

PROJECT PROPOSAL

CMSE 473

GROUP NO: 5

PROJECT NAME: Team Project Tracker

PROJECT START DATE: September 25, 2017

PROJECT END DATE: January 6, 2018

SUPERVISOR: Assoc. Prof. Dr. Duygu Çelik Ertuğrul

SEMESTER TERM: Fall 2017-2018

The form is adapted from TÜBİTAK* – The scientific and technological Research Council of TURKEY, <https://www.tubitak.gov.tr/en>

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A.1. Preliminary Project Information

A.1.1

Project No	5
Project Name	Team Project Tracker
Start Date	25-Sep-2017
End Date	6-Jan-2018
Time	104 Days

A.1.2

Project Manager			
Name Surname	Talal Mahdy	ID No	147139
Title/Role	Project Manager/System Architect/Documenter		
Address	Famagusta, North Cyprus		
Phone	+90 533 8885729		
Email	talal.mahdy96@gmail.com		

A.2 Group Information

A.2.1

Student 1			
Name Surname	Talal Mahdy	ID No	147139
Title/Role	Project Manager/System Architect/Documenter		
Address	Famagusta, North Cyprus		
Phone	+90 533 8885729		
Email	talal.mahdy96@gmail.com		

Student 2			
Name Surname	Mohamed Balto	ID No	147697
Title/Role	Lead Programmer/Database Developer/Administrator		
Address	Famagusta, North Cyprus		
Phone	+90 533 8397554		
Email	Baltu.libya@gmail.com		

Student 3			
Name Surname	Abdoulgwad Elsheredi	ID No	147597
Title/Role	Software Programmer/Software Tester		
Address	Famagusta, North Cyprus		
Phone	+90 533 8528065		
Email	abdoulgwad.elsheredi@yahoo.it		

Student 4			
Name Surname	Adham Moshasha	ID No	148387
Title/Role	Requirements Engineer/User Interface Designer		
Address	Famagusta, North Cyprus		
Phone	+90 533 8725650		
Email	adhamoshasha@gmail.com		

A.2.2

List of Completed / Ongoing Projects of Team
<p>Completed:</p> <p>EMU Student Kit (CMSE 322)</p> <p>Ongoing:</p> <p>Team Project Tracker (CMSE 473)</p> <p>E-Bookstore Online Shopping Interface (CMSE 439)</p> <p>Change Request Management Application (CMSE 405)</p>

B.1 Introduction to Project

B.1.1

Summary of Project
<p>The Team Project Tracker is a Multi-Platform application having a variety of different features that are targeted towards employees in teams working for a company or an organization. While the application is a Multi-Platform and can run on Android, iOS, and Windows Operating Systems, the application will be released as an Android only application for this project.</p>

B.1.2

Key Words
Team, Multi-Platform, Android, Mobile Application, Project Tracker, Employees

B.1.3

Aim of Project

This project aims to organize and track the progress of teams in a working environment and the employees or workers in those teams.

B.1.4

Innovative Aspects/Contributions of Project

This project is innovative since there is a shortage of similar applications dedicated to teams and employees on Google's Play Store. Another innovative aspect is that the project can be easily run on iOS and Windows Operating Systems if some minor optimizations to the code are performed.

B.1.5

Methods to be Applied

This project is to be developed using the Xamarin (XAML) development tool of Visual Studio. The C# Programming Language will be used for writing the code behind of the application. SQL will be used in developing the database of the application and the database will be hosted online using Microsoft Azure Platform. The Modelio Tool will be used for designing the application. Other designing tools such as Microsoft Visio and Mockflow Wireframe may be used for designing as well.

B.1.6

Economic and National Outcomes

This is a not-for-profit and an open source project which can increase the performance of companies and improve the organization of its teams.

B.2 Reason of Starting the Project, Methods and R&D Stages

1- Explain the reason of starting this project.

In these days, companies are becoming bigger with more and more employees and their organization of teams is becoming more complex. This means that there is a lot of paperwork going on inside the company to keep track of the progress that the employees in those teams are doing. Also, people these days are more and more dependent on devices such as smartphones to organize their lives and to save time. Looking at Google's Play Store, there are not very few applications like Team Project Tracker and it is feasible and makes sense to develop a project like this. After teams in companies start using the application, the company may even require its employees to use the application to record some data.

2- Explain the purpose of this project.

This project serves many purposes. But the main purpose of this project to reduce some of the common paperwork going on between teams and to organize the teams. This application will also solve a common problem in ongoing projects of companies which is keeping track of the progress of the projects for the purpose of providing the progress data to the customer whenever it is required. Also, this application will solve a problem in companies where employees are paid per hour worked since this application keeps track of those hours. The data stored in this application can also be used to improve the cost estimation of future projects in the company and it can also be used in writing final reports with correct data about the completed project.

3- Explain

- **output of project**
- **national / international standards if exist**
- **the specific objectives of the project**
- **success criteria**
- **realistic constraints**

The expected output of the project is a well-designed mobile Android application known as Team Project Tracker. Also, documentations in the form of a Software Requirements Document (SRS) and a Software Design Description (SDD), and a final report are expected outputs of this project. Some standards that are followed in this project are TUBITAK organization for the project proposal form, IEEE 1016-1998 and 830-1998 standards for the Software Design Descriptions document and the Software Requirements Specifications document. The specific objectives of this project are to organize teams in companies, reduce much paperwork performed between the teams, and perform some essential activities for completing projects.

