Team Seven SP1 Project Charter

Eric Sundquist, Jeremy Szyba, Shane Taylor, Charlie Thompson, Matt Yale, Jasmin Zehic

Project Title

Commerce Bank Productivity Analysis System

Project Manager

Matt Yale

Project Sponsor

Gwen Richards

Customer

Commerce Bank

Stakeholders and Expectations

Commerce Bank representatives (Jeremy Best, Paul Perry, Gwen Richards, Sarah Withee)
Expect to receive code which solves the problem being posed, performs well, is reliable, easy to understand, and maintainable. They also expect a professional presentation from the group.

UMKC Program (Eddie Burris)
Expects to have students learn about the software development process. Expects to have Commerce Bank satisfied with the level of work received.

Students (Eric Sundquist, Jeremy Szyba, Shane Taylor, Charlie Thompson, Matt Yale, Jasmin Zehic)
Expect to be given clear instructions on the nature of the problem to be solved and to have communication from the project sponsor when needed. Expect to receive timely feedback and instruction when needed.

Start Date

08/31/2015

End Date

12/11/2015

Purpose

The Commerce Bank Productivity Analysis System exists to help management track and measure goals. PAS is responsible for keeping a history of benchmarks and calculating scores based on whether certain measurements are meeting or exceeding their goals. With the improvements made by our team, PAS will have a user-friendly dashboard which allows for customizable widgets that show vital information relating to measurements and goals at a glance.

Goals and Objectives

- Deliver a product that delights the customer
- ...without alienating our teammates
- ...while applying established principles and practices of software engineering
- Deliver at minimum one clear new feature with each iteration
- Dashboard which is intuitive to use and easy to learn
- Customizable and responsive dashboard and widgets
- Provide tests for all controllers
- Project will be easily deployable by project sponsor

Schedule Information

August 26, 2015	Establish team roles
September 2, 2015	½ of project charter
September 9, 2015	Requirements meeting with Commerce Bank
September 11, 2015	½ of project charter
September 16, 2015	Product backlog
September 16, 2015	Use cases
September 21, 2015	Requirements document
September 23, 2015	Technical prototype
September 28, 2015	Iteration 1 begins
October 7, 2015	Project plan
October 11, 2015	Iteration 1 ends
October 12, 2015	Iteration 2 begins
October 12, 2015	5 minutes status report
October 14, 2015	Customer approved UI prototype
October 15, 2015	Demonstration
October 25, 2015	Iteration 2 ends
October 26, 2015	Iteration 3 begins
October 28, 2015	Architecture document
November 2, 2015	Mid-semester review with Commerce Bank
November 8, 2015	Iteration 3 ends
November 9, 2015	Iteration 4 begins
November 9, 2015	Testing assignment
November 11, 2015	Code inspection
November 18, 2015	Usability test
November 29, 2015	Iteration 4 ends
November 30, 2015	Iteration 5 begins
December 2, 2015	User guide and system documentation
December 7, 20157	Project due - code freeze
December 9, 2015	Presentation rehearsal
December 11, 2015	Final presentation at Commerce Bank

Financial Information

No payments are being made for this project.

The limiting resource is the time of our six team members.

Each member is expected to work on the project an average of six hours weekly, but on any given week will commit to working no less than three hours. We can therefore predict that, over the fifteen weeks of the project, our team can commit ~540 hours to the project.

Project Priorities and Degrees of Freedom

The schedule as shown above is inflexible, as the entire project must be contained to this semester.

There is some flexibility on the amount of hours each student is able to put into the project, as well as in the roles the students have chosen for themselves.

Project features may be expanded or constricted in direct relation to the timeline allowed and the amount of time each student is able to place into the project.

Approach

The project is overall being guided by the schedule as set forth by the course requirements. Additionally, the project manager is responsible for directing the efforts of the team toward a successful project completion.

The semester is divided into six time frames. The first time frame is set for project planning, establishing requirements, team roles, use cases, story backlog, prototyping, etc. This is followed by five iterations. The first few iterations will focus on functionality and adding features, while the later iterations will focus on stability, testing, on-going maintainability, and adjustments based on client feedback. The end of the project will be marked by providing a user guide and extensive system documentation as needed.

Constraints

The project sponsor expects the project to be deployable in their environment. We must ensure the project will build and run within Visual Studio 2013 and .net 4.5.

We must meet the requirements given by our sponsor before adding additional features. We must communicate any additional feature ideas to the sponsor to ensure that they are desired.

Our code must be able to integrate into the customer’s existing code.

Different teammates have varying schedules, so we are constrained to a limited amount of face-to-face time per week.

Our team has limited experience with some of technologies being employed.

Assumptions

It is assumed the customer will provide a thorough explanation of the problem domain and give clear guidelines on acceptable solutions. It is assumed that the customer will remain in contact with the team throughout the semester. We assume the customer will be able to provide feedback on seeing the current stages of the product throughout the semester.

It is assumed that the team will write software to the best of their ability, but ultimately the software and its risks will belong to the customer. Software will be provided as is, with no implied warranty. Our team, and all individuals on it, cannot be held legally responsible for anything the software does or does not do.

Success Criteria

The project will be successful if the following conditions are met:

- There is an operational product by the end of the semester
- The product is easy to set-up and use
- The product deploys in the customer's environment
- The product is crash free
- The product maintains data integrity
- The customer is pleased with the product
- The team members are still talking to each other

Scope

Our team's extensions to the Productivity Analysis System are limited in that they must work with the code base that has already been established. The purpose of this dashboard project is not to add or edit data beyond what is already accomplished in the code being provided. Instead, it will creatively display representations of the data through dashboard widgets. The project will be limited in that it will not have user data to test on. Therefore, widgets may necessarily be generic and will need further customization and extension to specifically suit the needs of the customer.

Risks and Obstacles to Success

Our team is not experienced with web-based applications and the asp.net environment. It will take time to get everyone up to speed with technologies such as bootstrap, jquery, razor, etc.

Managing time efficiently and breaking features into manageable stories will be key to product delivery.

Signatures

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Project Manager

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Project Sponsor

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Customer

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Team Member

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Team Member

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Team Member

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Team Member

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Team Member