University of Tartu

Faculty of Mathematics and Computer Science

System Modelling

Mancala Project

Project Plan

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**Version Control**

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| --- | --- | --- | --- |
| **Date** | **Changes** | **Comments** | **Author** |
| 07.11 | Introduction; team; schedule; details; progress log. | About the project. Roles of team members. Deadlines and details about tasks. Happened events. | Simo |
| 11.11 | Progress log. | Adding some events into the progress log. | Simo |
|  |  |  |  |

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# Introduction

The aim of this document is to give an overview of the Mancala project: roles of team members, details about tasks and results of the project. The project is and assignment in the “System Modelling” course. The project is hosted on Google Code: <http://code.google.com/p/mancala/>.

# Team

Simo Peterson – Project manager, analyst, tester, presenter.

Mart Sein – Programmer, tester.

Margus Sellin – Programmer, tester.

Raigo Kodasmaa – Documenter, modeller.

# Schedule

|  |  |  |  |
| --- | --- | --- | --- |
| **Task** | **Deadline** | **Time spent (hours)** | **Authors** |
| Documentation | | | |
| Project plan | 07.11 |  | Simo |
| Requirements analysis | 07.11 |  | Simo |
| Interview with customer | 08.11 |  | Simo, Raigo |
| GUI mock-ups | 08.11 |  | Mart |
| Storyboards | 09.11 |  | Raigo |
| Object diagrams | 09.11 |  | Raigo |
| UML class diagrams | 10.11 |  | Raigo |
| Installation guide | 12.11 |  | Simo |
| User Manual | 12.11 |  | Simo |
| Testing Report | 13.11 |  | Simo |
| Coding | | | |
| Understanding and improving automatically generated code | 12.11 |  | Margus, Mart |
| Implementing the requirements | 12.11 |  | Margus, Mart |
| Running testing | 12.11 |  | Margus, Mart |
| Final testing | 13.11 |  | Simo |
| Presentation | | | |
| Slides | 15.11 |  | Simo |
| Presenting | 15.11 |  | Simo |

Team does not have scheduled meetings. All discussion takes place in a Skype conversation. If any of the team members at some point sees the need for a meeting, it is then organised and carried out as soon as possible.

# Details

1. Documentation

* Project plan – Consist of project introduction, roles of team members, project schedule, details about tasks, progress log and project results.
* Requirements analysis – A list of functional and non-functional requirements with detailed descriptions.
* Interview with customer – A discussion between customer and one team member covering 3-5 features that were missed before. Recorded on video.
* GUI mock-ups – Simple pictures to give an understanding of how user will interact with the applications and what is the difficulty level of accessing full functionality.
* Storyboards – A detailed story covering most of the functionality supported by object diagrams. An additional storyboard covering GUI supported by mock-ups.
* Object diagrams – Modelled visualisations to paragraphs of story.
* UML class diagrams – Generalisation of object diagrams covering full functionality. Convertable to Java code.
* Installation guide – How to get the application running?
* User Manual – What can be done with the application?
* Testing Report – Results of final testing. How well does the application perform compared to initial requirements?

2. Coding

* Understanding and improving automatically generated code – What kind of modifications are needed to start implementing the requirements?
* Implementing the requirements – Achieving full functionality of the application.
* GUI – A simple, but convenient graphical user interface.
* Running testing – Reduction of bugs while implementing the requirements.
* Final testing – Eliminating as much unfound bugs as possible.

3. Presentation

* Slides - Solved and unsolved problems. How was the work organised? SDM method. Demo.
* Presenting – Preparing at home and presenting to others in class.

# Progress log

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Event** | **Comments** | **Participants** |
| 06.11 | Initial Skype conversation. | The main topics were: how will we carry out the project and what tasks are preferred by team members. | Team |
| 07.11 | Meeting. | Initial outline for the project plan and confirmation that everyone agrees to the schedule. | Simo, Mart, Raigo |
| 07.11 | Project plan. | Detailed description of the project. Running updates will be made in the document. | Simo |
| 07.11 | Requirements analysis. | List of all requirements with detailed description. Minor changes still acceptable. | Simo |
| 09.11 | Requirements analysis. | Reviewing the functional requirements and adding non‑functional requirements. | Simo |
| 09.11 | User story. | Writing the story that will be used in storyboards. | Raigo |
| 09.11 | Object diagrams. | Modelling the object diagrams that will be used in storyboards. | Raigo |
| 10.11 | Storyboards. | Dividing the story into paragraphs and adding object diagrams to complete storyboards. | Raigo |
| 11.11 | Interview script. | Writing the script for interview. | Simo |
| 11.11 | Recording the interview. | Performing and recording the interview. | Simo, Raigo |

# Conclusion

<The results of the project.>