

Development Plan

ProgName

Team #, Team Name
Student 1 name
Student 2 name
Student 3 name
Student 4 name

Table 1: Revision History

Date	Developer(s)	Change
09-20-2024	Kate Min	Added Team Meeting Plan
09-21-2024	Kate Min	Added Team Communication Plan and Roles
09-22-2024	Kate Min	Added Team Charter, License Information, and Introduction
09-23-2024	Jason Tran	Added Workflow Plan, Project Decomposition and Scheduling, Expected Technology and Coding Standard
...

This document outlines Team Alkalytics' project development plan.

Administrative details such as copyright and Intellectual Property (IP) agreements, the team's meeting schedule, communication methods, and expected roles are thoroughly covered.

This is followed by details about the team's planned workflow, project deliverables, scheduling, a Proof of Concept (POC) demonstration plan, and an expected technology stack for the project and relevant coding standards.

The appendices include a reflection on the writing process of this document as well as a team charter that outlines a few ground rules and expectations for the team.

1 Confidential Information?

There is no confidential information to protect with respect to this project.

2 IP to Protect

There is IP to protect with respect to this project. Currently, the type of agreement that the team may be required to sign is in discussion between the primary supervisor, Dr. Charles de Lannoy, and the Capstone course instructor, Dr. Spencer Smith. Once the agreement has been decided and signed, this section will be updated to reflect the terms of the agreement.

3 Copyright License

The project will be adopting the license decided by Dr. de Lannoy and Dr. Smith. As this is still in discussion, the project will temporarily adopt the standard MIT license, provided [here](#). Once the appropriate license for the project has been decided, this section and the linked license file in the repository will be updated to reflect the proper license agreement.

4 Team Meeting Plan

This section provides detail on the team's internal and external meeting plans.

4.1 Weekly Meetings

The team will have weekly check-ins on Fridays from 3:30PM to 4:30PM, either in-person on campus or virtually, depending on member's availabilities. Virtual

meetings will be hosted on Microsoft Teams. Additional meetings will be scheduled as needed.

The current meeting chair should open a GitHub issue prior to a meeting. During a meeting, the chair will go over each item on a prepared agenda and all members participate in the discussion. The notetaker will record meeting minutes and post them as a comment under the GitHub issue after the meeting, as well as a summary of task assignments.

4.2 Supervisor Meetings

The team will have biweekly or monthly meetings with the primary supervisor, Dr. Charles de Lannoy, depending on his availability. The team will use his Outlook calendar to arrange appropriate meeting dates. These meetings will be held either in his office or virtually on Microsoft Teams.

Weekly meetings with the secondary supervisor, Bassel Abdelkader will be on Tuesdays from 3:30PM to 4:30PM, as he works closely with the data that must be integrated into the project. These meetings will be virtual due to his schedule.

5 Team Communication Plan

The team uses an Instagram group chat for regular communication and a Microsoft Teams group chat for drafting emails and sharing resources.

Communication with supervisors will take place through email or scheduled meetings. The team liaison will be responsible for sending the emails and should Carbon Copy (CC) all team members.

All project-related communication will be done via GitHub issues. Each issue will track a specific task and assign team members. Every pull request should link to its corresponding issue(s), and feedback is expected from all team members when a pull request is created.

6 Team Member Roles

The team plans to rotate through the following roles between every stage, defined in Table 2:

- **Meeting chair:** The meeting chair should prepare an agenda for each meeting and open an issue for the meeting. The issue should contain an attendance tracker, the agenda, and other topics that may need to be discussed.

- **Notetaker:** The notetaker will record meeting minutes during a meeting and post it as a comment under the meeting issue, along with a summary of task assignments.
- **Primary reviewer for pull requests:** The primary reviewer will give the official “approval” for pull requests. All members should review pull requests and provide feedback, but the primary reviewer will make the final decision to ensure a smooth workflow.

Once implementation begins, all members are expected to contribute as developers. However, the team anticipates appointing technical leads based on the stage of development and the members’ skillsets, described below:

- Sumanya has experience in data analytics and working with large datasets, and will also serve as the main point of communication between the team and the project’s stakeholders.
- Kate has experience in web development and programming in Python, as well as proficiency in several Python libraries that may need to be used.
- Jason has experience in MongoDB and machine learning, as well as proficiency in full-stack development.
- Jennifer has experience working with large datasets and employing data visualization tools like PowerBI, along with a strong background in web development.

7 Workflow Plan

During each milestone, tasks will be delegated to the developers from the project board. To start developing, they will first create dedicated branches for their work and will develop independently, first by pulling changes from the main branch and then following the project’s coding standards. Once their work is complete, they will submit a pull request for review, where it will be tested, reviewed by peers, and merged upon approval. This workflow ensures that development progresses smoothly, with ownership, and consistent quality.

