishing tasks as efficiently as possible.

Iteration/Sprint level Risks

1. Spending more than the allocated budget
    - Mitigation: Once all requirements are thoroughly discussed, the team recalculates the cost of completing the requirements to make the cost as accurate as possible. The team negotiates with the client to find the best solution that fits the client's needs and requirements.
    - Risk Threshold: The probability of spending more than the allocated budget is low because our team is utilizing free or low-cost tools to develop the intended software.
    - Impact: If our project goes over budget, it will have a high impact because any financial difficulty during a sprint would cause a halt in the project's progression, thus affecting the delivery date of the product.

2. Team members are unable to complete a task or work item due to time, class constraints, or unforeseen personal circumstances
    - Mitigation: To accommodate for a team member's inability to complete a work item, the team needs to reallocate tasks to other capable team members to ensure the work gets completed.
    - Risk Threshold: There is a low chance that team members will be unable to complete a task due to time, class constraints, or unforeseen personal circumstance.
    - Impact: Medium impact on overall project progression depending on how many members are unable to complete work items due to unforeseen circumstances. This is because deliverables would not meet the time quota set by the client, and this would also affect the progression of future deliverables.

3. Inability to accommodate changing requirements in the project
    - Mitigation: Involve the client for feedback during each stage of the development process. Design a product backlog that can accommodate for changes or client feedback.

- Risk Threshold: There is a low chance that we will be unable to accommodate changing requirements. This is because we have multiple code reviews throughout the semester as well as retrospectives, which involve client feedback during each stage of development.
- Impact: If the threshold were to be met, it would cause a high impact on the project objectives. This would be because our project would not meet client expectations, leading to a complete re-evaluation of the project.

4. Developers become blocked and unable to continue on a work item
    - Mitigation: The Scrum master will aid in finding applicable resources to alleviate the obstacle. Assigning additional team members may be necessary to make progress on the work item.
    - Risk Threshold: The likelihood of developers becoming blocked is high because of the potential lack of knowledge the developer may have on a certain subject or topic.
    - Impact: This risk would have a low to medium impact on the overall project, depending on whether another developer on the team is knowledgeable on that certain subject and whether that other developer is available to complete the work item.

5. Features grow beyond the expected scope due to increasing complexity
    - Mitigation: Team members must discuss the complexity of each feature in great detail before committing to developing the feature. In order to combat increasing complexity, lessen specific functionalities of a feature until it is within scope. Reprioritize by removing features as a last resort if exclusions are approved by the client.
    - Risk Threshold: There is a low to medium chance that features will grow in complexity due to a lack of extensive research and high-level discussion of the design/components.
    - Impact: Medium to high impact on project depending on whether specific functionalities or the entire feature is removed.

6. Poor code quality to achieve sprint goals
    - Mitigation: If the task is achievable but the code is poor, then ask the team for help on how to refine the code. If the task is NOT achievable, being straightforward and asking the team for help is still advised. If possible, do not take on tasks that are unachievable within the sprint timeline.
    - Risk Threshold: There is a low chance that code produced would be considered ‘poor quality’

- Impact: Poor quality code can have low to high impact on the overall completion of the project. This is because if it is just a small segment that isn't a dependency of other features the poor quality code could be overlooked. However, if the poor code serves as a dependency for many features, the impact can be drastic.

