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.

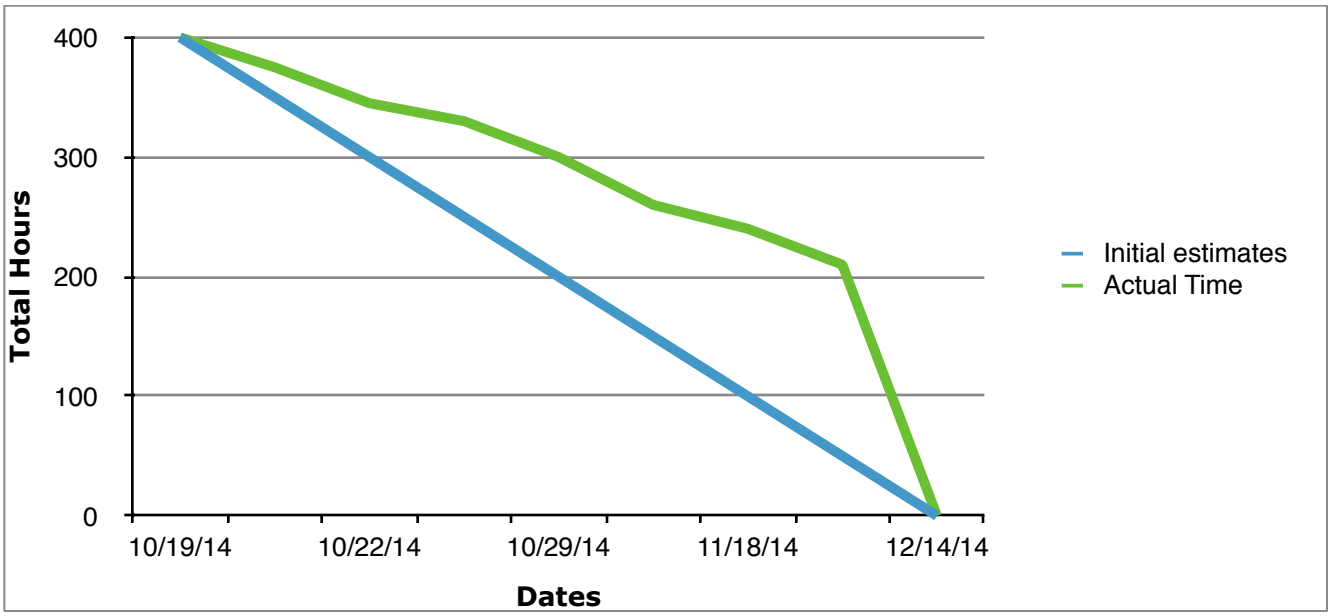
The PM also may functions as scrum master, planning what features will go into a release/sprint/iteration. They will be a facilitator to manage expectations from the business as well as manage the relationship with the client by balancing the business demands and technical concerns. It is his responsibility 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.
5-7	Jason Dizon	Managed meetings and contributions to the project. Keep track of hours and attendance. Reserved rooms for the meetings. Updated Trello and burn down chart.

Week 5:

- Burndown Chart:



Revised Times:

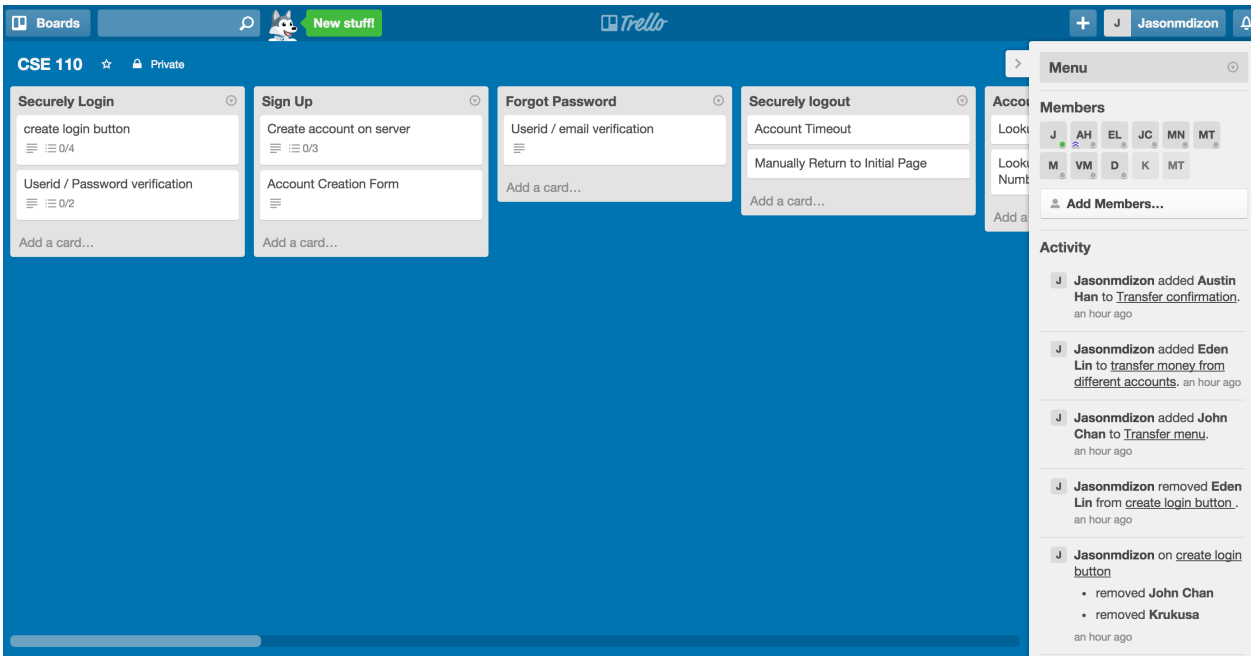
1 day – 8 hours

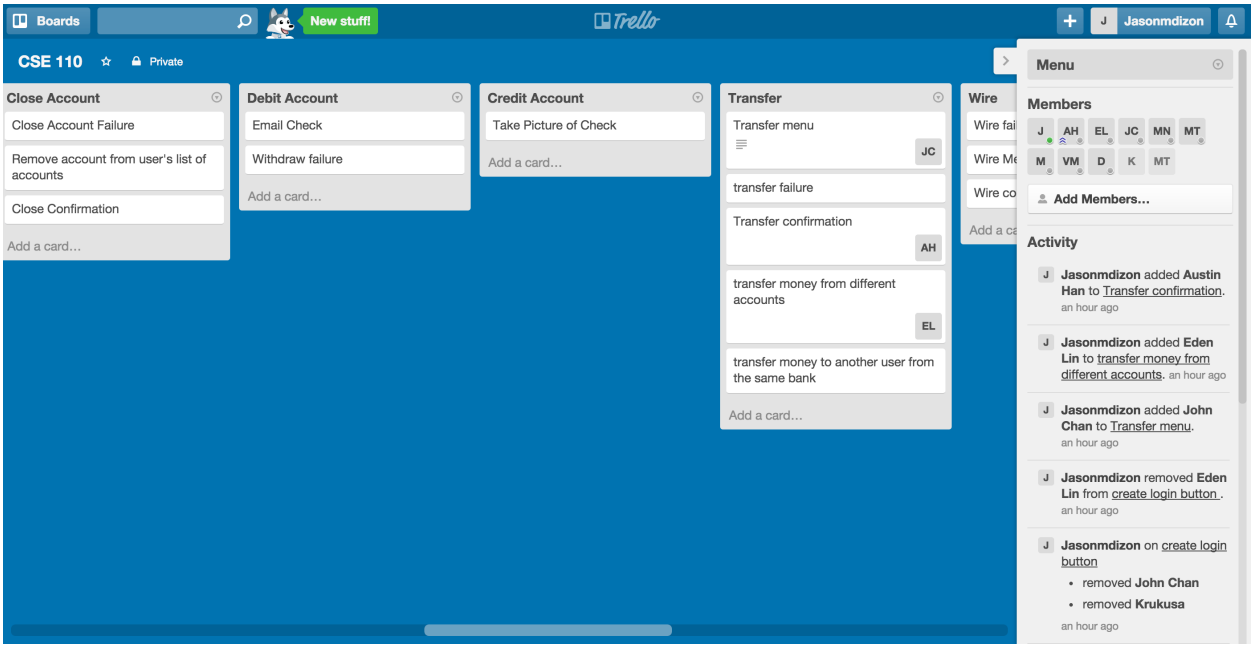
Name	Description	Estimation	Priority
Securely Log in	User should be able to securely log in as a bank employee or account holder	5 days	10
Securely Log out	User should be able to log out and return to the log in screen	3 day	20
Sign up	New customers should be able to open their first bank/user account 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