Success Criteria are metrics to determine if the project is successful. Some of them are:

- a. Total Downloads: The number of times the application was downloaded should be growing at a steady rate.
- b. Monthly Average Users (MAU): The application should have a high number of Average users among those who downloaded the application. If it appears that the MAU is

<p>growing, then the project is growing in the right path.</p> <p>c. Engagement: Also, those users should have a high engagement ratio, i.e., users visit it frequently and use it for a considerable amount of time. Engagement can be measured by metrics such as session length (time period between app open and close), session interval (time between the user's first session and their next one) and retention rate (users who return to your app based on the date of their first visit).</p> <p>d. Documentation: The number of users submitting help requests or bug reports should be less due to well documentation good design of application.</p>
<p>4- Explain</p> <ul style="list-style-type: none"> ○ the methods to be applied during R&D activities ○ applications ○ technics and tools to be used ○ standards to be followed under the workflow
<p>In this project, we will be applying an evolutionary development approach. An evolutionary development is based on the idea of developing an initial implementation, exposing it to the customer's comments, refining it through many versions until an adequate system has been developed. This development method is going to be more effective in this project since it is a small-medium sized system. The requirements for this system are not well defined from the beginning and we have to work with the customer and produce prototypes while obtaining feedbacks from the customer. To do this, we are going to have to conduct a number of interviews with the customer and clearly understand the requirements. The waterfall development approach cannot be used in this case since the requirements are not well defined. During the design and UI Design stage of development, we are going to use various CASE Tools such as IBM Rational tools to aid us in developing a clearer picture of how our application is going to look like. Then, we are going to start the development of the application using Google's Android Studio Integrated Development Environment (IDE) and by using Java as the main programming language.</p>
<p>5- Explain</p> <ul style="list-style-type: none"> ○ the contribution of national/international technological development if exist ○ starting a new research and development projects within or outside the team ○ launch new applications or research studies in different technology areas <p>With whom we can cooperate? Expectations: Published work: Can your output be an input for other similar national/international projects?</p>
<p>The Team Project Tracker is an open source non-profit project. There it can be of a great contribution to other national or international projects. Developers around the world can simply view and study and the design and the code of the program. Since it is also a complex system, it can also be used as a case study for students in many different areas of Software Engineering. This project can also be used as an input for other similarly designed projects since other Software Engineers can use this project as a reference or as a sample when creating other applications for companies or for specific organizations. The expected publications of this project are the Android Team Project Tracker Application along with its different documentations such as a Requirements Document and a Design Document.</p>

B.3 Innovative and Unique Aspects

B.3.1

1- Describe

- differences
- advantages
- superiority

compared to other similar projects.

The Team Project Tracker is a complex application and it contains many different functions and features. On Google's Play Store, an application which is perfectly similar to Team Project Tracker does not exist. There are other applications which may have a similar feature which is present in Team Project Tracker but these applications are focused only on that particular feature and they do not contain many features in a single application. Another difference between Team Project Tracker and other applications is the target audience. A certain company may create an application for its employees but that application is targeted only towards that company's employees while Team Project Tracker is targeted towards almost all companies and organizations involved in projects.

B.3.2

2- Who can contribute to this project in your team?

Project Manager/System Architect/Documenter

- Talal Mahdy

Lead Programmer/Database Developer/Administrator

- Mohamed Balto

Software Programmer/Software Tester

- Abdoulgwad Elsheredi

Requirements Engineer/User Interface Designer

- Adham Moshasha

C.1 Gantt Chart and Work Packages

C.1.1 Gantt Chart and Work Breakdown Structure (WBS) (attached at the end of this document)

C.1.2 Work Package 1

Work Package No	1
Work Package Name	Feasibility and Pre-Research (SRS stage)
Start-End Date and Time	Start: 25-09-17 Finish: 12-10-17
Related Organizations	

1- List the activities of work packages.

1. Scope.
2. Analysis/Software Requirements.

2- Describe the methods and parameters that will be used for work package.

Microsoft Project

3- List the experiments, tests and analysis in the work package.

1. Scope:

- 1.1. Determine project scope
- 1.2. Secure project approval
- 1.3. Define preliminary resources
- 1.4. Secure core resources
- 1.5. Scope complete

2. Analysis/Software Requirements:

- 2.1. Conduct needs analysis
- 2.2. Draft preliminary software specifications
- 2.3. Develop preliminary budget
- 2.4. Review software specifications/budget with team
- 2.5. Incorporate feedback on software specifications
- 2.6. Develop delivery timeline
- 2.7. Obtain approvals to proceed (concept, timeline, budget)
- 2.8. Secure required resources
- 2.9. Analysis complete

4- List the output of work package and its success criteria.

Outputs: Initial Requirements Specification Document (SRS), feasibility analysis, secured resources.