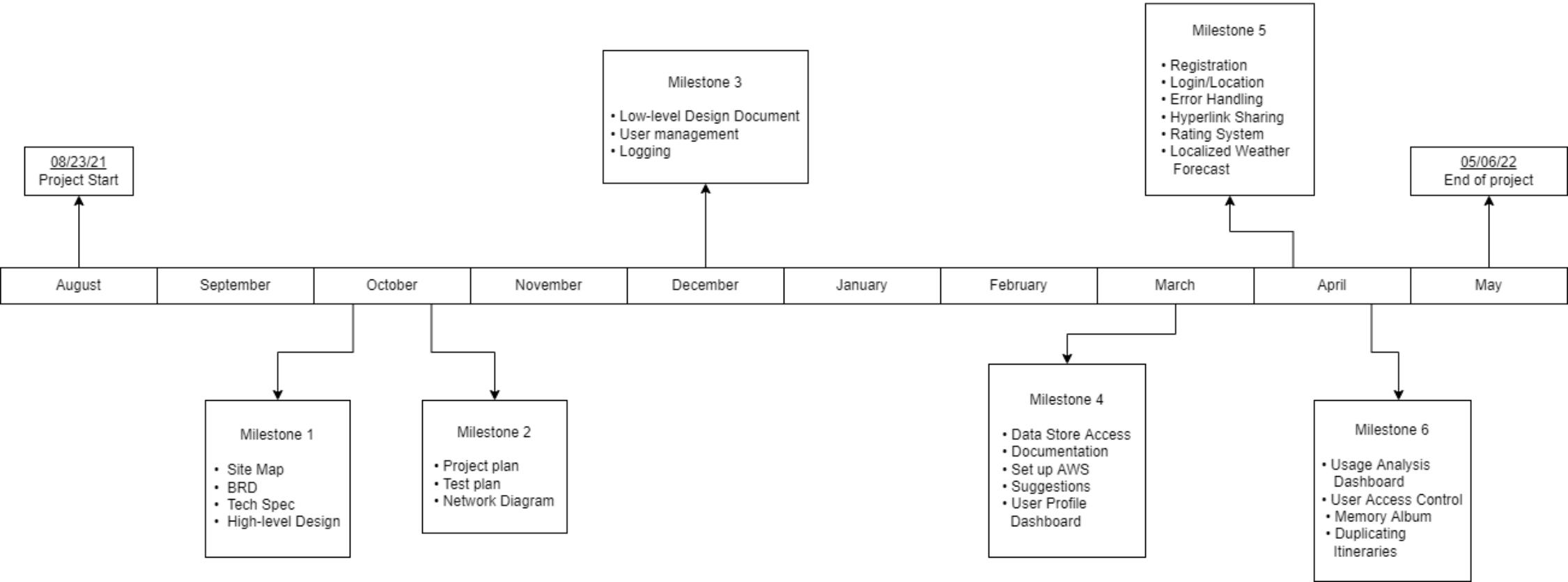
7. Setting unrealistic timelines/deadlines for work items
    - Mitigation: Thoroughly discuss work item details and requirements in order to fully understand the amount of time required for the timelines/deadlines. Outline these details to make them as granular as possible in order to set realistic timelines.
    - Risk Threshold: There is a medium to high chance of the team setting unrealistic timelines and deadlines for work items due to inexperience. The team may not completely understand what each work item entails until starting it.
    - Impact: This would cause a high impact on our project because if we set unrealistic deadlines, work items may be left unfinished by the end of the semester.

8. Falling behind expected schedule for tasks or work items
    - Mitigation: Update and refine the sprint backlog daily to see if the team is falling behind schedule as soon as possible. Adjust the plan for the sprint accordingly to identify if the team is ahead of schedule or behind schedule. Increase volatility in order to get more work accomplished to meet the expected schedule.
    - Risk Threshold: There is a medium chance that the team would fall behind expected schedule for tasks. Unexpected and compounding variables such as personal or school events can affect progression.
    - Impact: This risk has a medium to high impact on the project, if a minimal amount of tasks or work items are behind, adjustments can be made. However, if several work items and tasks are behind, major changes on how to tackle the project would need to be made.

