Role - PROJECT MANAGER

The PM is responsible for allocating resources, estimation and keeping the project on track according to the schedule, and keeping track of the hours of each teammate, reporting the hours, to the team lead and ensuring on time delivery of the software products as well as managing the expectations of the client.

The PM also may functions as scrum master, planning what features will go into a release/sprint/iteration. They will be a facilitator to manage expectations from the business as well as manage the relationship with the client by balancing the business demands and technical concerns. It is his responsibility to allocate knowledgeable resources to solve tasks in a timely manner. S/he will Ensuring that the Development/Testing teams work in a timely fashion towards realizing the vision of the project.

Revision History

Week Number	Author	Description of changes
1	Austin Han	Created Facebook Group, Google Calendar and scheduling the meeting times.
2	Austin Han	Revised estimates for the project, create task from previously created user stories - Trello. Assigned out different task to the different members of the team.

Comments:

- *This page should be updated each week and the TAs will use it to determine the week's work done by the team-member in the particular role.*

- *For each of the items mentioned in the following pages. Be as brief as possible in your responses. A good rule of thumb is to keep each response within two paragraphs.*

- This document represents your log of decisions. You are not bound to follow a decision blindly. You may change the decision if new aspects come to light which make your decision inappropriate. However, this may include reper-cussions like code rewrite etc. So choose wisely.

- *You may delete the commented regions for your weekly turn-in submissions.*

Week 2:

- Burndown Charts
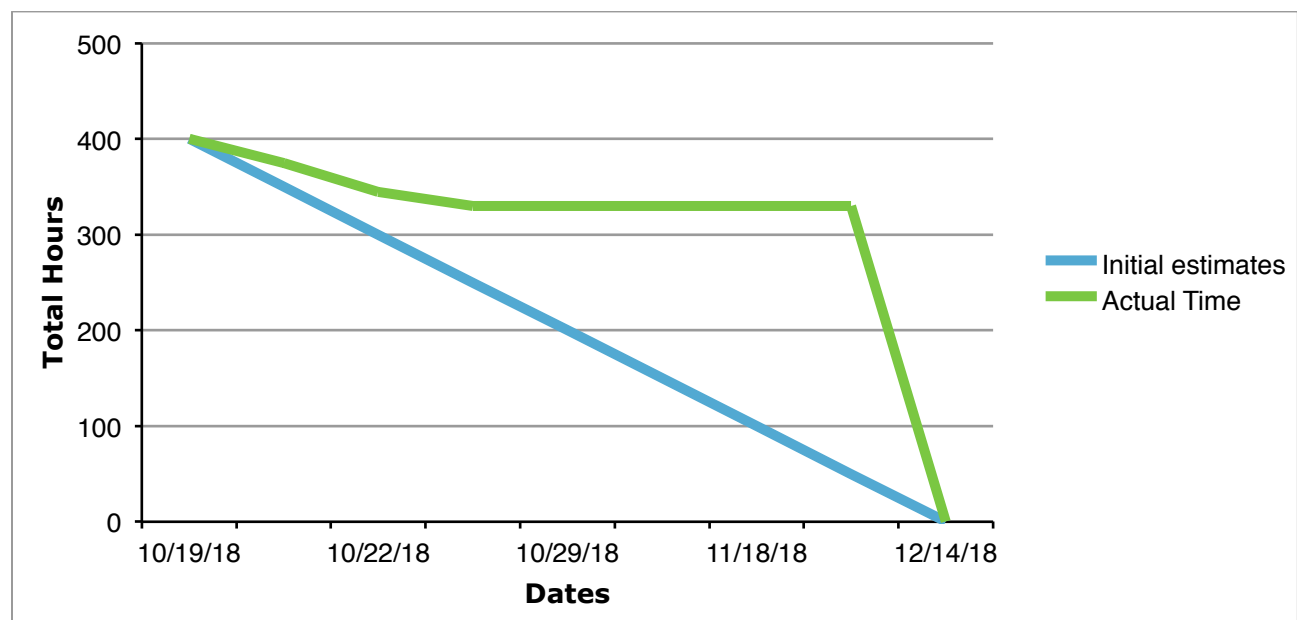

Revised Times:

1 day – 8 hours

| Name	Description	Estimation	Priority
Securely Log in	User should be able to securely log in as a bank employee or account holder	5 days	10