Success Criteria: Project approved, project is feasible to implement, initial requirements are well documented, resources and team members are secured.

5- Explain the relation of output with other work packages

This is the initial phase of development and is the basic input for all other work packages. It defines the following: What is the project? Who are the stakeholders? Who will use the system? How should it be developed? Who are the team members? What are the basic requirements? How should it be developed? How should it be delivered? Etc.

C.1.3 Work Package 2

Work Package No	2
Work Package Name	System Design (SDS Stage)
Start-End Date and Time	Start: 12-10-17 Finish: 03-11-17
Related Organizations	

1- List the activities of work packages.
<ol style="list-style-type: none"> 1. Team Project Tracker Software Design 2. Development of first prototype 3. Improve SRS Document
2- Describe the methods and parameters that will be used for work package.
Modelio, Mockflow Wireframe, Microsoft Visio
3- List the experiments, tests and analysis in the work package.
Review preliminary software specifications Develop functional specifications Design of System Develop prototype based on functional specifications Review functional specifications and Design Incorporate feedback into functional specifications Obtain approval to proceed Design complete
4- List the output of work package and its success criteria.
Outputs: A Software Design Specification (SDS) Document, First Prototype of Software. Success Criteria: An improvement of the SRS Document as a result of better understanding of requirements from first prototype, completion of system design.
5- Explain the relation of output with other work packages
The design stage is the next stage in the software development life cycle. Without designing the software and knowing what has to be done, it will be very difficult for the programmer to develop the software and many mistakes will be done. So this work package is a very important prerequisite to the next stage which is the development stage.

C.1.4 Work Package 3

Work Package No	3
Work Package Name	Software Development Stage
Start-End Date and Time	Start: 04-11-17 Finish: 26-11-17
Related Organizations	

1- List the activities of work packages.
The main coding, primary debugging of the program and development of the database.
2- Describe the methods and parameters that will be used for work package.
C# Programming Language, XAML, SQL, Azure
3- List the experiments, tests and analysis in the work package.
Review functional specifications Identify modular/tiered design parameters Assign development staff Develop Code and Database Developer testing (primary debugging) Development complete
4- List the output of work package and its success criteria.
Outputs: Team Project Tracker Android Application Package (APK) Success Criteria: A successful working APK file of our project.
5- Explain the relation of output with other work packages
During the development of our application, the coders will obviously find some bugs and attempt to fix them. However, there might be some logical or other types of errors that a developer might not notice. Therefore, it is important for the application to be tested by a separate dedicated tester. Testing of the application can begin shortly after the development of the first unit of the application.

C.1.5 Work Package 4

Work Package No	4
Work Package Name	Software Testing Stage
Start-End Date and Time	Start: 18-11-17 Finish: 26-12-17
Related Organizations	

1- List the activities of work packages.

1. Unit and Integration Test Plans.
2. Unit Testing.
3. Integration Testing.

2- Describe the methods and parameters that will be used for work package.

Module-by-Module Unit Testing and Overall Integration Testing

3- List the experiments, tests and analysis in the work package.

1. Unit and Integration Test Plans:

- 1.1. Develop unit test plans using product specifications
- 1.2. Develop integration test plans using product specifications

2. Unit Testing:

- 2.1. Review modular code
- 2.2. Test component modules to product specifications
- 2.3. Identify anomalies to product specifications
- 2.4. Modify code
- 2.5. Re-test modified code
- 2.6. Unit testing complete

3. Integration Testing:

- 3.1. Test module integration
- 3.2. Identify anomalies to specifications
- 3.3. Modify code
- 3.4. Re-test modified code
- 3.5. Integration testing complete

4- List the output of work package and its success criteria.

Outputs: Test data, verification results

Success Criteria: Testing successfully completed with all the errors and bugs successfully fixed.

5- Explain the relation of output with other work packages

After successfully testing the system, next stages in the software life cycle are the delivery and maintenance stages. The software should be delivered and installed as per the request of the customer. Also, the maintenance stage is very important as a software may serve for many years to come and it will obviously need to be updated. Therefore, a good maintenance team along with good documentation is very important for the product to be successful.

C.1.6 Work Package 5

Work Package No	5
Work Package Name	Documentation and Delivery
Start-End Date and Time	Start: 12-01-18 Finish: 06/01/18
Related Organizations	

1- List the activities of work packages.

1. Documentation
2. Pilot
3. Deployment
4. Post Implementation Review

2- Describe the methods and parameters that will be used for work package.

Microsoft Project, Microsoft Office, GitHub

3- List the experiments, tests and analysis in the work package.

