

Project Release Plan

GroupThink

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Team GroupThink

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What is GroupThink?

- GroupThink facilitates team formation for the purpose of developing and collaborating on group projects in an educational environment.
- The platform allows professors to create private and organized spaces for students to post project ideas and join existing projects.
- Using user profiles, GroupThink will match students with other member of their class based on technical skills, schedule, prior coursework, project ideas, and interests.

Motivation

- Traditional team forming for group projects is a haphazard process that puts stress on individuals and leads to disjoint groups.
- Current tools used for group projects (i.e. Google Sheets, Piazza Forms) are unorganized and lack functionality.
- By matching students based on their profiles and project goals, GroupThink will help create groups that work and learn better together.

Sprint 1: User Stories

- As a user, I want a **simple UI**, so that I can easily read and navigate through the application.
- As a user, I want to **login**, so that I can access my class project list and class profiles.
- As a user, I want the ability to **create a project**, so that other people in the class can view/join my project.
- As a user, I want **a profile**, so I can edit my information and it will be available to other users.
- As a user, I want to be able to **view all current projects**, so that I can join previously existing projects.
- As a user, I want to be able to **view all member profiles in my class**, so that I can view the information of other members of my class.
- As a user, I want to be able to **be in multiple classes**, so that I can use GroupThink with more than one group project.

Sprint 2: User Stories

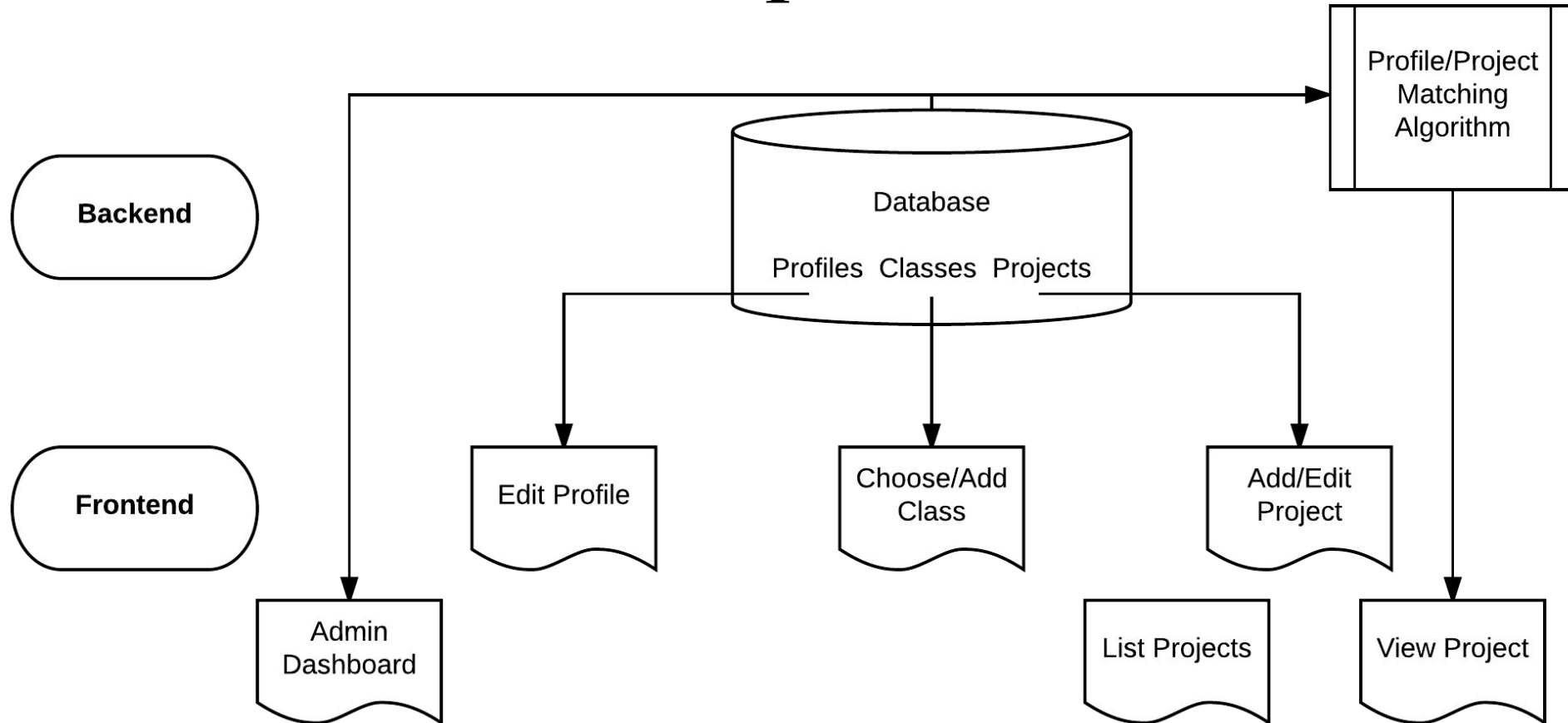
- As a project owner, I want to be **notified if someone requests to join my project**, so that I can contact them and we can begin working.
- As a project owner, I want to **see matching students**, so I can assemble a team and begin working.
- As a user, I want to be able to **distinguish between open and closed projects**, so that I can easily find a project still looking for team members.
- As a user, I want to **view other user profiles in my class**, so that I can see their schedule, skills, and interests.
- As a project owner, I want to **edit my project**, so that changes that occur during development can be reflected on the class project list.

Sprint 3: User Stories

- As a project owner, I want the ability to **approve/deny a request to be in my project**, so that I have control over who is working on my project.
- As a professor (admin), I would like a **class page that is private to my students**, so that only my current students can access projects/profiles.
- As a professor (admin), I would like to **view statistics on class participation**, so that I can to facilitate project and group management.
- As a professor (admin), I would like to be able to **post sponsored projects**, so that projects from outside sources can also be worked on by my class.

Project Release Plan – Architecture

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Project Release Plan – Expected Challenges/Risks

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- Following SCRUM Methodology
 - Allocating the correct amount of expected time to complete each task
 - Organizing tri-weekly meetings
 - Correctly following respective roles (i.e. Product Owner, SCRUM master, Team)
- Unfamiliar technology
 - Completing individual research on new and unfamiliar technologies used in the development process
- Managing team members schedules
 - Scheduling time for meetings with both team members, the TA, and Professor during the development period

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Programming Languages

- Python, HTML, CSS, Javascript, AJAX, Ruby, Compass

Web Frameworks

- Web2py, Google Cloud Platform

Development / Communication Tools

- Github, Trello, Slack