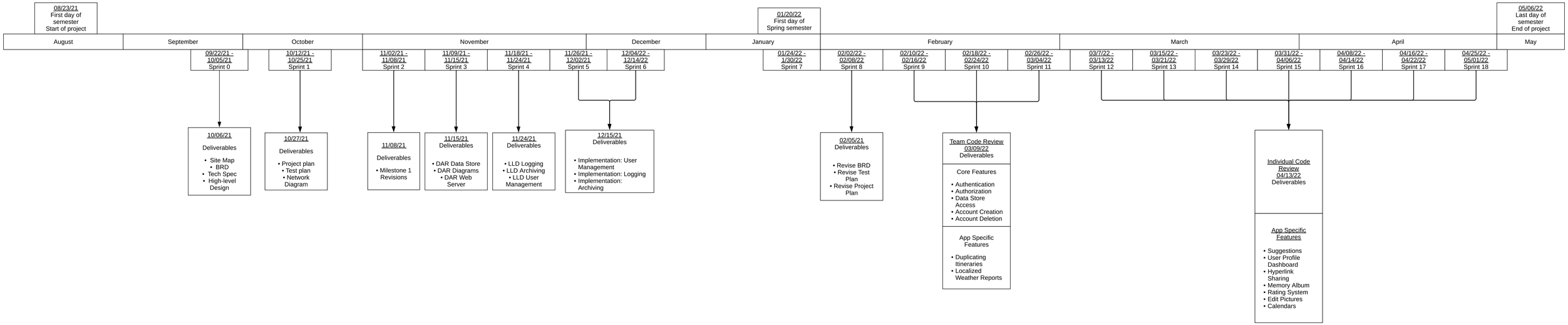
9. A team member does not have the required knowledge or background to complete their tasks.
    - Mitigation: Be transparent to the teammates about what you can realistically handle and complete. Do not be afraid to ask team members for help with confusing concepts. Ask the professor in office hours for help with any question that the other teammates cannot answer.
    - Risk Threshold: There is a medium to high chance that a member does not have the required knowledge or background to complete a task. A lot of the requirements are new to the group.

- Impact: There is a low impact on the project because it is something that can be learned.

Project Roadmap



Developer Timeline (Simplified)