1. Documentation
 - 1.1. Develop Help specification
 - 1.2. Develop SRS Document
 - 1.3. Develop SDS Document
 - 1.4. Develop Help system
 - 1.5. Review Help documentation
 - 1.6. Incorporate Help documentation feedback
 - 1.7. Develop user manuals specifications
 - 1.8. Develop user manuals
 - 1.9. Review all user documentation
 - 1.10. Incorporate user documentation feedback
 - 1.11. Documentation complete
2. Pilot
 - 2.1. Identify test group
 - 2.2. Develop software delivery mechanism
 - 2.3. Install/deploy software to Google's Play Store
 - 2.4. Obtain user feedback
 - 2.5. Evaluate testing information
 - 2.6. Pilot complete
3. Deployment
 - 3.1. Determine final deployment strategy
 - 3.2. Develop deployment methodology
 - 3.3. Secure deployment resources
 - 3.4. Train support staff
 - 3.5. Deploy software
 - 3.6. Deployment complete
4. Post Implementation Review
 - 4.1. Document lessons learned
 - 4.2. Distribute to team members
 - 4.3. Create software maintenance team
 - 4.4. Post implementation review complete

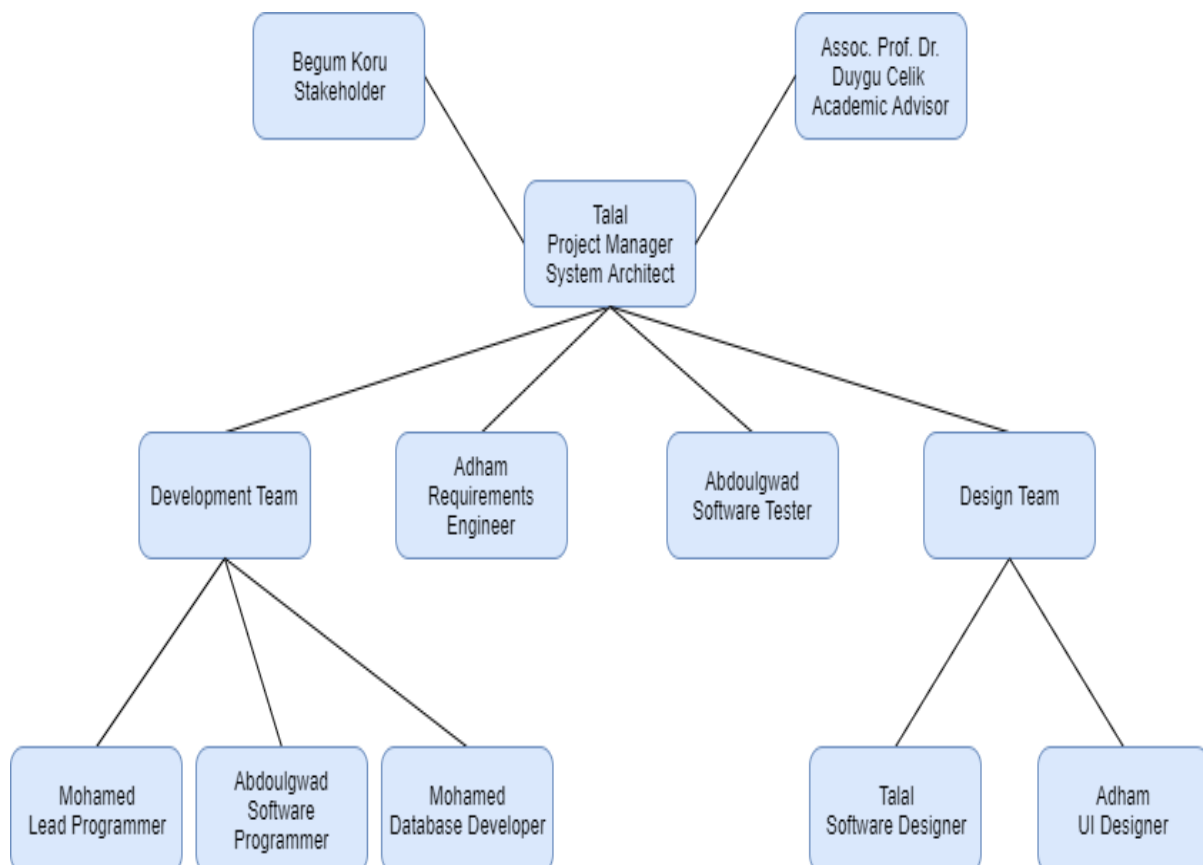
4- List the output of work package and its success criteria.
Outputs: Successful delivery of project, uploading to Play Store, completed documentation Success Criteria: A completed well documented, well perceived software application.
5- Explain the relation of output with other work packages
As can be noticed, the documentation stage started at an early time in the software process, sometime after the design stage started. It is important to document all requirements and design aspects of the project along with a proper user guide before delivering the application.

C.2 Project Management and Organization

C.2.1 Project Team

Personnel Name	Title	ID	Education Status	Graduation Date	Date of Starting Work	Idea Owner
Talal	-Project Manager -System Architect	147139	Undergraduate	June 2018	September 2017	Yes
Abdoulgwad	-Software Programmer -Software Tester	147597	Undergraduate	June 2018	September 2017	Yes
Adham	-UI Designer -Requirements Engineer	148387	Undergraduate	June 2018	September 2017	Yes
Mohamed	-Lead Programmer -Database Developer	147697	Undergraduate	June 2018	September 2017	Yes