7.1 Development with Git

Developers will adhere to the following convention and process.

7.1.1 Branches & Commits

Each project milestone will be managed using a single overarching pre-production branch. Developers will do `git checkout -B "branch-name"` off this branch to create their respective dedicated work branch to make commits, ensuring that progress is isolated and well-documented for each task.

- **Branch Naming Convention:** `branchType/branchDesc`
 - Types:
 - * `documentation`: new documentation
 - * `frontend-feat`: new high-level frontend implementation
 - * `backend-feat`: new high-level backend implementation
 - * `improvement`: an upgrade to an existing feature
 - * `bugfix`: a solution to an error
 - Example: `documentation/hazard-analysis`
- **Commit Naming Convention:** `commitType(directory): desc`
 - Types:
 - * `feat`: new feature added
 - * `fix`: a solution to an error
 - * `imp`: an upgrade to an existing feature
 - * `doc`: any documentation changes
 - Example: `fix(src): fix plot flickering during rerender`

7.1.2 Merging Strategy

Before a developer merges their individual branch into the milestone branch via a pull request, all commits within an overlying directory will be squashed into a single commit. Creating a clean, consolidated history for the developer's branch. However, when merging the milestone (pre-production) branch into the main release, individual commits will be preserved to maintain ownership of changes. Throughout the project, developers will use rebase and merge to keep a clean Git history, resolving conflicts locally before merging.

- **Pull Requests:** Is a request to merge code changes from one branch into another. Each pull request requires the approval of at least two reviewers before merging.
 - **Code Review:** Reviewers must check for code quality, adherence to the coding standard, and functional correctness before approving a pull request. Any issues or discussions must be contained within the pull request for tracking.

7.1.3 Continuous Integration (CI)

The team use automated tests and linting for both frontend, backend, and documentation (LaTeX). These will run on each pull request upon creation and must pass before requesting review from other developers.

7.2 Issue Management

Bugs and complications are inevitable during the development process, so it is best practice to address them in a standardized manner. Upon discovering an issue, developers are expected to open an **issue** on GitHub Projects and follow the following procedure:

7.2.1 Template

Create an **issue** on the project board with a title, description, labels, links, and any relevant information. Furthermore, categorize the issue to the respective milestone and assign it accordingly.

- **Milestone:** Each stage is associated with a milestone. Issues will be added to the respective milestones based on the scope.
- **Assignee:** The developer responsible for addressing the issue.
- **Title:** A short, high-level description of the issue.
- **Description:** A detailed description of the issue.
- **Labels:** Categorize using label(s) (e.g., **bug**, **feature**, **enhancement**, and etc). Priority labels will indicate urgency and can be used at the team's discretion.
- **Links:** Link related issues if relevant to enable tracking.

8 Project Decomposition and Scheduling

The project is organized around key milestones with overviewing stages (refer to Table 2) in which the team will rotate roles and responsibilities to allow dynamic and fluid progression. This will constantly use the team's best strength and the rotation of the roles of team member will be at the team's discretion.

Stage	Milestone	Deadline
Stage 1	Problem Statement, POC Plan, Development Plan Requirements Document Revision 0	Sept 24 Oct 9
Stage 2	Hazard Analysis V&V Plan Revision 0	Oct 23 Nov 1
Stage 3	POC Demonstration	Nov 11 - 22
Stage 4	Design Document Revision 0	Jan 15
Stage 5	Revision 0 Demonstration	Feb 3 - 14
Stage 6	V&V Report Revision 0	Mar 7
Stage 7	Final Demonstration (Revision 1) EXPO Demonstration Final Documentation (Revision 1)	Mar 24 - 30 Apr TBD Apr 2

Table 2: Project Decomposition and Deadlines

Code development will start in Stage 2 once foundational requirements are concrete and will continue until the final demonstration.

8.1 GitHub Projects Usage

The project board will follow a Kanban style with columns for **To-Do**, **In Progress**, **Stuck**, **Under Review**, and **Done**. Tasks are divided into milestones and assigned to respective team members. Each task or issue will be represented as a card on the board, moving through the columns as work progresses.

9 Proof of Concept Demonstration Plan

What is the main risk, or risks, for the success of your project? What will you demonstrate during your proof of concept demonstration to convince yourself that you will be able to overcome this risk?

10 Expected Technology

Table 3 shows the expected technology for the development of this project.