				Developer Timeline (Detailed)			
Phase	Deliverable	Task Name	Start Date	End Date	Task Description	Task Duration	Assigned To
Project Proposal	Project Proposal	Product Name and Description	09/09/2021	09/10/2021	List name of product and provide description	1 hrs	Brent, Gideon, Joshua, Raymond, Vivian
		App-Specific Features	09/10/2021	10/02/2021	Describes functionalities of our application	13 hrs	Brent, Gideon, Joshua, Raymond, Vivian
		Target Audience	09/11/2021	09/12/2021	States intended user demographic	1 hrs	Brent, Gideon, Joshua, Raymond, Vivian
		Pain Point	09/12/2021	09/13/2021	Describes how product resolves problems faced by consumers in marketplace	1 hrs	Brent, Gideon, Joshua, Raymond, Vivian
		Product Value	09/14/2021	09/15/2021	Describes consumer benefits from using product	2 hrs	Brent, Gideon, Joshua, Raymond, Vivian
		Product Vision	09/16/2021	09/17/2021	Describes long-term mission of product	2 hrs	Brent, Gideon, Joshua, Raymond, Vivian
		Product Competitors	09/18/2021	09/19/2021	Lists competitors of product	2 hrs	Brent, Gideon, Joshua, Raymond, Vivian
		Product Uniqueness	09/20/2021	09/21/2021	Describes how product differs from competition	2 hrs	Brent, Gideon, Joshua, Raymond, Vivian
		Project Scope	09/26/2021	09/28/2021	Describes high-level exclusions and constraints of project	3 hrs	Brent, Gideon, Joshua, Raymond, Vivian
Sprint 0	Tech Spec	Purpose	09/22/2021	09/23/2021	Describes the function and use of the tech spec	1 hrs	Gideon
		IDE	09/28/2021	10/05/2021	List of IDEs and their pros and cons	1 hrs	Gideon
		Programming Languages	09/28/2021	10/05/2021	List of programming languages and their pros and cons	1 hrs	Gideon
		Browser	09/28/2021	10/05/2021	List of browsers and their pros and cons	1 hrs	Gideon
		Web Server	09/28/2021	10/05/2021	List of web servers and their pros and cons	1 hrs	Gideon
		Database Management System	09/28/2021	10/05/2021	List of database mangement systems and their pros and cons	1 hrs	Gideon
		Front End Languages	09/28/2021	10/05/2021	List of front end languages and their pros and cons	1 hrs	Gideon
		Frameworks(Front/Back End)	09/28/2021	10/05/2021	List of frameworks and their pros and cons	1 hrs	Gideon
		Version Control Repository	10/01/2021	10/05/2021	List of VCS and their pros and cons	1 hrs	Gideon
		Version Control	10/01/2021	10/05/2021	List of version controls and their pros and cons	1 hrs	Gideon
		Diagram/Modeling	10/01/2021	10/05/2021	List of diagram/modeling sites and their pros and cons	1 hrs	Gideon
		Security	10/01/2021	10/05/2021	List of security protocols and their pros and cons	1 hrs	Gideon
	Site Map	Homepage	09/22/2021	9/22/2021	Design homepage of site map where user would enter the location, date, and radius of to plan in	1 hrs	Vivian
		Itinerary Creation	09/23/2021	09/23/2021	Design itinerary creation page where user would see suggested events and add categories	4 hrs	Vivian
		Event Details	09/24/2021	09/26/2021	Design event details page where user would choose a specific event and time	7 hrs	Vivian
		Account Settings	09/26/2021	9/28/2021	Design account settings page with edit profile, notification settings, privacy and security, and change password options	8 hrs	Vivian
		User Profile Dashboard	09/29/2021	09/30/2021	Design user profile dashboard where user would view recent favorite, and all itineraries with basic user info	8 hrs	Vivian
		Sign-In/Create Account	10/01/2021	10/03/2021	Design Sign-In/Create account wireframe	6 hrs	Vivian
	BRD	Introduction	09/22/2021	09/28/2021	Describe background, project scope, in/out of scope	2 hrs	Joshua, Raymond
		Core Feature Requirements	09/23/2021	10/01/2021	Describe funtional/non-functional requirements of core features	15 hrs	Joshua, Raymond
		App-specific Requirements	09/30/2021	10/5/2021	Describe funtional/non-functional requirements of app-specific features	13 hrs	Joshua, Raymond
		Glossary	10/5/2021	10/5/2021	List of specific terms/abbreviations in BRD	1 hrs	Joshua, Raymond
	High Level Design	Purpose & Scope	09/22/2021	9/24/2021	Brief explanation of the HL design's significance and its intended use	1 hrs	Brent
		Software Architecture Diagram	09/24/2021	10/4/2021	Graphical representation of our system	7 hrs	Brent
		General Overview	09/23/2021	9/24/2021	Short description of the software architecture diagram	1 hr	Brent
		Layer Descriptions	09/25/2021	10/4/2021	Describes the functionality of each specified layer in our system	4 hrs	Brent
		Architecture Advantages/Disadvantages	10/02/2021	10/5/2021	Benefits and drawbacks of utilizing different system architectures	2 hrs	Brent
Sprint 1	Test Plan	Test Scope	10/12/2021	10/12/2021	The scope the test plan falls within	4 hrs	Gideon
		General Test Policy	10/12/2021	10/12/2021	Description of different phases of testing development		Gideon
		Datastore Access	10/12/2021	10/12/2021	Description of various pass/fail scenarios in testing the datastore access		Gideon
		Logging/Archiving	10/12/2021	10/12/2021	Description of various pass/fail scenarios in testing the logging/archiving		Gideon
		Login	10/12/2021	10/18/2021	Description of various pass/fail scenarios in testing login	2 hrs	Raymond
		Logout	10/12/2021	10/18/2021	Description of various pass/fail scenarios in testing the logout		Raymond
		User Access Controls	10/13/2021	10/13/2021	Description of various pass/fail scenarios in testing the datastor	2 hrs	Gideon
		User Management	10/13/2021	10/13/2021	Description of various pass/fail scenarios in testing the user management		Gideon

