



Mark Allocation for Part 1 Project Plan

Marking Criteria	Does not meet the required standard	Meets the required standard	Partially exceeds the required standard	Greatly exceeds the required standard	Feedback
Project Plan: Realism and Achievability [25 Marks]	<ul style="list-style-type: none">The project plan is unrealistic or lacks detail, with unclear tasks, dependencies, or timelines.	<ul style="list-style-type: none">The project plan is somewhat realistic and achievable, outlining tasks, dependencies, and timeline with some clarity but lacking detail.	<ul style="list-style-type: none">The project plan is realistic and achievable, providing clear tasks, dependencies, and timeline with sufficient detail.	<ul style="list-style-type: none">The project plan is highly realistic and achievable, presenting clear, detailed tasks, dependencies, and timeline, demonstrating excellent planning skills.	Project plan has: Tasks, dependencies and timeline, complete and realistic Whole project Part 1,2,3.
	0 – 12 Marks	13 - 18 Marks	19 - 22 Marks	23 - 25 Marks	

The Why Behind Jira: An Intro to Agile & Scrum



The Old Way: The "Waterfall" Model

- Plan everything upfront (big design document).
- Work through phases one by one:
 - Design -> Build -> Test -> Release.
- No room for changes.
- You only see the final product at the very end.

The New Way: The "Agile" Philosophy

- We accept that we can't know everything at the start.
- Plan and build in small, iterative cycles.
- Deliver working software frequently.
- Welcome and adapt to change.

Choosing a Template

The choice of project template is yours just ensure that it can meet the rubric requirements

Feedback

Project plan has:

Tasks, dependencies and timeline, complete and realistic

Whole project Part 1,2,3.

Project templates

Made for you

Custom templates ENTERPRISE

Software development



Kanban

Jira

Visualize and advance your project forward using work items on a powerful board.



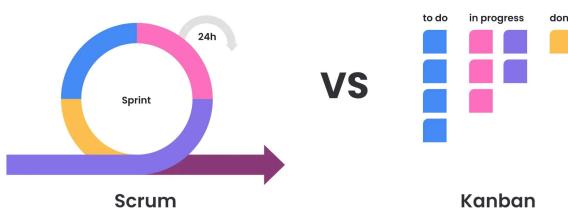
Scrum

LAST CREATED

Jira

Sprint toward your project goals with a board, backlog, and timeline.

What is the Main Goal of Each?



Scrum is about Cadence & Planning

- **Goal:**
 - To deliver a predictable amount of work in a fixed time (a Sprint).
- **Rhythm:**
 - Works in iterative cycles (Sprints).
 - You plan, you execute, you review, you repeat.
- **Asks the question:**
 - "How much can we commit to finishing in the next two weeks?"

Kanban is about Flow & Flexibility

- **Goal:**
 - To visualize your work, limit work-in-progress, and maximize efficiency.
- **Rhythm:**
 - A continuous, smooth flow of work. Tasks are pulled into the system as capacity permits.
- **Asks the question:**
 - "What is the most important thing to work on right now?"

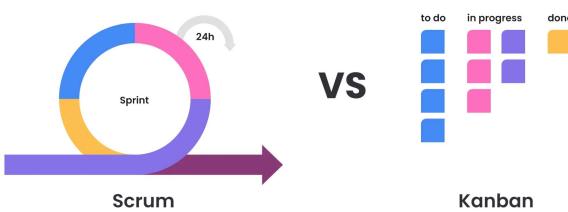
How the Boards Differ

	Scrum Board	Kanban Board
Purpose	Tracks work for a single Sprint.	Visualizes the team's entire workflow.
Columns	Simple, often "To Do," "In Progress," "Done."	Can be highly customized to match the actual steps in your process (e.g., "Backlog," "Design," "Development," "Testing," "Deployed").
Lifespan	The board is often cleared or reset after each Sprint.	The board is persistent and evolves over time. It's a continuous system.