Securely Log out	User should be able to log out and return to the log in screen	3 day	20
Sign up	New customers should be able to open their first bank/user account with name, address, date of birth, email and account type.	2 day	10
Account Lookup	Teller should be able to look up a customer's account to perform transactions for them.	3 day	20
Open Account	Account holder/teller should be able to add a new bank account.	3 day	20
Forgot Password	User should be able to retrieve password by submitting their email and account number	2 days	30
Display Accounts/Balances	Account holder should be able to see all of their accounts	2 day	20
Close Account	Account holder/teller should be able to disable and delete one of the customer's bank accounts.	3 days	30
Close Account Failure	Notify user that account must have zero balance to be closed.	1 day	30
Debit Account	Account holder/teller should be able to withdraw money from a customer's bank account IF withdrawal amount does not exceed the account balance.	3 days	20
Email Check	Check is emailed to account holder once they debit their account.	3 days	20
Withdrawal/Transfer Failure	Notify user that they can't perform this action due to insufficient funds in source account	2 day	30
Credit Account	Account holder/teller should be able to deposit money into one of customer's bank account. Account holder can do this through credit and check. Teller can do this through cash as well.	3 days	20
Picture Check	Account holder should be able to take a picture of a check to credit their account.	3 day	40
Transfer	Account holder/Teller should be able to transfer money from one of the customer's bank accounts to another one of the same customer's account.	3 days	20
Wire	Account holder/Teller should be able to transfer money from one of the customer's accounts to another customer's account.	3 day	20
Transfer Confirmation	User must confirm this transaction	2 day	30

Calculate Interest	Account holder should be able to view interests of each of their bank accounts.	3 days	15
Get Balance	Balances of accounts should be listed to Account holder/Teller.	3 day	20
Transaction History	Account holder/Teller should be able to view customer's transaction history	3 day	30
Print Statement	Account holder should be able to retrieve and print out their transaction history	3 days	30

Created Trello Account for

- Breaking user stories into task
- Assign task to members
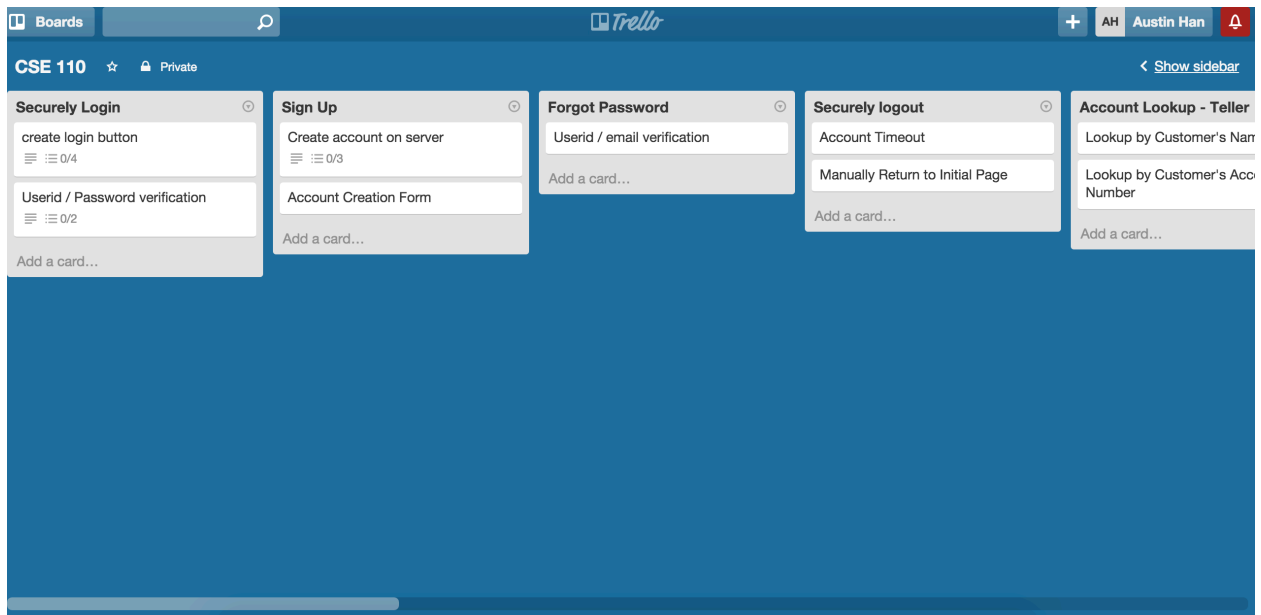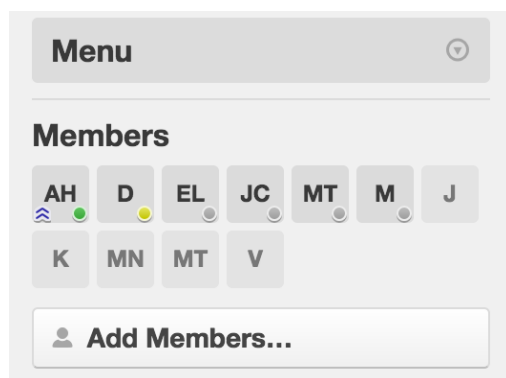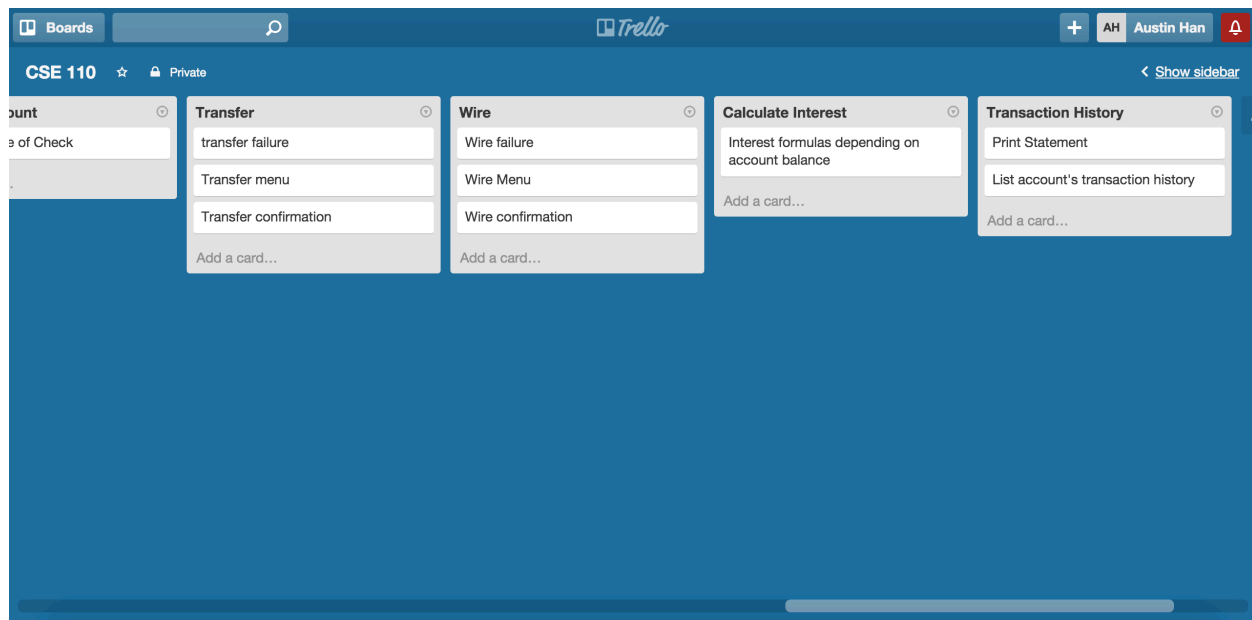
1. Track Resources