C.2.2 Organization Scheme



C.2.3 List of Milestones

	Description of Output	Expected Time Interval		
1	Scope determination and approval	25-09-17	28-09-17	
2	Analysis/Software Requirements	28-09-17	12-10-17	
3	System Design (SDS Stage)	12-10-17	03-11-17	
4	Software Development Stage	04-11-17	26-11-17	
5	Unit Testing	22-11-17	11-12-17	
6	Integration Testing	11-12-17	23-12-17	
7	Documentation	20-10-17	06-12-17	
8	Pilot	12-10-17	29-12-17	
9	Deployment	30-12-17	03-01-18	
10	Post Implementation Review	04-01-18	06-01-18	
11	Software Development	25-09-17	06-01-18	

C.2.4 List of Risks

Risk	Probability	Effects	Your Strategy
The time required to develop the software is underestimated.	High	Serious	The most important requirements of the project should always be implemented first. We will have more time later on to implement the requirements that are not important.
Software tools cannot work together in an integrated way.	High	Tolerable	Always minimize the number of design tools used and make sure that the outputs of these tools are compatible with each other.
Customers fail to understand the impact of requirements changes.	Moderate	Tolerable	Conduct frequent meetings with the stakeholders and keep being updated on latest requirement changes.
The rate of defect repair is underestimated.	Moderate	Tolerable	Replace potentially defective components with more reliable bought-in components.
The size of the software is underestimated.	Moderate	Insignificant	Investigate buying software components; Investigate use of a program generator.
Code generated by code generation tools is inefficient.	Moderate	Insignificant	This risk is always expected since code generation tools often do not produce reliable code and this code always needs editing by the software developers.
Key staffs are ill at critical times in the project.	Moderate	Serious	Reorganize team so that there is more overlap of work and people therefore understand each other's jobs.
The database used in the system cannot process as many transactions per second as expected.	Low	Serious	Investigate the possibility of buying a higher-performance database.

D.1 Economic Forecasts

1- Evaluate the commercialization potential of project outcomes. List possible risks here?

Commercialization of our product can start as soon as the development and testing of the most important modules is done. However, to further guarantee that everything is working as planned and to have an advantage over other applications, we are going to wait until most of the features of the application are done. After that, the commercialization process starts when the application is uploaded to Google's Play Store. Then, many user feedbacks will be gained and improvements with new features and bug fixes will be implemented. In addition, during this time, an advertisement campaign will be made to promote our product and increase the user base. So the aim is to enable and invite many companies to use this application.

2- List your expectations to your team which are come by your project

Time-to-market (month):	4
The expected increase in sales revenue (%):	25%
The expected increase in market share (%):	10%
Time to start to gain:	February 2018

D.2 National Outcomes

1- Specify the output that may be subject to patent, utility model and industrial design registration in the project.

The application will not implement major new inventions in mobile application design. Therefore, patent, utility model and industrial design registration will not apply to our product and we are not planning to apply for any of these in the future.

2- Explain the potential of project and its outputs that may have an effect on social life, education, health and etc.

The application will have a positive effect in the organizational convenience aspect of an employee's life. Its feature can provide a peace of mind and increase the productivity of an employee since the employee will no longer have to worry about paperwork during his work or at the end of the workday.

3- Explain the positive and negative effects of project outputs for environment and human being.

This project will definitely not have any negative impact on the environment or human being. While this application will be beneficial to an employee's life, an employee may feel confident and over-depend on it in recording critical information at a time when there is an undiscovered bug in the application.