		Registration	10/14/2021	10/14/2021	Description of various pass/fail scenarios in testing the registration	2.5 hrs	Gideon
		Usage Analysis Dashboard	10/19/2021	10/19/2021	Description of various pass/fail scenarios in testing the user analysis dashboard		Gideon
		Duplicating Itineraries	10/19/2021	10/19/2021	Description of various pass/fail scenarios in testing the duplicating of itineraries		Raymond
		Hyperlink Sharing	10/19/2021	10/19/2021	Description of various pass/fail scenarios in testing the hyperlink sharing	2.5 hrs	Raymond
		Localized Weather Forecast	10/19/2021	10/19/2021	Description of various pass/fail scenarios in testing the localized weather forecast		Gideon
		Rating Systems	10/19/2021	10/19/2021	Description of various pass/fail scenarios in testing the rating systems		Gideon
		Memory Album	10/20/2021	10/20/2021	Description of various pass/fail scenarios in testing the memory album	2 hrs	Raymond
		User Profile Dashboard	10/20/2021	10/22/2021	Description of various pass/fail scenarios in testing the user profile dashboard	3 hrs	Gideon
		Suggestions	10/20/2021	10/23/2021	Description of various pass/fail scenarios in testing the suggestions feature	2 hrs	Raymond
	Project Plan	Risk management	10/12/2021	10/13/2021	Analyze risks associated with project and how to mitigate risks	3 hrs	Joshua, Vivian
		Project Roadmap (Client)	10/16/2021	10/16/2021	Create timeline of milestones for client	1 hrs	Joshua, Vivian
		Developer Timeline (Simplified)	10/16/2021	10/16/2021	Create simplified developer timeline for due dates of milestones and deliverables	2 hrs	Brent, Joshua, Vivian
		Developer Timeline (Detailed)	10/16/2021	10/18/2021	Create excel sheet with detailed information on due dates of milestones and tasks	5 hrs	Brent, Gideon, Joshua, Raymond, Vivian
		Budget	10/20/2021	10/20/2021	Set a budget for the project	1 hrs	Joshua, Vivian
	Network Diagram	Research	10/12/2021	10/16/2021	Investigate various components of networks for our system	3 hrs	Brent
		Planning Diagram	10/12/2021	10/18/2021	Brainstorming designs for network diagram layout	4 hrs	Brent
		Creating Diagram	10/18/2021	10/25/2021	Compile the different components involved in network diagram	5 hrs	Brent
		Creating Descriptions based on diagram	10/20/2021	10/25/2021	Short excerpt of how the network diagram will function	3 hrs	Brent
Sprint 2	Tech Spec	Tech Spec Revisions	11/2/2021	11/8/2021	Implement Tech Spec feedback for Milestone 1	10 hrs	Gideon
	BRD	BRD Revisions	11/2/2021	11/8/2021	Implement BRD feedback for Milestone 1	10 hrs	Josh, Raymond
	Site Map	Site Map Revisions	11/2/2021	11/8/2021	Implement Site Map feedback for Milestone 1	10 hrs	Vivian
	High-Level Design Document	High-Level Design Document Revisions	11/2/2021	11/8/2021	Implement HLD feedback for Milestone 1	10 hrs	Brent
Sprint 3	DAR	Diagrams	11/9/2021	11/15/2021	Table of analysis and conclusion for Diagrams	10 hrs	Vivian
	DAR	Web Server	11/9/2021	11/15/2021	Table of analysis and conclusion for Web Server	10 hrs	Brent, Raymond
	DAR	Data Store	11/9/2021	11/15/2021	Table of analysis and conclusion for Data Store	10 hrs	Josh, Gideon
Sprint 4	Logging	Low Level Design	11/18/2021	11/24/2021	Implement low level design for Logging	15 hrs	Brent, Raymond, Gideon
	Archiving	Low Level Design	11/18/2021	11/24/2021	Implement low level design for Archiving	15 hrs	Brent, Raymond, Gideon
	User Management	Low Level Design	11/18/2021	11/24/2021	Implement low level design for User Management	15 hrs	Vivian, Josh
Sprint 6	Logging	Low Level Design	12/4/2021	12/14/2021	Revise low level design for Logging	20 hrs	Brent, Raymond, Gideon
	Archiving	Low Level Design	12/4/2021	12/14/2021	Revise low level design for Archiving	20 hrs	Brent, Raymond, Gideon
	Logging	Coding implementation	12/4/2021	12/14/2021	Implement the code for suggestions	60 hrs	Brent, Raymond, Gideon
	Archiving	Coding implementation	12/4/2021	12/14/2021	Implement the code for suggestions	38 hrs	Brent, Raymond, Gideon
	User Management	Coding implementation	12/4/2021	12/14/2021	Implement the code for suggestions	50 hrs	Vivian, Josh
Sprint 7	DAR	Data Store	1/24/2022	1/30/2022	Table of analysis and conclusion for Data Store	15 hrs	Vivian, Josh, Raymond, Gideon, Brent
	DAR	Front End Framework	1/24/2022	1/30/2022	Table of analysis and conclusion for Front End Framework	15 hrs	Brent, Raymond
	DAR	Weather API	1/24/2022	1/30/2022	Table of analysis and conclusion for Weather API	15 hrs	Vivian, Josh
	DAR	API Testing	1/24/2022	1/30/2022	Table of analysis and conclusion for API Testing	15 hrs	Gideon
Sprint 8	BRD	BRD Revisions	2/2/2022	2/8/2022	Update BRD for the additional features	15 hrs	Brent, Vivian, Josh, Raymond, Gideon, Long
	Test Plan	Test Plan Revisions	2/2/2022	2/8/2022	Update Test Plan for the additional features	15 hrs	Brent, Vivian, Josh, Raymond, Gideon, Long
	Project Plan	Project Plan Revisions	2/2/2022	2/8/2022	Update Project Plan for the additional features	15 hrs	Brent, Vivian, Josh, Raymond, Gideon, Long
Sprint 9	Authorization/Authentication	Code Implementation	02/10/22	02/16/22	Revised authorization and authentication	10 hrs	Gideon, Vivian
	Setting up Web Environement	Create Virtual Machine for EC2 and RDS	02/10/22	02/16/22	Setting up and configure back end server and database	5 hrs	Long, Brent
	Setting up Web Environement	Networking between EC2 and RDS	02/10/22	02/16/22	Configure networking and VPC for server and database	5 hrs	Long, Brent
	Account Creation (Registration)	Low Level Design	02/10/22	02/16/22	Design registration feature and low level diagram	15 hrs	Brent

