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| EN 605.407 Agile Software Development Methods |
| Pantry AnyTime |
| Class Project Final Report |

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# Proposal

For my class project I would like to create an application called “My Pantry”. I have found that often times I go to use products in my cabinets or fridge and find that they are expired or there is not enough for what I need. I’d like to create an application that tracks these dates and notifies users that they need to dispose of the product. I’d also like to incorporate a shopping list into the application. When the users are notified that a product is about to expire or if they notice that something is running low, they have the ability to easily add the item to a shopping list. This will allow them to keep track of what they already have as well as what they need when they get to the store. Other possible functionality will include keeping track of frequently used/purchased items, the ability for multiple users to access the same pantry/shopping list, and integration with recipes.

I have asked my mother to assist me as the Product Owner. As someone who has been managing a family’s groceries for decades, I think she can provide great insight into this problem space. I also believe she will be a good contrast to my situation, as I currently live alone and only need to manage groceries and meals for one person. Having both points of view will help to get a more complete picture of what functionality is needed.

I’d also like to note that this would be most useful as a mobile application with notifications sent directly to your phone. Unfortunately, I do not currently have the expertise to build mobile apps. Therefore, I will be building it as a web application with email notifications.

# Objective

The goal of this project was to develop a website which helps a user manage the contents of their pantry using a development process that follows the SCRUM methodology. Since the proposal, this website has been renamed “Pantry AnyTime” or PAT.

# Participants

Due to the limited timeframe for this project, I chose to have only two active participants in this project. I performed the role of developer and completed all the development work including estimation and deployments. There were also some aspects of the Scrum Master role I needed to fulfil as the only member of the development team such as running the meetings and getting in touch with the Product Owner. Lydia Marconi performed the role of Product Owner. She provided details about what functionality was needed in the end product as well as provided feedback throughout the development process.

# Project Planning

I decided to follow Scrum methodology for this effort because it was the one I had the most experience with and the one I had the greatest desire to learn more about. Due to the short timeframe I had to complete the course project, I decided on short one week sprints and three week production releases. This way, I could try to experience as many Scrum practices as I could within the semester. The Scrum practices I decided to implement included a Story Writing Workshop, Sprint Planning meetings, Daily Scrums, Sprint Reviews, and Sprint Retrospectives. The results of these meetings are outlined in the following sections.

## User Roles

Lydia and I decided that our website would concentrate on one user role: the Household Manager. This is someone who does the bulk of the shopping for the household and often manages the contents of the pantry.

## Definition of Done

Lydia and I defined the following aspects as a definition of a completed story:

* Code was completed
* Unit Tests were written and passed
* Test Cases defined in the story passed
* Product Owner approved of the end product

## Simple Model

Before defining the stories we wanted to complete during this project, Lydia and I began defining our simple model. This model included what data we wanted to collect from the user, what we wanted to create with that data, and how this would be displayed to the user:

# Story Writing Workshop

We began by defining a high level of the functionality we wanted for this website. In the end these high level views became our themes and included Account, Pantry, Infrequently Used List, Shopping List, Recipe, and Menu. We also added a theme for “Move Items” where items are moving from one list to another since we weren’t sure which theme this would fall under and logically may impact both themes. Lydia decided that the Pantry and Shopping List themes were the higher priority functionality that she wanted implemented first. As the developer, I also put the Account theme as the top priority since account information was going to be needed to store information on the other two themes. Once our high level functionality was defined, we began defining more details under each theme. We laid out each of the stories in order of priority and then by size as we found it was easier to define these aspects of each story relatively.

# Development

## Scrum Methodology

## Changes to Methodology

# Final Product

The production version of the final product can be found [here](http://pantryanytime.chrismarconi.com), at pantryanytime.chrismarconi.com.

# Next Steps

# Conclusions

# Appendices

## Simple Model Sketch

## Product Backlog

See attached:

## Screen Sketches