**Introduction to Software Engineering Practice (INFO9117)**

Semester 1, 2015

**Assignment 2**

**Group Project Initial report**

**Project Team Members Names and Sign-off:**

|  |  |
| --- | --- |
| **Name** | **Signature** |
| **Fathimath Mohamed** | **F. Mohamed** |
| **Lei Zheng** | **L . Zheng** |
| **Ivanilda Joiane Couto Rodrigues** | **Ivanilda J. C. Rodrigues** |

**Initial Project Report**

**1.Project overview**

The aim of this project is to extent the functions of a web application built in Flask framework based on user stories given each week. Because it depends on the user stories release, the scope cannot be provided.

**2. Project Team Members**

|  |  |  |
| --- | --- | --- |
| **Name** | **Email** | **Mobil** |
| Ivanilda J. Couto Rodrigues | icou6806@uni.sydney.edu.au | +61 452 205 080 |
| Fathimath Mohamed | fmoh6538@uni.sydney.edu.au | +61 452 099 606 |
| Lei Zheng | lzha5646@uni.sydney.edu.au | +61 415 226 858 |

**3. Work progress**

Each meeting report will be updated into the Trello INFO9117 - Assignment 2 Board and the report will consist of the following parts:

3.1. The minutes of the meeting;

3.2. The tasks which were achieved;

3.3. The tasks that need to be solved;

3.4. The work allocation that is still pending on each group member.

**3.1 Work Break Down**

The work distribution will be analysed according to each user story. The main branch can be divided by several branching styles or patterns, for instance, centralized branch, branch for each feature, branch for each release, etc. The use of the more comprehensive guide will depend on each given user story.

**3.2 Work Assign**

Based on Team Velocity Estimate, each task will be equally divided between the members of the group. At the moment the group has 3 members and the total team velocity is 30 points (for each member is allocated 10 points). The points’ assignment depends on the difficulty of a task and the they are calculated based on the Fibonacci Sequence.

The sequence calculation is: **Team velocity = Total points/Sprint**

**4. Communication Plan**

Since the project is small and only involves few people, the communication is held in a simplistic way. Moreover, as it is a student project, the information security and privacy issues will not be considered. All the communication are cross-platform based. For example, Slack, mobile text or talk, and meetings will be frequently held during the project development for issues and confirmations of problems and solutions. Google Drive, as a cloud based editing tool, a hub like environment, is used to allow the members to perform all related communication on this platform. Trello is used as a whiteboard like checking list, to manage the project progress. All the checkpoints will be listed and modified along with the project development need. The code sharing is strictly managed within GitHub.

## 4.1 Activity Schedule

The agile project methodology is used during the whole project development in which the aim is to deliver the maximum user requirements per sprint. Each sprint will last for two weeks.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Activity Name** | **Periodicity** | **Duration** | **Location** | **Start time** |
| **Project planning** | One per Project | On Demand | SIT Building Room Lab 118 | Monday  7pm |
| **Release planning** | One per Release | On Demand | SIT Building Room Lab 118 | Monday  7pm |
| **Sprint** | Fortnightly | 14 days | SIT Building Open Plan 110 Area | Depend on individual |
| **Sprint planning** | Fortnightly, in the beginning of the sprint | On Demand | SIT Building Open Plan 110 Area | Tuesday  11am |
| **Sprint scrum** | Daily | 30 Min | Online:  Slack chats  Trello activities/tasks management | 12pm |
| **Sprint review** | One per Sprint | On Demand | SIT Building Open Plan 110 Area | Thursday  11am |
| **Sprint retrospective** | One per Sprint, at the end of the Sprint | On Demand | SIT Building Open Plan 110 Area | Thursday  after Sprint review |

## 4.2 Communication Tool

|  |  |  |  |
| --- | --- | --- | --- |
| **Platform**  **(group name)** | **Purpose** | **Invitation Action** | **Homepage Link** |
| ***Google Drive***  (info9117 file) | Writing the Assignment Report | Contact Ivanilda J. C. Rodrigues for invitation group | <https://accounts.google.com/SignUp> |
| ***Slack***  (info9117 group) | Group Chat | Contact anyone in the group for invitation | <https://slack.com/signin> |
| ***Trello***  (Info 9117 - Assignment 2) | Project Management | Contact anyone in the group for invitation | <https://trello.com/login?returnUrl=%2Flogged-out> |
| ***Github***  (Info 9117) | Coding and Version Control | Contact Lei Zheng for the group invitation | <https://github.com/join> |
| ***Mobile and Email contacts*** | Please refer to section #2. | | |

**5. Work management Plan**

As the team will be constantly making changes in the code, Git and GitHub will be used as the version control system. Parallel development is enabled by branching from the Master Branch (inside the central repository INFO9117GROUPASSIGNMENT). After changes are done in your local code and committed, this code should be pushed into the Github central repository, merged, in which will allow the members to access the latest version and also, if necessary, make changes on it.

|  |  |  |  |
| --- | --- | --- | --- |
| **Tool Name** | **Functionality** | **Download page** | **Signup Link** |
| ***Git*** | ‘Git is a [free and open sourc](http://git-scm.com/about/free-and-open-source)e distributed version control system designed to handle everything from small to very large projects with speed and efficiency.’ (Git, 2015, Homepage, para. 1). | Download the Git version for your system:  <http://git-scm.com/downloads> | NA |
| ***GitHub*** | ‘Online project hosting using Git’ (Github, 2015, Homepage). | NA | <https://github.com/> |
| ***PyCharm*** | Integrated Development Environment (IDE) which is used to program using Python language. | Download the PyCharm version for your system: <https://www.jetbrains.com/pycharm/download/> | NA |

**6. Quality Assurance Plan**

To ensure the quality of the coding produced, the project has to meet all the requirements of the user story and also it should pass the acceptance test. Unit test coding is written before the user story implementation, and once the user story requirements have been met, the coding is tested by the acceptance test.

In order to smooth the overall development process, peer review (searching for code improvement) is periodically implemented.

**7. Issue Log**

The way to identify the difficulties is, as the members go along implementing the user stories and unit/acceptance tests. The problems should be noted down and then, first of all, try to individually solve it and if that does not work, ask team members for help. If still the problem remains unsolved, the group should look at external resources (friends, internet research, etc.) or ask for tutor support (Wai Wong).

**8. Contingency Plan**

If any major conflict occurs the members are responsible to arrange an immediate meeting and sort the problem out. Extra hours of external assistance might be required from the tutor.

**Reference**

Git (2015). Homepage. Retrieved April 04, 2015, from http://git-scm.com/

GitHub(2015). Homepage. Retrieved April 04, 2015, from /https://github.com/home