Individual Assignment Specifications

**Team**: The Pixels ■

**Iteration**: 0

**Special Roles**

·       Project Coordinator: Heather Duke

·       Quality Assurance Czar: Carlos Cancino

·       Instructor Meeting Leader: (Heather Duke)

**Tasks: Terrell Martin**

·   1.4 Quality Assurance plan

o   Task Description:By the end of this iteration I plan to test the software, be able to discuss clearly which validation/verification are automated versus those that are manual, describe the tools used for the validations, and last but not least i will ensure that the mentor is satisfied with the results.

o   How to evaluate: Ensure that the software is properly checked, tools are discussed, student contacts the mentor to ask about the progress of the project.

o   Outcome of task: Since there were no real code at the moment, students discussed ways of testing the software and also allowed the mentor to look at the U/I diagrams and user stories.

·   1.5 Configuration Management Plan and Setup

o   Task Description: I will ensure that policies and procedures will be followed accordingly and what technologies will be utilized. Also I will also make sure the entire team participates in collaborative development of both code and other useful artifacts within the project.

o   How to evaluate: Did the student discuss with his/her team what technologies will be used. Also, did the student help create collaborative development within his/her teammates.

o   Outcome of task: Students successfully discussed what technologies would be used, procedures will be done, and how to ensure the software will turn out great.

·   1.6 Feedback Management plan and setup

o   Task Description: I will make sure all knowledgeable feedback received from the mentor and the teammates are up to date. Also i will create a system for managing feedback between the mentor and instructor.

o   How to evaluate: Did the student come up with an effective way for the students to receive feedback with the mentor?

o   Outcome of task: During the completion of milestone 0,  team members used github, slack, and email to manage and plan for feedback.

**Tasks: Carlos Cancino**

·   1.10 Code Skeleton

o   Task Description: Ensure we have a framework/environment setup with little to no features pushed to our repo so that we can immediately begin the development process

o   How to evaluate: Check github repo for bare backbone skeleton, can confirm minimal functionality by running application

o   Outcome of task: Github contains empty generated folders required for a ruby on rails application

·   1.9 Risks

o   Task Description:  identify risks/bugs in our program and categorize them according to their immediate threat so that it does not prevent or slow down the development process.

o   How to evaluate: The program will run and display minimum bugs. The team will use software/programs we are familiar to minimize hurdles and tasks will have a status indicating their progress.

o   Outcome of task: Team met and discussed the tools and tasks that will be used and any concerns approaching certain tasks so that there is no prevention or slow down.

·   1.8 Schedule

o   Task Description:  depending on what the client deems most important that feature will become prioritize and shall be completed/started first

o   How to evaluate: Check the tasks with the highest priority shall be tackled first followed by the next prioritized feature

o   Outcome of task: The highest rated user stories by the mentor will have been completed first given 2 tasks a week.

**Tasks: Heather Duke**

·       Requirements Specifications (1.1):

o   Task Description: I will make sure that adequate user stories are written for the project. I will be our mentor’s prime contact, and will make sure that he is satisfied with the user stories we create.

o   How to Evaluate: The user stories will be simple but descriptive and easy to understand. A lot of communication will take place between the group and our mentor to ensure that they are worded and prioritized to his liking.

o   Outcome of task: For Milestone 0, we have successfully created the user stories that will compose the main feature of the project. Our mentor has reviewed and prioritized them to his liking.

·       Database Design (1.3.2):

o   Task Description: I will create the database design for our project.

o   How to Evaluate: In addition to model diagrams, I will create a table or equivalent document to represent the database with as much detail as can be foreseen at this point. Database columns, including primary keys, foreign keys and other expected values will be easily understood.

o   Outcome of task: We initially thought we would use a MySQL database, but since then, we have chosen to stick with Ruby on Rails as our prime technology. For that reason, I have instead created UML diagrams to represent how the classes relate to each other.

·       Collaboration Plan (1.7):

o   Task Description: I will be our mentor’s primary contact if he would like to get in touch with the group. I will also lead group meetings if we ever meet face-to-face with our mentor.

o   How to Evaluate: I have set up a group chat on slack so that our team can easily communicate with each other. Communication seems to be decent so far. I have also taken the initiative to contact our mentor for details on the project. By the end of the iteration, he will be very familiar with me.

o   Outcome of task: In addition to our slack channel, our mentor and I have exchanged several emails. He has also been granted view access to our github files. Our team meets before class at least once a week, and we keep our mentor in the know about project decisions.

**Tasks: Sai Manikonda**

·   User Interface Designs (1.2):

o   Task Description: I will create user interface designs for student event calendar which will be well detailed. It will contain basic and advanced versions which will enable my team to incrementally build up the system.

o   How to Evaluate: The user interfaces should be clean and well thought out. It should have the basic features and maybe even some additional extra features.

o   Outcome of task: The user interface designs are created. There are multiple pages of what there will be in our event calendar. The mentor has approved of the user interface designs.

·   Architectural Design (1.3.1):

o   Task Description: I will describe what software components we will be using and how we will be implementing. I will create data flow diagrams and deployment diagrams.

o   How to Evaluate: The diagrams have to be clear about what technologies, languages and platforms we will be working on, and have a high level detailed class description.

o   Outcome of task: The architectural design is finished. It has all the technologies, languages of what we will be using and also has a high detailed design at the end. The mentor has taken a look at it and approved it.