Data+

LaRaya Dotson
Blake Matthews
Antawyone Owens

Project Scope & Methodology

- Project Name: Time Tracking and Payroll System
- Duration: 8 months
- Budget: $500,000
- Methodology: Agile (Scrum)

Project Overview

- Log in from anywhere
- Track time by time zone
- Manage time off (PTO, short-term disability)
- Manager corrections
- Secure login
- Payroll system integration

	A	B	C	D	E	F	G	H	I
1	WBS Level	Task ID	Task Name	Description	Resource Allocation				
2	1	1.0	Payroll System Project	Overall project to develop the payroll system					
3	2	1.1	Requirements Gathering	Collect and document requirements from stakeholders	Salary expenses for business analysts				
4	3	1.1.1	Stakeholder Interviews	Conduct interviews with key stakeholders	Salary expenses for business analysts				
5	3	1.1.2	Requirements Documentation	Document the gathered requirements	Salary expenses for business analysts				
6	2	1.2	System Design	Design the architecture and components of the system	Salary expenses for designers and architects				
7	3	1.2.1	UI/UX Design	Design the user interface and user experience	Salary expenses for UI/UX designers				
8	3	1.2.2	Database Design	Design the database schema	Salary expenses for database designers				
9	3	1.2.3	System Architecture	Define the overall system architecture	Salary expenses for system architects				
10	2	1.3	Development	Develop the system components	Salary expenses for developers				
11	3	1.3.1	Frontend Development	Develop the frontend of the web application	Salary expenses for frontend developers				
12	3	1.3.2	Backend Development	Develop the backend services and APIs	Salary expenses for backend developers				
13	3	1.3.3	Database Development	Implement the database schema and queries	Salary expenses for database developers				
14	2	1.4	Testing	Test the system to ensure it meets requirements	Salary expenses for QA testers				
15	3	1.4.1	Unit Testing	Perform unit testing on individual components	Salary expenses for QA testers				
16	3	1.4.2	Integration Testing	Test the integration of system components	Salary expenses for QA testers				
17	3	1.4.3	User Acceptance Testing (UAT)	Conduct UAT with end users	Salary expenses for QA testers and end users				
18	2	1.5	Deployment	Deploy the system to the production environment	Salary expenses for DevOps engineers				
19	3	1.5.1	Deployment Planning	Plan the deployment process	Salary expenses for DevOps engineers				
20	3	1.5.2	Production Deployment	Deploy the system to the production environment	Salary expenses for DevOps engineers				
21	2	1.6	Training and Documentation	Train users and provide documentation	Salary expenses for trainers and technical writers				
22	3	1.6.1	User Training	Conduct training sessions for end users	Salary expenses for trainers				
23	3	1.6.2	System Documentation	Provide system documentation for users and administrators	Salary expenses for technical writers				
24	2	1.7	Maintenance and Support	Provide ongoing maintenance and support for the system	Salary expenses for support staff				
25	3	1.7.1	Bug Fixes	Address any bugs or issues that arise	Salary expenses for support staff				
26	3	1.7.2	System Updates	Implement updates and improvements to the system	Salary expenses for support staff				

WBS Detailed

- I cannot fit the entire WBS on this document so I will describe the content that the detailed WBS adds
- Firstly it adds the ability to create and look at a gantt chart
- Next it allows you to view the duration of each task
- As Well as define the start and end dates
- Which then it automatically assigns to the gantt chart and also gives you some other tables that are auto filled such as an Network diagram

Resource Listing For Project

- LaRaya Dotson: Time zone tracking, manager corrections
- Antawyone Owens: Login system, payroll integration
- Blake Matthews: Communication, user training, post-launch support,closing document,WBS

Project Schedule Plan

- Project Initiation
- User Authentication and Security
- Basic Time Tracking
- Manager Time Review and Correction
- Payroll System Integration
- UI/UX Improvements & Feedback Loop

Stakeholder Management Plan

- Weekly meetings with Jayce and Randy
- Sprint reviews for progress
- Email updates to Chelsea
- Daily check-ins for our team (LaRaya, Blake, Antawyone)

Product Backlog

High Priority:

- Login System (Sprint 1)
- PTO & Payroll Integration (Sprint 2 & 3)
- Manager Corrections (Sprint 2)
- User Training & Post-Go-Live Support (Sprint 4)

Medium Priority:

- Time Tracking (Sprint 1)
- Payroll Reports (Sprint 3)

Team Roles:

- Antawyone: Product Owner
- LaRaya: Team Leader
- Blake: Scribe (Training & Support)

Closing project

- The main difference between the two is how much planning is involved in the beginning in which waterfall has a lot more
- But another major difference is the amount of flexibility each have in which iterative is the winner in that category
- Another difference is the communication strategies in which iterative has daily meetings whilst waterfall relies on extensive documentation
- Lastly Risk management waterfall assess most if not all of these at the start and with iterative it is an ongoing process