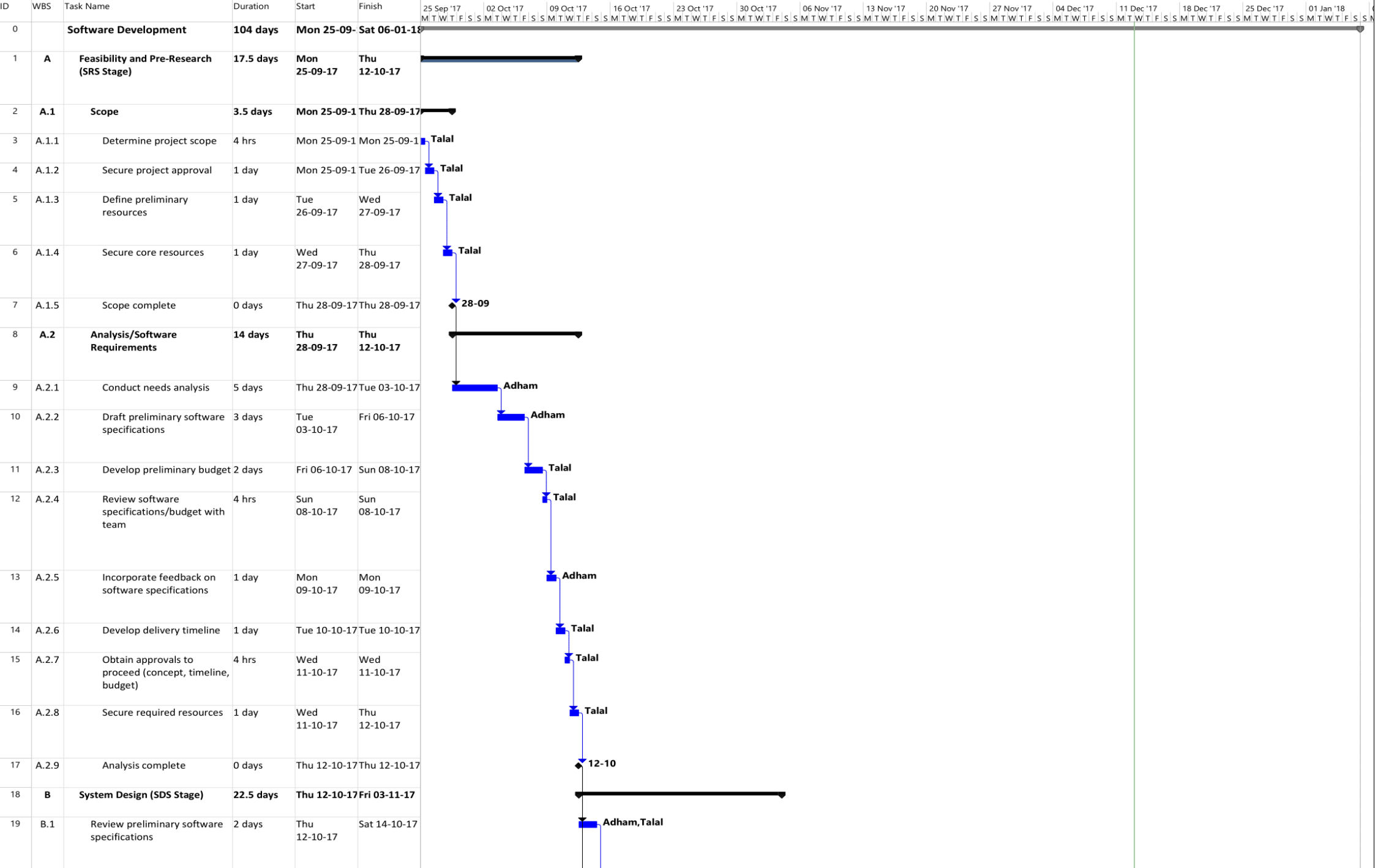
(M013) Instrument / Equipment / Software / RELEASE PURCHASES

Project Name										
Line no	Instrument / Equipment / Software / Publication Name	No. of Item	Capacity	Technical specification	Purpose of Project Activities	Post-Project Place of Use / Purpose		Unit Price (USD)	Unit Price (TL)	Total Amount (TL)
						R & D	Production			
1	Visual Studio	1		Integrated Development Environment (IDE) from Microsoft	Main IDE used for development of our project		Yes	-	-	-
2	Microsoft Project	1		Project Management Software	We will use this application to plan and schedule our project		Yes	589.99	2085.36	
3	Microsoft Office	1		An office suite of applications, servers, and services	Used in many areas of the project such as documentation		Yes	399.99	1413.80	
4	Microsoft Visio	1		Software Design Tool	Used to draw software design diagrams		Yes	299.99	1060.35	

5	Visual Paradigm	1		Software Design Tool and Code generator	Used to draw software design diagrams and generate code required for the application based on those diagrams		Yes	349	1233.54	
6	Mockflow Wireframe	1		User Interface Design Tool	Used to draw a User Interface for our system		Yes	208	735.38	
7	Gliffy	1		Software Design Tool	Used to draw software design diagrams		Yes	20	70.71	
8	GenMyModel	1		Software Design Tool	Used to draw software design diagrams		Yes	120	424.26	
9	Modelio	1		Software Design Tool and Code generator	Used to draw software design diagrams and generate code required for the application based on those diagrams		Yes	-	-	
									TOTAL	7023.4 TL

(M030) Quarterly Estimated Cost Form (TL)

Project Name :				
Cost Item	2017		TOTAL (TL)	TOTAL COST RATE OF CONTENTS (%)
	I	II		
Personnel	20000	20000	40000	49.37
Travel	1000	1000	2000	2.47
Instrument / Equipment / Software / Publications	7023.4		7023.4	8.67
Domestic Works Made By R & D and Testing Institutions	1500	1500	3000	3.70
International Works Made By R & D and Testing Institutions	1600	1600	3200	3.95
Domestic Services Procurement	1800	1800	3600	4.44
Overseas Service Procurement	2000	2000	4000	4.94
Material	2100	2100	4200	5.18
TOTAL COST	37023.4	37000	81023.4	100
CUMULATIVE COST				
IN THE PROJECT TOTAL MAN-MONTH			720 hours	