Key Differences

Feature	Scrum	Kanban
Rhythm	Fixed-length Sprints (e.g., 2 weeks)	Continuous Flow
Roles	Prescribed Roles: <ul style="list-style-type: none">• Product Owner• Scrum Master• Development Team	No Prescribed Roles. The existing team uses the board to manage their work.
Key Metric	Velocity: How much work is completed per Sprint.	Cycle Time: How long it takes for one task to go from start to finish.
Changing Priorities	Changes are discouraged during a Sprint. New work is added in the next Sprint Planning.	Changes can be made at any time . You can easily re-prioritize the backlog.
Core Principle	Time-boxing: Commit to a chunk of work and deliver it.	Work-in-Progress (WIP) Limits: Don't start too many things at once.

Which one Should You Use?



Choose Scrum when:

- You are building a new product from scratch.
- You have a project with a clear goal that can be broken down into chunks.
- You need the structure of regular planning and review to keep a team focused.
- (Example: Developing V1 of your class prototype)

Choose Kanban when:

- Your priorities change very frequently.
- You are in a maintenance, support, or operations role.
- The work is a continuous flow of incoming tasks of various sizes.
- (Example: A helpdesk managing incoming IT tickets, or a team fixing bugs as they are reported)

Create a New Team-Managed Scrum Project

Scrum

The Scrum template helps teams work together using sprints to break down large, complex projects into bite-sized pieces of value. Encourage your team to learn through incremental delivery, self-organize while working on a problem, and regularly reflect on their wins and losses to continuously improve.



Plan upcoming work in a backlog

Prioritize and plan your team's work on the backlog. Break down work from your project timeline, and order work items so your team knows what to deliver first.

[Learn more about the backlog](#)



Organize cycles of work into sprints

Sprints are short, time-boxed periods when a team collaborates to complete a set amount of customer value. Use sprints to drive incremental delivery, allow your team to ship high-quality work and deliver value faster.

[Learn more about sprints](#)



Understand your team's velocity

Improve predictability on planning and delivery with out-of-the-box reports, including the sprint report and velocity chart. Empower your team to understand their capacity and iterate on their processes.

[Learn more about agile metrics](#)

Product
Jira

Recommended for
Teams that deliver work on a regular cadence
DevOps teams that want to connect work across their tools

Work types

- Epic
- Story
- Bug
- Task
- Sub-task

Workflow

- TO DO
- IN PROGRESS
- DONE

Create a New Team-Managed Scrum Project



Feel free to change the key to something else.

The key will become the prefix on all your deliverables

Add project details
Explore what's possible when you collaborate with your team. Edit project details anytime in project settings.
Required fields are marked with an asterisk *

Name*

Key* ⓘ

Access*

Template [Change template](#)

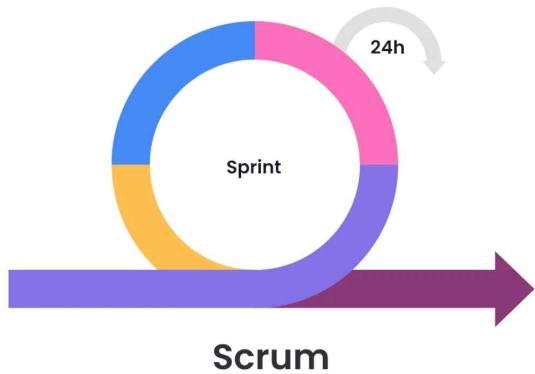
Scrum
Jira
Sprint toward your project goals with a board, backlog, and timeline.

Type [Change type](#)

Team-managed
Control your own working processes and practices in a self-contained space.

