COMP 1950 – Group Project

# Web Project Methodology

## How to start

* Identify group members and their skill sets
* Identify basic client requirements, what are their objective, what are they trying to communicate
* Identify a development methodology, Waterfall or Agile
* Develop statement of work to confirm the deliverables and payment milestones

## How to complete the project

* Basic BA work needed, gather requirements, develop artifacts such as business requirements document (BRD), wireframes, store boards, user stories, screen flows
* Re-assign work as required depending on member skills

## How to finish

* Avoid scope creep
* Manage client expectations and demands by sticking to signed off design

# Problems with current design

* There are no references to external sites in the side menu, this is bury within the notes
  + Homework is not listed every week
* Exercises are not organized, there are separate week 3 exercises but not for other weeks
  + Hard for student to go back and review exercises

# Good things with the current design

* It’s clean and simple