	Account Deletion	Low Level Design	02/10/22	02/16/22	Design user account deletion mechanism	15 hrs	Long
	Login/Logout	Low Level Design	02/10/22	02/16/22	Design authentication mechanism for loging in and out of the web application	15 hrs	Raymond
	Usage Analysis Dashboard	Low Level Design	02/10/22	02/16/22	Design user analysis dashboard component and low level design	15 hrs	Vivian
	Duplicating Itineraries	Low Level Design	02/10/22	02/16/22	Make low level design for Duplicating Iternaries	15 hrs	Gideon
	Localized Weather Forecast	Low Level Design	02/10/22	02/16/22	Make low level design for Localized Weather Forecast	15 hrs	Josh
Sprint 10	Account Creation (Registration)	Coding implementation	02/18/22	02/24/22	Implement the code for Registration	15 hrs	Brent
	Account Deletion	Coding implementation	02/18/22	02/24/22	Implement the code for user account deletion	15 hrs	Long
	Login/Logout	Coding implementation	02/18/22	02/24/22	Implement user account log-in and log out	15 hrs	Raymond
	Usage Analysis Dashboard	Coding implementation	02/18/22	02/24/22	Implement user analysis dash board	15 hrs	Vivian
	Duplicating Itineraries	Coding implementation	02/18/22	02/24/22	Implement code for Duplicating Iternaries	15 hrs	Gideon
	Localized Weather Forecast	Coding implementation	02/18/22	02/24/22	Implement source code for Localized Weather Forecasting	15 hrs	Josh
Sprint 11	Account Creation (Registration)	Testing	02/26/22	03/04/22	Design and execute unit test for registration	6 hrs	Brent
	Account Deletion	Testing	02/26/22	03/04/22	Design and execute unit test for account deletion	8 hrs	Long
	Login/Logout	Testing	02/26/22	03/04/22	Design and execute unit test for login/logout	7 hrs	Raymond
	Usage Analysis Dashboard	Testing	02/26/22	03/04/22	Design and execute unit test for Usage analysis dashboard	9 hrs	Vivian
	Duplicating Itineraries	Testing	02/26/22	03/04/22	Design and execute unit test for Duplicating Iternaries	7 hrs	Gideon
	Localized Weather Forecast	Testing	02/26/22	03/04/22	Desing and execute unit test for weather forcasting	6 hrs	Josh
Sprint 12	Suggestions	Low Level Design	03/15/22	03/21/22	Design registration feature and low level suggestions	15 hrs	Long
	User Profile Dashboard	Low Level Design	03/15/22	03/21/22	Design user account user profile dashboard mechanism	15 hrs	Josh
	Hyperlink Sharing	Low Level Design	03/15/22	03/21/22	Design hyperlink mechanism for loging in and out of the web application	15 hrs	Gideon
	Memory Album	Low Level Design	03/15/22	03/21/22	Design user memory album component and low level design	15 hrs	Vivian
	Rating systems	Low Level Design	03/15/22	03/21/22	Make low level design for Rating Systems	15 hrs	Raymond
	Edit Pictures	Low Level Design	03/15/22	03/21/22	Make low level design for Edit Pictures	15 hrs	Brent
Sprint 13	Suggestions	Low Level Design	03/15/22	03/21/22	Design registration feature and low level suggestions	15 hrs	Long