[Cancel](#) [Create project](#)

Scrums and Sprints



Scrum

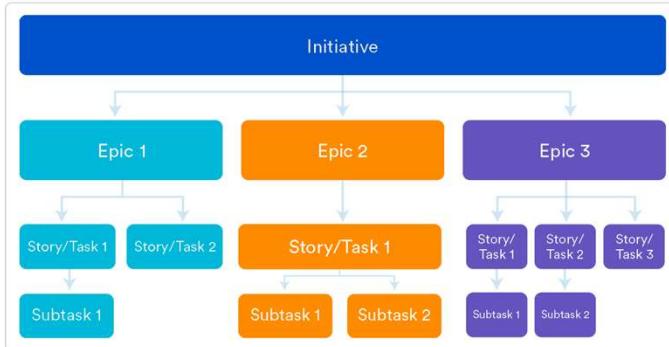
- Scrum is an agile project management framework that helps teams' structure and manage their work through a set of values, principles, and practices.
- Much like a rugby team training for the big game, scrum encourages teams to learn through experiences, self-organize while working on a problem, and reflect on their wins and losses to continuously improve
- Often thought of as an agile project management framework, scrum describes a set of meetings, tools, and roles that work in concert to help teams structure and manage their work.

Scrum-Sprint

- A sprint is a short, time-boxed period when a scrum team works to complete a set amount of work.

Work Types in Jira

- Epic
- Story
- Bug
- Task
- Sub-task



Epic

- Epics are large bodies of work that can be broken down into a number of smaller tasks (called stories).
- Epics are almost always delivered over a set of sprints.

Story

- Stories, also called "user stories," are short requirements or requests written from the perspective of an end user.
- Example: "Android users need to be linked to apple store."

Task

- Main objectives / features / goals to be completed

Sub-task

- Sub objectives / features / goals to be completed

Adding Tasks and Sub-Tasks

The screenshot shows a work item interface with a sidebar on the left and a main panel on the right.

Left Sidebar:

- Work**: A header section.
- Sprints**: A list of sprints:
 - PROG-1 Part 1
 - PROG-3 Part 2
 - Part 3** (highlighted with a blue border)
 - PROG-1 Part 1
 - PROG-3 Part 2
 - PROG-5 Part 3

Main Panel:

- Header:** PROG-1 / PROG-6 (checkbox checked), lock icon, 1 person icon, link icon, more options icon, close icon.
- Title:** Package and Submit Assignment
- Buttons:** +, To Do, Improve work item.
- Description:** Add a description...
- Subtasks:** Add subtask (button highlighted with a grey box).
- Connected work items:** Add connected work item.

A green callout box labeled "Adding a Task" points to the "Create child work item" button above the subtask input field. A blue callout box contains the following text:

- Click on your task and this pop-up should appear.
- Adding a Subtask
- Just remember that Subtasks will not show on the timeline

Editing the Dates for Tasks

A screenshot of a project management application's timeline view. At the top, there are buttons for 'Add payment details', notifications (1), settings, and a new item icon. Below the header are sharing and export options. The main area shows a timeline for November with work items listed. A blue arrow points from the 'Configure Timeline' button in the bottom right corner of the timeline area to a callout box.

For ease of use for this Project
you can alter the following
setting found in the top right
corner of the Timeline sheet

Projects / SCRUM / Project settings

Timeline

Configure the timeline view for your team.

Child work item scheduling



Show timeline bars for base-level work such as stories, tasks, or bugs on your timeline.

Schedule child issues by sprints

The schedule bars of child-level issues show on the timeline based on their sprint dates.

Schedule child issues by dates

The schedule bars of child-level issues show on the timeline based on their start and due dates.

This setting also impacts rolled-up dates

Editing the Dates for Tasks

The screenshot shows a task editing interface with a timeline at the top. The timeline bar is purple and spans from Jan 02, 2026, to Jan 15, 2026 (14 days). A green arrow points upwards from the timeline area towards a green callout box labeled "Method 1". Another green arrow points downwards from the timeline area towards a teal callout box labeled "Method 2". The interface includes sections for Subtasks, Connected work items, and a Details panel with fields for Assignee, Labels, Parent, Due date, Team, Start date, Sprint, Story point estimate, and Set up code tools.

