

CS325 Product Planning Sheet

Team Name:

Assignment: CP01A

Unique Task ID	Type of Task*	<u>Estimated</u>		<u>Actual</u>		(Responsible Member) Brief Description
		Time (min)	Size†	Time (min)	Size†	
1	Planning	120				(Team Members: ALL) Determining the project requirements, discussing key concepts in relation to CP01A, scheduling team meetings.
2	Design	60	1 UML			(Team Members: ALL) Group UML diagram.
3	Post-mortem	30				(Team Members: ALL) Team members individually write a post mortem indicating what worked and didn't work. In addition, the team must submit one too.
4	Preparation	60				(Team Members: ALL) Team members take the time to read the chapters and take notes. Included in this is any research done on CP01A.
5	Design	120	1 PAGE			(Team Member: Ethan Wright) Designing the Requirements Specification
6	Design	120	1 PAGE			(Team Member: Zachary Fenton) Designing the Requirements Elicitation
7	Design	120	1 PAGE			(Team Member: Rachael Koenig) Designing the Domain Model
8	Design	120	1 PAGE			(Team Member: Daniel Harding) Designing the High-Level Use Case Diagrams
	Select one.					
	Select one.					
	Select one.					

* Task Types:

Type	Sample Activities
Planning	Determination of project requirements; estimation of required time and program size
Design	Determination of needed program modules; development of UML models; assignment of tasks to team members
Code	Implementation of design; documentation of code; preparation of user documentation
Code Review	Examination of code by manually stepping through it line-by-line to determine correctness of the logic
Compile	Identification and correction of all syntactical defects within code
Test	Preparation of test cases prior to coding; attempting test cases after coding; identification and correction of all semantics defects
Post-mortem	Reflection of project success and completion of all required assignment documentation (logs, etc.)
Preparation	Examination of preparatory material such as book chapter and online references

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†Size is used as appropriate to the task type – specify units along with amount. For design, it represents the number of UML diagrams (including use cases). For coding, it represents Lines of Code (LoC). For Code Review, the number of modules reviewed. For test, the number of test cases.