	User Profile Dashboard	Low Level Design	03/15/22	03/21/22	Design user account user profile dashboard mechanism	15 hrs	Josh
	Hyperlink Sharing	Low Level Design	03/15/22	03/21/22	Design hyperlink mechanism for loging in and out of the web application	15 hrs	Gideon
	Memory Album	Low Level Design	03/15/22	03/21/22	Design user memory album component and low level design	15 hrs	Vivian
	Rating systems	Low Level Design	03/15/22	03/21/22	Make low level design for Rating Systems	15 hrs	Raymond
	Edit Pictures	Low Level Design	03/15/22	03/21/22	Make low level design for Edit Pictures	15 hrs	Brent
Sprint 14	Suggestions	Coding implementation	03/23/22	03/29/22	Implement the code for suggestions	20 hrs	Long
	User Profile Dashboard	Coding implementation	03/23/22	03/29/22	Implement the code for user account deletion	20 hrs	Josh
	Hyperlink Sharing	Coding implementation	03/23/22	03/29/22	Implement source code for Hyper Link	20 hrs	Gideon
	Memory Album	Coding implementation	03/23/22	03/29/22	Implement the code for memory album	20 hrs	Vivian
	Rating systems	Coding implementation	03/23/22	03/29/22	Implement code for rating systems	20 hrs	Raymond
	Edit Pictures	Coding implementation	03/23/22	03/29/22	Implement source code for Editing Pictures	20 hrs	Brent
	Calendar	Low Level Design	03/23/22	03/29/22	Design low level diagram for Calendar	20 hrs	Long
Sprint 15	Suggestions	Coding implementation	03/31/22	04/06/22	Implement the code for suggestions (UI/ UX)	20 hrs	Long
	User Profile Dashboard	Coding implementation	03/31/22	04/06/22	Implement the code for user account deletion (UI/ UX)	20 hrs	Josh
	Hyperlink Sharing	Coding implementation	03/31/22	04/06/22	Implement source code for Hyper Link (UI/ UX)	20 hrs	Gideon
	Memory Album	Coding implementation	03/31/22	04/06/22	Implement the code for memory album (UI/ UX)	20 hrs	Vivian
	Rating systems	Coding implementation	03/31/22	04/06/22	Implement code for rating systems (UI/ UX)	20 hrs	Raymond
	Edit Pictures	Coding implementation	03/31/22	04/06/22	Implement source code for Editing Pictures (UI/ UX)	20 hrs	Brent
	Calendar	Coding implementation	03/31/22	04/06/22	Implement the source code for Calendar (UI/ UX)	20 hrs	Long
Sprint 16	Suggestions	Testing	04/08/22	04/14/22	Design and execute unit test for Suggestions	13 hrs	Long
	User Profile Dashboard	Testing	04/08/22	04/14/22	Design and execute unit test for User Profile Dashboard	13 hrs	Josh
	Hyperlink Sharing	Testing	04/08/22	04/14/22	Design and execute unit test for Hyperlink	13 hrs	Gideon
	Memory Album	Testing	04/08/22	04/14/22	Design and execute unit test for Memory Album	13 hrs	Vivian
	Rating systems	Testing	04/08/22	04/14/22	Design and execute unit test for Rating Systems	13 hrs	Raymond
	Edit Pictures	Testing	04/08/22	04/14/22	Desing and execute unit test for Edit Pictures	13 hrs	Brent
	Calendar	Testing	04/08/22	04/14/22	Design and execute unit test for Calendar	13 hrs	Long

