

Development Plan

Software Engineering

Team 11, technically functional

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Table 1: Revision History

Date	Developer(s)	Change
Date2	Name(s)	Description of changes
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This document contains details pertaining to the proposed development plan by the team. Sections 1 - 3 contain legal and regulation information, sections 4 - 6 contain team dynamics related information and section 7-10 contain timeline and technology logistics. The team charter is also included within this document.

1 Confidential Information?

2 IP to Protect

3 Copyright License

4 Team Meeting Plan

The team will be meeting in person on a weekly basis in a library at McMaster University. The time of the meetings needs to be adjusted in order to accommodate all the members' time constraints. Additional virtual meetings may be required when approaching a deliverable deadline.

Industry supervisor meetings will be held virtually on a biweekly or as needed basis.

Matthew H. will be in charge of the agenda. The rest of the team will be recording meeting minutes interchangeably. All members will be encouraged to chair meetings throughout the duration of the project.

5 Team Communication Plan

Our team communication plan will be as follows:

- Issues: GitHub/GitHub Projects
- Weekly Meetings: In-person on campus
- Meetings outside the weekly meetings: Teams
- Meeting minutes: GitHub
- Meetings with stakeholders: Zoom
- Project discussion (asynchronous): Teams

6 Team Member Roles

Editor: This member will read through all deliverables throughout development and a final read-through before submission. They will be responsible for any text alterations to ensure conciseness and effective communication within documents/code.

Liaison: This member will be responsible for communicating with all external parties and relaying their comments back to the team.

Researcher: They will conduct initial research before the team commences a task and convey their findings to the rest of the team.

Task Manager: They will decide how to allocate the workload between the members.

Github Manager: They will ensure that all proposed rules pertaining to the use of Github are followed and that information provided on the platform is complete and precise.

Back-end developer: They will be developing and ensuring that the back-end is functional and up to code standards.

Front-end developer: They will be responsible for development of a user friendly interface.

Comment Reviewer: This member will review code and verify the presence of and clarity of comments. Maham will be reviewing the final version.

Github Wiki Manager: This member is responsible for verifying the appropriateness of all content on the Github Wiki.

Table 2: Member Roles

Role	Name	Possibility of Change
Editor	All	Yes
Liaison	Matthew H	No
Researcher	All	Yes
Task Manager	Eman A	Yes
Front end developer	All	Yes
Back end developer	All	NA
Github Manager	Cieran D	Yes
Comment Reviewer	All	NA
Github Wiki Manager	All	NA

7 Workflow Plan

We will primarily be using GitHub for managing the project files.

Each team member has their individual branches on which they will engage with. The member should open a pull request after completion of their assigned task. If multiple members are collaborating on the same task, they will use either member's branch. Once completed, a pull request can be opened which

will be reviewed by the other team members.

Issues that focus on a single aspect of the project may be opened and will combine all relevant items. Sub-issues can be used if additional refinement is needed.

- How will you be using git, including branches, pull request, etc.?
- How will you be managing issues, including template issues, issue classification, etc.?
- Use of CI/CD

8 Project Decomposition and Scheduling

- How will you be using GitHub projects?
- Include a link to your GitHub project

[How will the project be scheduled? This is the big picture schedule, not details. You will need to reproduce information that is in the course outline for deadlines. —SS]

9 Proof of Concept Demonstration Plan

The application will follow the steps below (high-level):

1. A user will record them performing a physio exercise (decide on body part?)
2. Determine if the exercise is “good” form or “bad” form based on requirements from the stakeholders
3. From the analysis, the application will provide guidance to improve the efficacy of the exercise

Some potential risks from this process flow are:

- Variations in how different users will record each video.
 - Having a guide overlay to indicate where they should film the exercise from.
- Inaccuracies with depth or monitoring a 3D motion on a 2D plane
 - Prompting the user to also perform the exercise from another angle and then analyzing two different recordings.

- Hardware limitations - as the application would be easiest to use on a phone due to the camera already being on there, it may have limitations when processing the footage.
 - Using a lightweight solution to process the recording to reduce lag.
- Accuracy in the footage may be different in a non-controlled environment and lead to inaccurate assessment of the exercise.
 - A demonstration can consist of seeing if we are able to obtain the same feedback in different light levels/clothing to see if it will affect our input data.

10 Expected Technology

[What programming language or languages do you expect to use? What external libraries? What frameworks? What technologies. Are there major components of the implementation that you expect you will implement, despite the existence of libraries that provide the required functionality. For projects with machine learning, will you use pre-trained models, or be training your own model? —SS]

[The implementation decisions can, and likely will, change over the course of the project. The initial documentation should be written in an abstract way; it should be agnostic of the implementation choices, unless the implementation choices are project constraints. However, recording our initial thoughts on implementation helps understand the challenge level and feasibility of a project. It may also help with early identification of areas where project members will need to augment their training. —SS]

Topics to discuss include the following:

- Specific programming language
- Specific libraries
- Pre-trained models
- Specific linter tool (if appropriate)
- Specific unit testing framework
- Investigation of code coverage measuring tools
- Specific plans for Continuous Integration (CI), or an explanation that CI is not being done
- Specific performance measuring tools (like Valgrind), if appropriate
- Tools you will likely be using?

[git, GitHub and GitHub projects should be part of your technology. —SS]

11 Coding Standard

[What coding standard will you adopt? —SS]

Appendix — Reflection

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. Why is it important to create a development plan prior to starting the project?
2. In your opinion, what are the advantages and disadvantages of using CI/CD?
3. What disagreements did your group have in this deliverable, if any, and how did you resolve them?

