**Teacher’s Pet**

Orange Team:

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CS491T: Computer Science Team Project I

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# Project Vision and Description

## Project Vision

For students and teachers who need to manage performance, personal information, and professional stats, the Teacher’s Pet is a classroom management tool that takes away all of the administrative headaches and frees up the teachers and students to grow and learn.

## Assignment Description

The Madison Heights school board has asked for us to create a computer application for the school.

1.This system is to help with student information management.

2. Student performance management

3. Teacher information management and classroom management.

The system should have these key features.

1.Managing personal information of the students

2.Managing academic performance

3.Keeping track of records of teachers, such as qualifications and what they teach.

4.Managing classroom information, including teachers and what subjects they teach, the students that are in the class, as well as classroom allocation each class can have a maximum of 25 students.

## How We Work

We will design this application for the school board using the scrum framework which is part of agile development. We will be using SQL for the database part of the application system and will be using python web framework for the programming involved for the application. We will test the system thoroughly to make sure it meets the school board needs.

Our group will adhere to the scrum framework to complete this project and this will provide us the opportunity to develop a great application for the school board. We will have regular meetings to see how progress is going and bring up any issues that may need addressing. Everyone in our team has a specific role to play but all roles are equally important in providing a great product for the school board.

# Team Roles and Assignments

## Team Members

**Joseph Cruz.** 42 years old Computer Science Major with a focus on cybersecurity. I do well with most object-oriented programming languages. I like to use multiple operating systems using virtualization. I am passionate about VR, AR, and XR.

**Sally Schmidt.** Computer Science student with a concentration in Data Science, SQL Server DBA, Enthusiastic Python coding neophyte, Culinary School graduate (just throwing that in for fun. If we were co-located, I would bring in cakes. Feel free to edit out)

**Michael Heinzinger** 24 years old from Chicago, Illinois. Network Technician for United States Air Force. CompTIA Security+ and Cisco Certified Network Associate certifications. Computer Science major with a concentration in Cyber Security Engineering.

**Steve Kollar.** Computer Science student with experience in Graphic Design, Video Editing, Management, and Sales. Passionate about data analysis, mobile development, and UI design.

## Roles and responsibilities

**Product owner.** Provides direction based on the requirements for the end product. Owns the product backlog.

**Scrum Master.** Owns the sprint backlog. Runs daily standup. Manages Kanban board. Removes impediments for development team

**Developer**. Codes the product.

**DBA.** Designs the database**.** Manages the database

**Project Coordinator**. Schedule meetings. Upload completed assignment on behalf of the team. Communicate issues/late assignments to T’Chris.

**Tester**. Validates that task is complete according to definition of done.

**Technical writer.** Documentation

**Graphic designer.** Design style and format for team artifacts

## Project Orange Team Roles and Assignments Weekly Matrix

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Due date | Product owner | Scrum master | Developer | Project Coordinator | Tester | Technical Writer | DBA | Graphic Designer |
| Jan 13 | JC | MH |  | SS |  | JC  MH  SS  SK |  | SK |
| Jan 20 |  |  |  |  |  |  |  |  |
| Jan 27 |  |  |  |  |  |  |  |  |
| Feb 3 |  |  |  |  |  |  |  |  |
| Feb 10 |  |  |  |  |  |  |  |  |
| Feb 21 |  |  |  |  |  |  |  |  |
| Feb 28 |  |  |  |  |  |  |  |  |
| Mar 7 |  |  |  |  |  |  |  |  |
| Mar 14 |  |  |  |  |  |  |  |  |
| Mar 21 |  |  |  |  |  |  |  |  |

# Team Collaboration Methodology

## Collaboration

We will be using the scrum method of developing the project, this makes it so we can individually work and come together to collaborate with what we have accomplished. Each piece should have the ability to function for the purpose of the piece. We plan on trying to touch base daily so that we are on track to help one another if something proves more difficult for an individual. We should be uploading our work before project due dates so that the whole group can consider if what has been done is good or if there are things that need to be changed to take the project back in the right direction. We will be dividing tasks and giving everyone in the group a specific assignment to complete, we will then as a group sees what needs to be done differently and merge all the collective work into one workable unit. Then we can work on refining further if needed or decided that the project is complete and ready to be showcased. This collaboration should give great results, communicating clearly and effectively will be vital to the success of the individual parts of the project and with the completed project as well. We have a good team to work on this project and we will have a great product through this collaboration between members of this group. The most important thing is good communication and respect for one another. This will yield many benefits, not only for this project, but for future projects. Another important aspect of the collaboration will be what we will have gained from working in this group together.

Meetings **–** Daily standup at 9pm EST

* Daily standup is a time to assign roles for the week, and assignments for the day.
* Work together to answer any questions that other members may have to provide the clarity.
* Allows transparency amongst the group by letting everyone know what they are responsible for, and what the other members of the group are responsible for completing.

Tools **–** Microsoft Teams and Zoom to chat and video conference. Trello to keep track of relevant information and due dates. GitHub to organize project code.

Scrum **–** We will be using the Scrum method.

* Each week, members of the team are assigned a role and responsibility.
* Focus on completing assignments in weeklong sprints.
* Allows for flexibility, focus, and transparency.

# The Definition of “Done”

**TBD**

# Sprint 1 Retrospective Summary Report

|  |
| --- |
| **Things That Went Well** |
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| **Things That Could Have Gone Better** |
|  |
| **Things That Surprised Us** |
|  |
| **Lessons Learned** |
|  |

# Sprint 2 Retrospective Summary Report

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| --- |
| **Things That Went Well** |
|  |
| **Things That Could Have Gone Better** |
|  |
| **Things That Surprised Us** |
|  |
| **Lessons Learned** |
|  |

# Sprint 3 Retrospective Summary Report

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| --- |
| **Things That Went Well** |
|  |
| **Things That Could Have Gone Better** |
|  |
| **Things That Surprised Us** |
|  |
| **Lessons Learned** |
|  |

# Sprint 4 Retrospective Summary Report

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| --- |
| **Things That Went Well** |
|  |
| **Things That Could Have Gone Better** |
|  |
| **Things That Surprised Us** |
|  |
| **Lessons Learned** |
|  |

# References

Fewell, J. (2014, July 01). New Scrum RACI for Roles & Responsibilities. Retrieved January 12, 2021, from <https://jessefewell.com/new-scrum-raci-roles-responsibilities/>