

CLIENT NAME: DVT  
PROJECT NAME: KINDERFINDER

---

## Project Management Information

---

Team Name: MAU Technologies

Uteshlen Nadesan	28163304
Michael Johnston	12053300
Po-Han Chiu	11063612

Version: 1

20 October 2014

## Contents

<b>1</b>	<b>Software development process</b>	<b>3</b>
<b>2</b>	<b>How Our Software Development Process was Implemented</b>	<b>4</b>
2.1	Sprints . . . . .	4
2.2	Meetings . . . . .	4
2.2.1	Sprint planning meetings . . . . .	4
2.2.2	Daily scrum meeting (Almost Daily) . . . . .	4
2.2.3	End meetings . . . . .	5
2.3	Burndown chart . . . . .	5
<b>3</b>	<b>Profile of Team Members and Responsibilities</b>	<b>6</b>
<b>4</b>	<b>Plan Used for Issue Management</b>	<b>7</b>
<b>5</b>	<b>Project Status Through Time</b>	<b>8</b>
<b>6</b>	<b>List of Functionality You Could Not Implement</b>	<b>9</b>
<b>7</b>	<b>Discussion of the Main Risks and Challenges Faced</b>	<b>10</b>

## 1 Software development process

Our development process employed the Scrum methodology.

**Development Team** The development team consisted of all of us in team MAU Tech.

**Scrum Master** Each project undertaken requires a scrum master; Scrum is facilitated by a Scrum Master who is accountable for removing impediments to the ability of the team to deliver the product goals and deliverables. The Scrum Master is not a traditional team lead or project manager, but acts as a buffer between the team and any distracting influences. Our scrum Master was the Team Leader who made sure the scrum was followed.

## 2 How Our Software Development Process was Implemented

### 2.1 Sprints

A sprint (or iteration) is the basic unit of development in Scrum. Our Sprints involved iterating through the different use cases we had developed and completing them before moving on to the next use case.

Each sprint was started by a planning meeting, where the tasks for the sprint were identified and an estimated commitment for the sprint goal was made, and ended by a sprint review-and-retrospective meeting where the progress is reviewed and lessons for the next sprint were identified.

### 2.2 Meetings

#### 2.2.1 Sprint planning meetings

At the beginning of the sprint cycle, a Sprint planning meeting was held where we

- Select what work is to be done
- Prepared the Sprint Backlog that details the time it will take to do that work, with the entire team
- Identify and communicate how much of the work is likely to be done during the current sprint

#### 2.2.2 Daily scrum meeting (Almost Daily)

Each day during the sprint, a project team communication meeting occurred.

All members of the development team came prepared with the updates for the meeting

All meetings started precisely on time even if some development team members are missing

During the meeting, each team member answers three questions

1. What have you done since yesterday?
2. What are you planning to do today?
3. Any impediments/stumbling blocks?

Any impediment/stumbling block identified in these meetings were documented by the Scrum Master and worked towards resolution outside of the meeting in the usual sessions we saved for discussion of problem resolution.

### 2.2.3 End meetings

At the end of a sprint cycle, two meetings were held: the Sprint Review Meeting and the Sprint Retrospective meeting.

At the Sprint Review Meeting we

- Reviewed the work that was completed and the planned work that was not completed
- Presented the completed work to the stakeholders

At the Sprint Retrospective meeting we

- Reflected on the past sprint
- Made continuous process improvement

This meeting is facilitated by the Scrum Master.

## 2.3 Burndown chart

The sprint burndown chart was publicly displayed where we worked on a white board, it then moved online so we could all see and edit it as need be. It was a chart showing remaining work in the sprint backlog. Updated every day, it gave us a simple view of the sprint progress. It also provided quick visualizations for reference.

### 3 Profile of Team Members and Responsibilities

MAU Tech consisted of three members

- Uteshlen Nadesan
  - Team Leader
  - Scrum master
  - Application Developer
  - Triangulation algorithm
  - Documentation
- Michael K Johnston
  - Vice Team Leader
  - Application Developer
  - Administration Portal Developer
  - Documentation
  - Scrum Board Keeper
- Po-Han Chiu
  - Reporting Developer
  - Application Developer

## **4 Plan Used for Issue Management**

to do

## **5 Project Status Through Time**

to do



## **6 List of Functionality You Could Not Implement**

to do

## **7 Discussion of the Main Risks and Challenges Faced**