Maham

Having a plan eliminates a lot of uncertainty, whether it is timeline, team roles or conflict resolution methodologies. It allows the team to focus on what is important without being bogged down by frivolous details. Plus, it allows effective allocation of resources. For example, if one person is better at front end development, members who do not want to be or cannot be involved in it, do not have to start from scratch and master a new skill within a small time frame.

The main advantage of CI/CD is a smoother integration of code while reducing the amount of mistakes and code conflicts that would need to be fixed at the end of the project. However, there is one troublesome disadvantage - conflicting merge requests (this is in the context of using github) and the very time consuming endeavour of fixing them.

As for group disagreements, I do not think we had any. All members carefully listened to any input from their teammates and implemented any changes that were deemed to be beneficial. We were professional and respectful of each other's opinions and gave equal importance to everyone's feedback.

Matthew

I think it is important to create a development plan prior to starting the project because it helps our team navigate conflict down the line. Not everyone works the same and so this development plan acts as a formal document to communicate with the team and find common ground for everyone to perform well on. Furthermore, it is a form of having an awkward conversation now compared to

down the line when this work wasn't done and there is no basis to critique a member's performance.

An advantage of CI/CD is the reduced manual effort to test and evaluate code. If there is a problem with one of our documents that we upload or a file that is incorrect, we can have the tests evaluate it and be flagged for issues with it. A downside of CI/CD is the overhead or the amount of time that it takes to set up. For a shorter project it will take a bit longer to set up and thus less time is put towards coding the features at the cost of automating the building and testing.

The group did not have any disagreements during this deliverable. Everyone was able to communicate to each other and each meeting went with a plan and left with actionable items to complete. As the term gets busier and there are more deliverables for other classes I think that the team charter below will help guide us for the rest of the project.

Appendix — Team Charter

[borrows from [University of Portland Team Charter —SS](#)]

External Goals

Our group's primary goal is to create a project that we are proud to have our names on, can be talked about in interviews and to peers. It is important for us to build a solution to our problem statement while also adhering to code quality such as readability and documentation. Through this, we seek to develop our technical skills through tackling a real world problem. Additionally, we are also aiming for above-average grades as a secondary goal.

Attendance

Expectations

Our team expects full attendance to meetings scheduled in advance for the entire duration of the meeting. If a member cannot attend a meeting or is going to miss a portion of the meeting, they must communicate it in advance to the team and catch-up on the missed portion of the meeting (i.e. meeting minutes). Missing 3 meetings in a row when a deliverable is not the main point of discussion will trigger a meeting with the rest of the team. Moreover, if a deliverable is the main topic, 2 missed meetings will be the limit. These standards are for non-emergency situations. For emergencies, see below.

Acceptable Excuse

Acceptable excuses include: Academic sessions (classes, tutorials), academic requirements (due-dates prior to the capstone deliverable) and medical appointments. An advance notice for medical appointments will be appreciated. It is the responsibility of the missing member to make up for a missed meeting. Repeated excuses will not be acceptable; please refer to attendance expectations. Please see below for emergency cases.

In Case of Emergency

In the event of an emergency case, the team member should contact the team. Extended cases of emergency (more than 2 weeks or time taken off that impedes deliverables) should be brought to the attention of the teaching staff to ensure the work load is manageable for the rest of the team.

Accountability and Teamwork

Quality

In order to maintain consistent quality for deliverables, each weekly meeting will briefly go over deliverable expectations. Each deliverable should be checked

against the rubric [on avenue] and also against the repository checklist by the individual that wrote that deliverable but also by a teammate.

Furthermore, for meetings, team members are expected to arrive, review relevant material and provide any problems or status updates with their work to ensure the meeting stays on-topic and productive.

Lastly, during weekly meetings we will discuss “what went well, what to change” to see if there is a way to streamline communication to attain this quality. We also encourage each team member to ask for help in our informal chat in a timely manner while being respectful of each person’s time.

Attitude

[What are your team’s expectations regarding team members’ ideas, interactions with the team, cooperation, attitudes, and anything else regarding team member contributions? Do you want to introduce a code of conduct? Do you want a conflict resolution plan? Can adopt existing codes of conduct. —SS]

Stay on Track

[What methods will be used to keep the team on track? How will your team ensure that members contribute as expected to the team and that the team performs as expected? How will your team reward members who do well and manage members whose performance is below expectations? What are the consequences for someone not contributing their fair share? —SS]

[You may wish to use the project management metrics collected for the TA and instructor for this. —SS]

[You can set target metrics for attendance, commits, etc. What are the consequences if someone doesn’t hit their targets? Do they need to bring the coffee to the next team meeting? Does the team need to make an appointment with their TA, or the instructor? Are there incentives for reaching targets early? —SS]

Team Building

The team will engage in social activities together if schedules allow. Team building activities will strongly be encouraged. There may be sessions of working together in person and spending some time together with any member that is available. This will also depend on work habits and preferences.

Decision Making

When making a decision on the team, we will lean towards a unanimous vote. We want each member of the team to feel their feedback is heard to improve the project communication. In cases where this is not the case, we will hold a vote. Since there are 5 members, no one can abstain that way a solution can be achieved.

Each member is allowed to voice their opinion to the team without interruption so everyone is heard and we can reach an objective solution (without personal feelings swaying the decision).

In the event that voting cannot be held properly, we will select a neutral mediator to guide us further.