↑

Method 1:

You can hover over the Timeline in the same row as your task to add a timeline

Method 2:

You can set the start and due date by configuring the task.

Setting up Dependencies

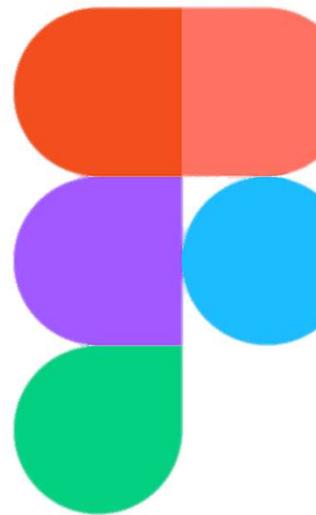
The image shows a project management interface with three main components:

- Sprints:** A list of work items under the "Sprints" section. The first item, "PROG-1 Part 1", is selected. A context menu is open over this item, with the "Edit dependencies" option highlighted.
- Link to related work:** A modal window titled "Link to related work". It contains instructions: "Connect work items to indicate the order in which they need to be done." It shows the selected work item "PROG-3 Part 2" in the "This work item" section. In the "Link work item" section, there is a dropdown labeled "Is blocked by" containing "PROG-1 Part 1". A "Link" button is at the bottom right of the modal.
- Timeline:** A Gantt chart showing the timeline from August to November. The work items "PROG-1 Part 1", "PROG-3 Part 2", and "PROG-5 Part 3" are listed along the timeline. "PROG-1 Part 1" is in August, "PROG-3 Part 2" is in September, and "PROG-5 Part 3" is in October. A blue arrow points from the "Edit dependencies" menu towards the timeline.

Exporting as an Image for Submission

The image shows two screenshots of the Microsoft Work item interface. The left screenshot displays a grid of work items with a blue arrow pointing to the 'Image (.png)' export option in the 'Export' dropdown menu. The right screenshot shows the 'Export image' dialog box, which includes fields for 'Timeline view' (set to 'Months'), 'Start date*' (set to '2025/08/01'), and 'End date*' (set to '2025/11/21'). A green arrow points from the 'Timeline view' field in the dialog to the 'Timeline view' dropdown in the main interface.

Make sure to change the Start & End Date along with the Timeline View



Figma

Mark Allocation for Part 1 GUI Design

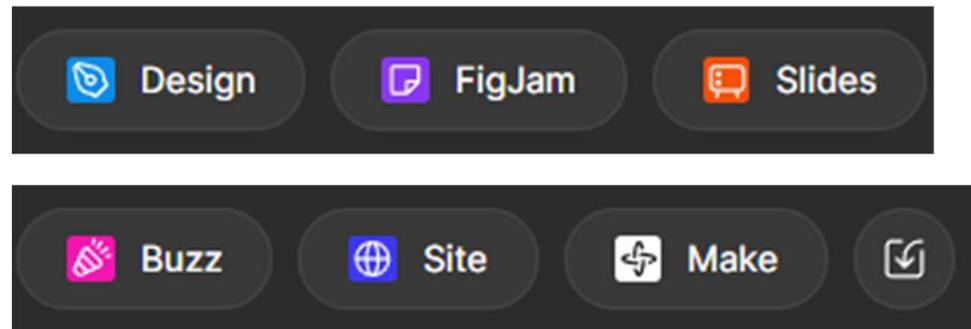
GUI UI: Design and User-Friendliness [25 Marks]	<ul style="list-style-type: none">The GUI design lacks user-friendliness and intuitiveness, with poor layout and usability.The GUI design is somewhat user-friendly and intuitive, with adequate layout and usability but room for improvement.The GUI design is user-friendly and intuitive, with good layout and usability.The GUI design is highly user-friendly and intuitive, with excellent layout and usability, exceeding expectations.	GUI: Has all requirements, layout is good and easy to use, colours / full design
	0 – 12 Marks	13 - 18 Marks