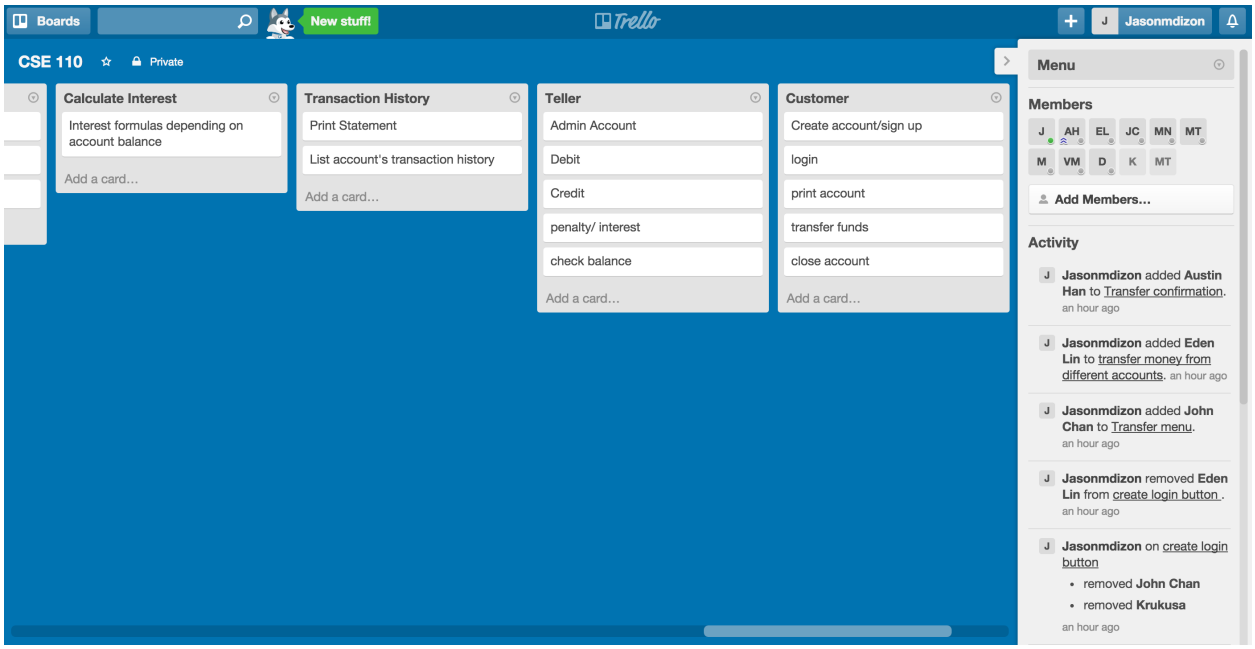
Close Account	Account holder/teller should be able to disable and delete one of the customer's bank accounts.	3 days	30
Close Account Failure	Notify user that account must have zero balance to be closed.	1 day	30
Debit Account	Account holder/teller should be able to withdraw money from a customer's bank 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

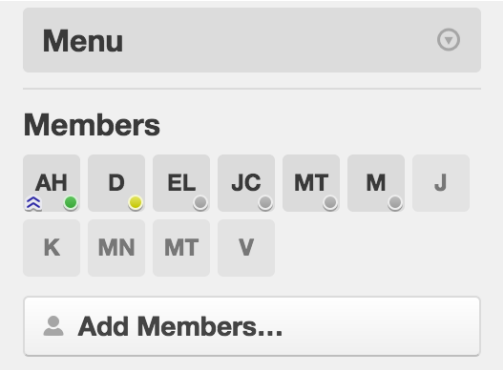
Trello Account for

- Breaking user stories into task
- Assign task to members






Boards
New stuff!
Trello
Jasonmdizon
CSE 110
Private
Calculate Interest
Interest formulas depending on account balance
Add a card…
Transaction History
Print Statement
List account's transaction history
Add a card…
Teller
Admin Account
Debit
Credit
penalty/ interest
check balance
Add a card…
Customer
Create account/sign up
login
print account
transfer funds
close account
Add a card…
Menu
Members
J AH EL JC MN MT M VM D K MT
Add Members…
Activity
Jasonmdizon added Austin Han to Transfer confirmation. an hour ago
Jasonmdizon added Eden Lin to transfer money from different accounts. an hour ago
Jasonmdizon added John Chan to Transfer menu. an hour ago
Jasonmdizon removed Eden Lin from create login button . an hour ago
Jasonmdizon on create login button
removed John Chan
removed Krukusa
an hour ago


Menu
Members
AH D EL JC MT M J
K MN MT V
Add Members…

1. Track Resources

The main resources used are the various technical tools we have utilized in creating the project:

-Eclipse
-Trello
-Google Doc/Facebook
-JUnit
-Axure
-Creately

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 5-7:

1. Track resources , e.g., hours of staff on project , budget
    1. This week we the developers spent 8 hours on development of the app, and about 6 hours total for was used for meetings. The budgeting is not necessary since all resources are free to use. Only thing to budget is time amongst the project members.
2. Enforce the Software model that the team is going to adopt
    1. Available Options: Agile, Waterfall
    2. You must choose one option (it may be a hybrid). Describe that option in detail here:

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.

