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Project Proposal: aWall

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Bachelor of Engineering with Honours.

Abstract

This report is the proposal for the ENGR489 honours project for the aWall project supervised by Craig Anslow. This proposal summarises the project with the problem that the project is attempting to solve and the proposed solution for the project that will be undertaken this year. It also contains the extra resourcing needs of the project such as ethics approval.

1. Introduction

aWall is a tool used to facilitate agile meetings using touch screens within software teams that helps them to have access to information in a single located place that everyone can access, unlike tools such as physical cardwalls. aWall is a project that is based in Switzerland at FHNW that was built by Professor Martin Kropp and Dr. Craig Anslow. This project is working on the retrospective part of the agile methodology to find and implement a solution that can be integrated within the current system that has already been built.

Agile Retrospectives are normally held at the end of an iteration within the lifecycle of the project and are used to identify improvements from problems that were discovered in previous iterations of the project.

2. The Problem

The problem that this project is attempting to solve is attempting to find a solution to help facilitate agile retrospectives that can support differently located members within a software team. This is a problem as this puts a major restriction on software teams to attempt to co-locate their different software teams, as there isnt one tool that allows sprint retrospectives for differently located teams.

This will be achieved by creating a solution to facilitate different forms of agile retrospectives within the aWall product, by researching, implementing and evaluating the different solutions by user testing.

3. Proposed Solution

During this project, I would like to implement 4 different retrospective methods within the aWall project, with of them being implemented in the first four implementations.

Currently only one of the retrospective methods have been confirmed, this method is the 3W's method. This method has been chosen due to my experience with it in both academic and industry use, this will be the first method to be implemented, during the first iteration of work.

The other three methods will be found by researching by either reading academic papers or talking to people within the industry space.

The Proposed timeline for this project can be found below:
Iteration One: 6th April - 20th April

- Familiarization of the aWall codebase
- Researching and Picking of the other 3 retrospective methods
- Agile Retrospective Method: 3W's
  - Planning
  - Implementation
  - Testing

Iteration Two: 20th April - 4th May

- Readings around Agile Retrospectives for background section of report

- Ethics Application
- Agile Retrospective Method: [TBD]
  - Planning
  - Implementation
  - Testing

Iteration Three: 4th May 18th May

- Readings around Agile Retrospectives for background section of report
- Agile Retrospective Method: [TBD]
  - Planning
  - Implementation
  - Testing

Iteration Four: 18th May - 1st June

- Readings around Agile Retrospectives for background section of report
- Agile Retrospective Method: [TBD]
  - Planning
  - Implementation
  - Testing

Iteration Five: 1st June - 8th June

- Progress Report

A plan for the second trimester of work will be finalised before the end of the final iteration (8th June). It will involve tasks such as:

- User testing of different retrospectives
- Implement the most effective method of retrospective into the aWall project
- Writing of the final report

Using the implementation of the four-different agile retrospective methods and the results from the user testing of the different methods, I should be able to implement the most effective retrospective method into the aWall project.

4. Evaluating your Solution

The solution will be one of the four agile retrospectives methods that were implemented in the first 5 iterations of work. The solution will be found from user testing the four different methods with ENGR301-ENGR302 students during there retrospective phases during their project lifecycle.

From the results of the user testing, the most effective retrospective method will then be implemented into the aWall project.

5. Resource Requirements

5.1. Ethics

Ethics approval will be needed for user testing in the second trimester of the year, the deadline for getting it is the during iteration two (30th April).

5.2. Safety

There are no safety concerns during the projects lifecycle.

5.3. Budget

No specialised equipment is needed for the project at the current time of writing this proposal.

5.4. Space and Access

The codebase for this project will be found on both the Victoria University Gitlab `https://gitlab.ecs.vuw.ac.nz/` and the FHNW Gitlab `https://gitlab.fhnw.ch`. The Gitlab for ecs will be the main source of management for the project with the issue tracker and wiki being used for the project.

5.5. Intellectual Property

All intellectual property for this project will be property of their respective parties