Getting Started with Figma

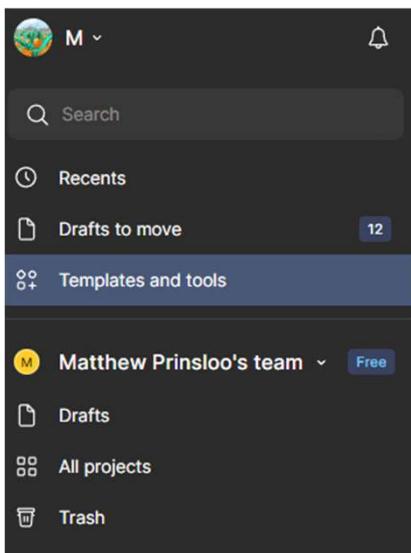


Opening a New Design Tab

- In the top right-hand corner, you will find a set of buttons.
- You will click on a button to start up a new project
- The one you will be using is called “Design”



Getting Started with Figma

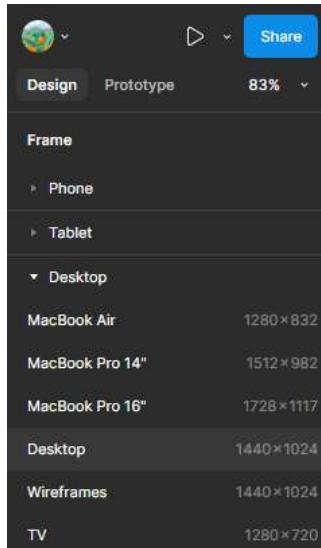


Installing a Bootstrap 5 UI Kit

- To ensure that you have the same components you would find when building your app, we will need to import a UI Kit.
- To do so we first navigate to the community page.
- Then simply search for a free and well-maintained Bootstrap 5 UI Kit.