3. Rationale? (Basis of choice and reason for rejecting other options)
    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)
    2. Milestone - I chose to do milestones every 3 weeks to verify that we are on the right track.
    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.
    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.
    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. Team name
        1. Came together to create a team name - Honey Badgers
    2. User Stories
        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.
    3. Roles
5. Team co-ordination logistics: when is the regular time the team will meet? Take attendance.
    2. We decided to meet at times listed below
        1. Mondays @ 11 am - 2 pm
        2. Thursdays @ 5pm
        3. Saturday @ 10 am -12 pm (or until templates/development has been finished)

BACKLOG:

What is left to do:

- Penalty
- Interest
- Teller account

THESE ARE THE RECORDS FOR THE PAST 3 WEEKS:

WEEK 5-7 TASKS (HONEY BADGERS):
-Project Manager- Jason. Make timeline for tasks. Update trello.

-Architect - Matt, Michael: work on UML design, learn it. Work with developers and tech lead.

-Business Analyst - Austin, Victoria: Communicate with customer, update wireframes to fit the new requirements.

-Tester - Mike, David: Make sure everything is working the way the customer is desired. Regression testing.

-Team Lead (Technical) - Chesong work with architect and developers to ensure project design

-Developer - Eden John: go over code with rest of team so the team is up to date. Make code more object oriented.

MONDAY LAB NOTES:
- Business analyst asks customer about specifications. Should the teller create own account?
    -determined to have one master admin to have the option to create teller accounts.

MEETING	ATTENDANCE	AGENDA	NOTES
11/08/14 SATURDAY MEETING	Missing: Chesong, David, Victoria	transitioned roles. Code review. Team was updated with explanations of the code. scheduled meetings for the week	meet on mondays for lab, and thursdays for programming. No tuesday meeting due to holiday.
11/10/14 MONDAY LAB	Missing: Chesong, Austin, Victoria, David	Begin next iteration/ checkpoint	numerica account numbers implemented. -eden
11/13/14 THURSDAY SESSION	Missing: Michael	Begin close account.	Get those who have been behind caught up. Decided on new page for close account.
11/15/14 SATURDAY MEETING	CANCELED.		
11/17/14 MONDAY LAB	Missing: Chesong,Michael, David	Checkoff from tutors. Ask for any unclarity.	BA communicated with customer(TA) on requirements. Customer mentioned requirements that will be needed in the future that we were unaware of.
11/22/14 SATURDAY MEETING	Missing: No one.	Complete templates for roles. Communicate design. Work on app.	

HOURS:

Jason Dizon	10
Matt Nguyen	10
Mike Griffin	10
Michael Tran	8
Eden Lin	14
Austin Han	12
Victoria M.	8
John Chan	14
Chesong Lee	8
David Chan	8

PROJECT TIMELINE:

Iteration 1	Week 1:	User stories
Iteration 1	Week 2:	Create account
Iteration 1	Week 3:	Create login
Iteration 1	Week 4:	debit/credit/show balance
Iteration 2	Week 5:	Transfer and close account
Iteration 2	Week 6:	Transfer and close account
Iteration 2	Week 7:	Transfer and close account

CSE110 Iteration Review Questions

NAME: Jason Dizon
TEAM NAME: Honey Badgers
ROLE: Project Manager

- Is everyone happy with the quality of work? Documentation? Testing?
  Yes, everyone is happy with the quality of work, documentation and testing.

- How did everyone feel about the pace of the iteration? Was it frantic? Reasonable? Boring?
  The pace was quite frantic due to the fact that everyone's schedule is different and busy. It is hard to get everyone together at the same time.

- Is everyone comfortable with the area of the system they were working in?
  Everyone is comfortable adapting to the role assigned for this iteration.

- Are there any tools particularly helping or hurting productivity? Are there any new tools the team should consider incorporating?
  For this iteration,

- Was the process effective? Were any reviews conducted? Were they effective? Are there any process changes to consider?
  The process of iterations are definitely effective. It helps us meet deadlines and be continuously productive.

- Was there any code identified that should be revisited, refactored or rewritten?
  There is a lot of code that needs to be revisited. We are implementing a strategy design pattern and have to modify the code to fit the design.

- Were any performance problems identified?
  There were little to no performance problems identified.

- Were any bugs identified that must be discussed before prioritization?
  There were bugs that caused the app to crash.

- Was testing effective? Is our test coverage high enough for everyone to have confidence in the system?
  The testing was effective for our app. The test coverage was high enough for everyone to have confidence in our system.

- Is deployment of the system under control? Is it repeatable?
  The deployment of the system is definitely under control, and it is repeatable.