Technology	Purpose
Visual Studio	Integrated development environment for developing code
GitHub	For hosting repositories, collaboration, and project tracking
Git	Version control system for managing changes and branches
TypeScript	Typed superset of JavaScript used for building front-end
Python	General-purpose programming language for backend
MongoDB	NoSQL database for managing and storing datasets

Table 3: Expected Technology Overview

The following, Table 4, shows potential but expected technology to be used and are subject to change according to the team’s discretion at any stage of the development.

Technology	Purpose
React	JavaScript library for building dynamic user interfaces
Apollo Client	GraphQL client for managing queries and local state
Material-UI	Component library for creating user interfaces
GraphQL	Query language for APIs
Graphene	Python library for implementing GraphQL APIs
PyMongo	Python library for interacting with MongoDB
Pandas	Data analysis and manipulation library, used for CSV optimization
ESLint	JavaScript linting tool for enforcing coding standards
Flake8	Python linting tool for ensuring code standards

Table 4: Potential Technology Overview

11 Coding Standard

The team will adhere to the coding standard in Table 5 and the appropriate linter will be in use.

Category	Details
Frontend	Adhere to StandardJS for TypeScript coding standard.
Backend	Adhere to PEP 8 for Python coding standards.

Table 5: Coding Standards

Appendix — Reflection

[Not required for CAS 741 —SS]

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. Why is it important to create a development plan prior to starting the project?
2. In your opinion, what are the advantages and disadvantages of using CI/CD?
3. What disagreements did your group have in this deliverable, if any, and how did you resolve them?

Appendix — Team Charter [1]

External Goals

By the end of Capstone, our team wishes to deliver a project that is impactful and useful beyond graduation. We seek the personal satisfaction that comes from knowing the product could contribute to improvements in climate change. By achieving these goals, we thereby anticipate and hope for an excellent grade in the Capstone course.

Attendance

This section lays out ground rules and expectations regarding team member attendance.

Expectations

All members are expected to attend all weekly check-in meetings, meetings with our supervisors, and maintain punctuality. We will not require full attendance at every Capstone lecture or tutorial, as long as at least one member from the team attends. All forms of attendance will be logged through GitHub Issues.

Acceptable Excuse

It will not be acceptable for a member to miss a meeting or a deadline without any prior communication. Missing a few meetings will be acceptable as long as the member communicates their absence to the rest of the team at least 1-2 hours in advance. There will be no acceptable excuses for missing a deadline unless they have an emergency. The guidelines for such a situation are outlined in the following section.

In Case of Emergency

If a team member has an emergency and cannot finish their work or meet a deadline, they are expected to communicate this as early as possible. The rest of the team will discuss potential accommodations and ensure that all tasks are completed by the deadline.

Accountability and Teamwork

This section covers expectations for the team's collaboration efforts.

Quality

All members should prepare for weekly check-ins and meetings by doing the following:

- (a) Review the agenda prepared by the meeting chair in advance, and

- (b) Prepare a short progress report and any questions/concerns that were not already mentioned in the agenda.

Each member is expected to put in consistent effort and deliver high-quality work that meets or exceeds the expectations described in the applicable rubric. Code should be well-structured, well-documented, and adhere to the coding standards outlined in Section 11 of this document.

Attitude

All members are encouraged to share ideas, ask for feedback/help, and collaborate harmoniously. Feedback should always be clear, concise, and respectful. We do not necessitate a Code of Conduct, but if issues begin to arise over the course of the project, we may consider standardizing one as part of a conflict resolution plan.

Stay on Track

We will track everything using GitHub and GitHub Projects. We have a Kanban board to track attendance and tasks for deliverables as GitHub Issues, and other metrics will be collected by the methods provided in the [projMngmnt](#) folder of the project repository (e.g., performance metrics).

If uneven contribution becomes a pattern or a team member's quality of work degrades over time, the team will try to resolve the issue internally by bringing it to that member's attention. Uneven contribution may present itself in the form of fewer commits or fewer tasks completed despite being assigned, etc. If no improvement is seen after two internal discussions, the issue will be escalated to our assigned Teaching Assistant (TA). If there is still no improvement after the TA's involvement, it will be brought to the instructor's attention.

Team Building

We plan on building team cohesion through our interactions outside of the Capstone project. As we all have similar class schedules, we have numerous opportunities to interact and work with each other in environments that differ from the Capstone project.

Decision Making

Decisions are to be made through a majority vote and should only be made after the team has had a thorough discussion. If there is a tie, we may approach our supervisors for their input if it is relevant for them.

References

- [1] “Senior Capstone Design Team Charter 2018” [Online], Shiley School of Engineering, University of Portland, Oregon, 2018. Available: <https://engineering.up.edu/industry-partnerships/files/team-charter.pdf>