Project: Software Development
Date: Wed 13-12-17

Task

Split

Milestone

Summary

Project Summary

Group By Summary

Rolled Up Task

Rolled Up Milestone

Rolled Up Progress

External Tasks

External Milestone

Inactive Task

Inactive Milestone

Inactive Summary

Manual Task

Duration-only

Manual Summary Rollup

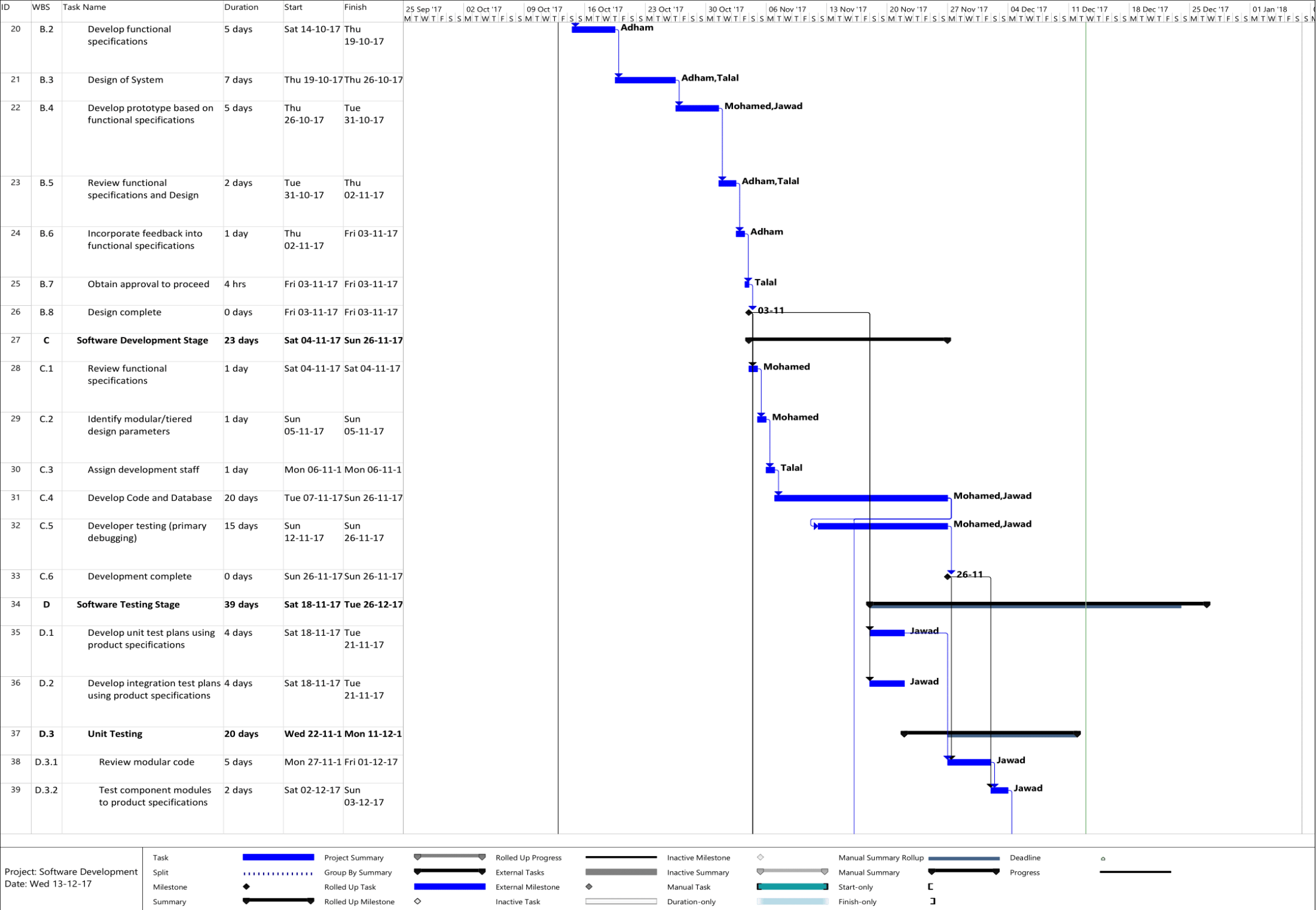
Manual Summary

Start-only

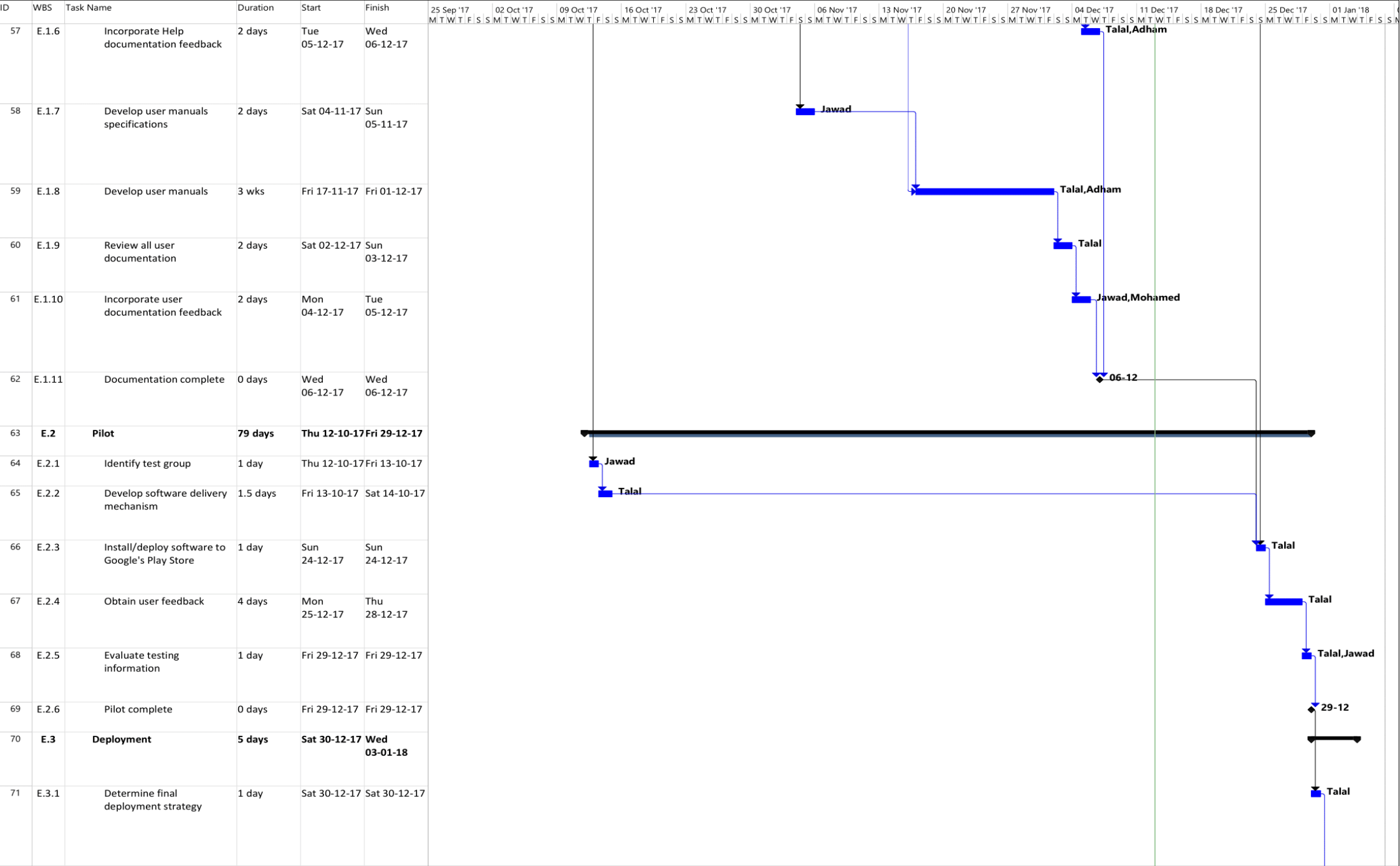
Finish-only

Deadline

Progress



Project: Software Development Date: Wed 13-12-17	Task		Project Summary		Rolled Up Progress		Inactive Milestone		Manual Summary Rollup		Deadline	
	Split		Group By Summary		External Tasks		Inactive Summary		Manual Summary		Progress	
	Milestone		Rolled Up Task		External Milestone		Manual Task		Start-only			
	Summary		Rolled Up Milestone		Inactive Task		Duration-only		Finish-only			



Project: Software Development
Date: Wed 13-12-17

Task	Project Summary	Rolled Up Progress	Inactive Milestone	Manual Summary Rollup	Deadline
Split	Group By Summary	External Tasks	Inactive Summary	Manual Summary	Progress
Milestone	Rolled Up Task	External Milestone	Manual Task	Start-only	Finish-only
Summary	Rolled Up Milestone	Inactive Task	Duration-only	Finish-only	Finish-only

WBS	Task Name	Duration	Start	Finish	25 Sep '17	02 Oct '17	09 Oct '17	16 Oct '17	23 Oct '17	30 Oct '17	06 Nov '17	13 Nov '17	20 Nov '17	27 Nov '17	04 Dec '17	11 Dec '17	18 Dec '17	25 Dec '17	01 Jan '18
