

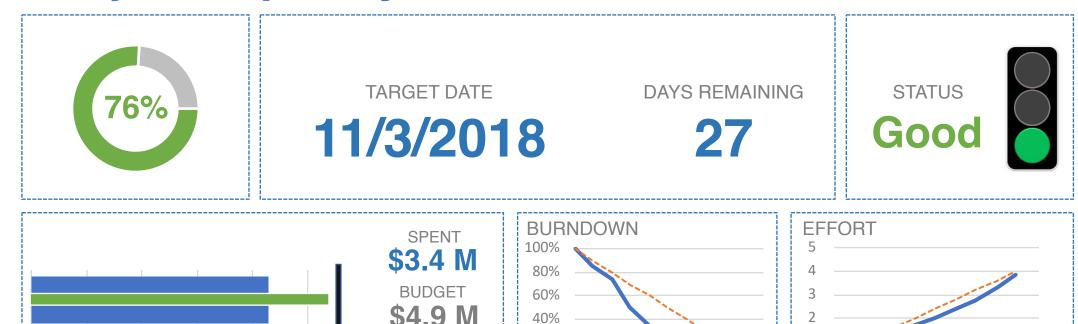
Project Tapestry

\$1 M

\$2 M

\$3 M

\$4 M



20%

4/1 5/1 6/1 7/1 8/1 9/1

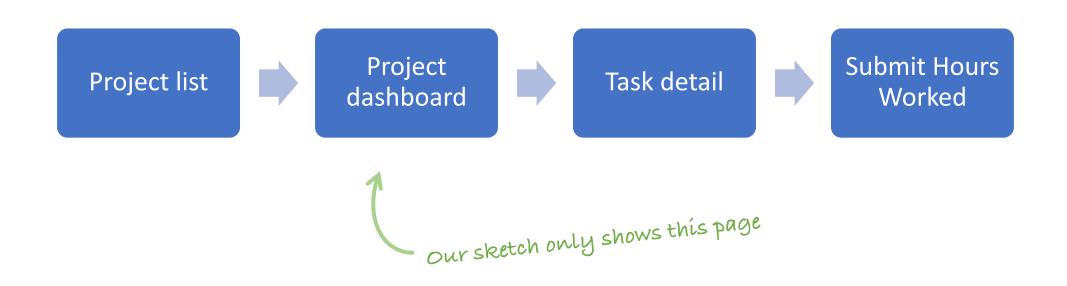
4/1 5/1 6/1 7/1 8/1 9/1

Filter: Open | Closed | Not Started | Current Sprint | Over Estimate | Unassigned

PROJECTED

Task	Туре	Size	Assigned Team	Status	Started Date	Hours Worked	% Complete
Build UI	Story	M	Noble Carrots	Started	2018-08-02	90	95%
Update unit tests	Story	M	MS Why S	Closed	2018-07-15	40	100%
Write middleware	Epic	XL	California Dream	Open			0%
Completion % not sa	ving Bug	XS	Luke's Parents	Open	2018-07-29	27	80%

Application Process/Page Flow



"Simplifying" Assumptions

- Each task has story point "cost" reflected by "t-shirt size"
 - "Story points" is assumed based on shirt size (XS:1, S:2, M:4, L:8, XL:16)
- "% Complete" [project-level] and "Burndown" are calculated based on story points of completed tasks
- Cost and budget are both based on team hours worked
 - Teams may have a differing pay rates, but each member of a team is assumed to have the same rate.
 - Hours worked are only tracked at the team level
- "% Complete" [task-level] is an estimate entered by a team whenever hours are reported
- "Task Type" is one of 'Bug', 'Story', 'Epic'
- "Task Status" is one of 'Open', 'Closed', or a calculated status:
 - 'Assigned' is an open task with an assigned team
 - 'Started' is an open task with an assigned team and reported hours
 - Once a team is assigned, a team must always be assigned
- Teams report "hours worked" at the task level, reporting a day and the total team hours worked that day for a given task
- The green bar on the left of the task list table represents a field without a label: "Selected for current sprint"

Application Logic

- Project status is yellow if any of
 - Burndown rate is slower than 10% below linear estimate from project start
 - Projected spend exceeds 110% of budget
- Project status is red id any of
 - Burndown rate is slower than 25% below linear from project start
 - Projected spend exceeds 125% of budget