> The resources that we had in the project that we had to budget was the time for each group member. We've used many different resources online in order to understand and learn android development.

2. Enforce the software model that the team is going to adopt

> We chose to use the agile method since it allows us to have iterations, which allow us to update and change dynamically what we need done before each turn in. In order to cope with the necessary changes that might come up from the client in order to be closer to what the final program should be.

3. Artifacts

> We've created one milestone, which consisted of our login screen and one sprint with a

working login screen and working parse database. We are currently working on the next iteration to create the debit and credit account.

4. Team Coordination and logistics

We've continued to meet on the Monday, Tuesday and Saturday. Along with meeting these days we're adding Thursday to our weekly meetings as a day to develop only code. This ensures that we complete any necessary task before the week ends.

Week 1:

1. Track resources , e.g., hours of staff on project , budget

    1.1. 8 hours of hours were used this week this week from the staff time; no budget was available.

2. Enforce the Software model that the team is going to adopt

    1.1. Available Options: Agile, Waterfall

    1.2. You must choose one option (it may be a hybrid). Describe that option in detail here:

    1.1.1. We used a hybrid method in our software model, we first went about with a waterfall method by drawing out what we want the user interface to look like and to see the differences between the user and tellers would be. Afterwards we are moving forward with the Agile method of having different iterations.

    1.3. Rationale? (Basis of choice and reason for rejecting other options)

    1.1.1. The waterfall method isn't good cause you don't come back to the user and check to make sure that the program is correct with what the users wants. With the Agile method there are more meetings with the customer and making changes as the development process is going.

3. Artifacts related to methodology to check progress (list the 4 you consider the most important)

    1.2. Milestone - I chose to do milestones every 3 weeks to verify that we are on the right track. The next Milestone is week 5.

    1.3. Sprints - We decided on code sprints every 10 days. This means there should be a new section of code every 10 days that is in working order.

    1.4.Requirement envisioning - We spent over two hours as a team envisioning the scope of our project to know exactly what we plan on accomplishing. This includes knowing what features we chose to leave out for the sake of time.

1.5. Test Driven Development - We plan to write JUnit tests before we write the actual code as a way of fully testing our functionalities and so that the developers know exactly what the code should be doing before they write it.

4. Project Deliverables estimation and schedule

    1.1. Team name

        1.1.1.   Came together to create a team name - Honey Badgers

    1.2. User Stories

        1.1.1.   Users stories finished and broken down with estimates. Played planning poker to get closer estimations for the times it will take us to complete certain user stories.

    1.3. Roles

5. Team co-ordination logistics: when is the regular time the team will meet? Take attendance.

    1.2. We decided to meet at times listed below

        1.1.1.   Mondays @ 11 am - 2 pm

        1.1.2.   Tuesday @ 5pm

        1.1.3.   Saturday @ 10 am -12 pm

Comment:

- When will the team meet and how will it communicate? E.g. Facebook group, email thread etc. where will the team files/folders be stored so that everyone can access them etc.