Sprint 17	Suggestions	Testing	04/16/22	04/22/22	Design and execute unit test for Suggestions	14 hrs	Long
	User Profile Dashboard	Testing	04/16/22	04/22/22	Design and execute unit test for User Profile Dashboard	14 hrs	Josh
	Hyperlink Sharing	Testing	04/16/22	04/22/22	Design and execute unit test for Hyperlink	14 hrs	Gideon
	Memory Album	Testing	04/16/22	04/22/22	Design and execute unit test for Memory Album	14 hrs	Vivian
	Rating systems	Testing	04/16/22	04/22/22	Design and execute unit test for Rating Systems	14 hrs	Raymond
	Edit Pictures	Testing	04/16/22	04/22/22	Desing and execute unit test for Edit Pictures	14 hrs	Brent
	Calendar	Testing	04/16/22	04/22/22	Design and execute unit test for Calendar	14 hrs	Long
Sprint 18	Suggestions	Revision and Adjustment	04/25/22	05/01/22	Revision and adjust Suggestions for optimize performance	5 hrs	Long
	User Profile Dashboard	Revision and Adjustment	04/25/22	05/01/22	Revision and adjust User Profile Dashboard for optimize performance	4 hrs	Josh
	Hyperlink Sharing	Revision and Adjustment	04/25/22	05/01/22	Revision and adjust Hyperlink for optimize performance	3 hrs	Gideon
	Memory Album	Revision and Adjustment	04/25/22	05/01/22	Revision and adjust Memory Album for optimize performance	5 hrs	Vivian
	Rating systems	Revision and Adjustment	04/25/22	05/01/22	Revision and adjust Rating Systems for optimize performance	6 hrs	Raymond
	Edit Pictures	Revision and Adjustment	04/25/22	05/01/22	Revision and adjust Edit Pictures for optimize performance	5 hrs	Brent
	Calendar	Revision and Adjustment	04/25/22	05/01/22	Revision and adjust Calendar for optimize performance	2 hrs	Long
						1495 hrs	
Total Hours							