72	E.3.2	Develop deployment methodology	1 day	Sun 31-12-17	Sun 31-12-17														
73	E.3.3	Secure deployment resources	1 day	Mon 01-01-18	Mon 01-01-18														
74	E.3.4	Train support staff	1 day	Tue 02-01-18	Tue 02-01-18														
75	E.3.5	Deploy software	1 day	Wed 03-01-18	Wed 03-01-18														
76	E.3.6	Deployment complete	0 days	Wed 03-01-18	Wed 03-01-18														
77	E.4	Post Implementation Review	3 days	Thu 04-01-18	Sat 06-01-18														
78	E.4.1	Document lessons learned	1 day	Thu 04-01-18	Thu 04-01-18														
79	E.4.2	Distribute to team members	1 day	Fri 05-01-18	Fri 05-01-18														
80	E.4.3	Create software maintenance team	1 day	Sat 06-01-18	Sat 06-01-18														
81	E.4.4	Post implementation review complete	0 days	Sat 06-01-18	Sat 06-01-18														
82	F	Software development complete	0 days	Sat 06-01-18	Sat 06-01-18														

Project: Software Development
Date: Wed 13-12-17

Task

Split

Milestone

Summary

Project Summary
 Group By Summary
 Rolled Up Task
 Rolled Up Milestone

Rolled Up Progress
 External Tasks
 External Milestone
 Inactive Task

Inactive Milestone
 Inactive Summary
 Manual Task
 Duration-only

Manual Summary Rollup
 Manual Summary
 Start-only
 Finish-only

Deadline
 Progress

Team Project Tracker - Work Breakdown Structure (WBS)

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