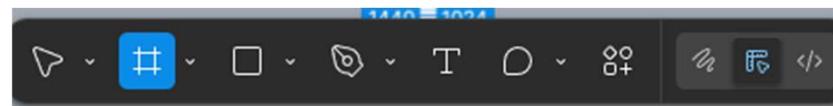


Figma Frames



Using a Frame

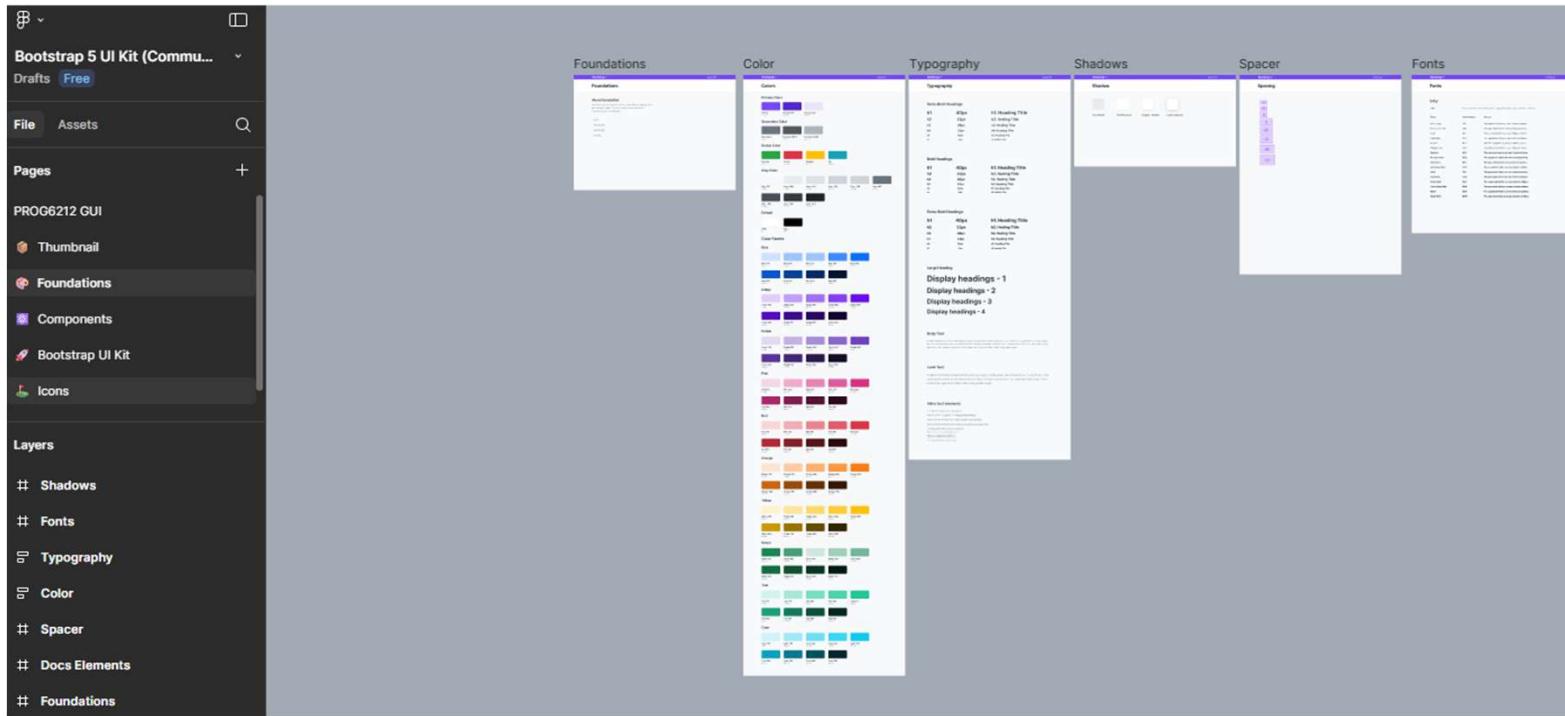
- Either press 5 or select the frame button at the bottom of the website



- The panel on the right should change - allowing you to select from a number of frames.
- For the POE you'll most likely use the Desktop or Wireframe Frame

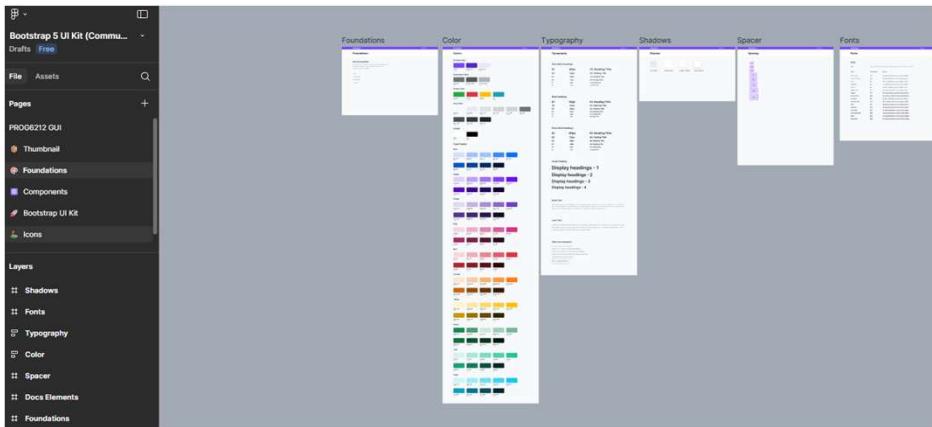
Altering the Theme

Navigate to the Foundations page to get a better overview of your components



Altering the Theme

Left click on the Empty space to access the colour styles seen on the right-hand side panel



Now you will be able to change the colour styles of your Figma Design and check how it influences your component / assets

