**Project X Final Documentation**

Cost Estimate

* Original cost estimate was based on four programmers and one manager being paid average wages for four hours of work per week for 10 weeks
  + $4,500 for completed project
* According to our work logs, the project would have been completed under budget

Risk Estimate

* Predicted risks for this project:
  + Student illnesses
  + Students being too busy to work due to school obligations
  + Copyright infringement
  + Lack of experience with required tools
* Manifestation of those risks
  + Several members of the team were sick at various points throughout the project. This led to delays in the project. The remaining team did their best to compensate for each other’s illnesses. While sick, team members endeavored to stay in communication with other members of the team, using the established communication channels.
  + As predicted, the pressures of studying overwhelmed all members of the team at some time or another over the course of the project. Unlike with member illnesses, where only one or two members would be away from the project at a time, school obligation tended to hit all members simultaneously. This meant that the delays were more complete. Team members did their best to work around these delays, but they were ultimately a detriment to the team’s ability to complete the project.
  + At times, our project was in minor danger of infringing on existing copyrights. Wayside’s guidance helped the team to avoid these issues before there was any danger of litigation. Avoiding these dangers took very little work, and did not delay the project significantly.
  + For this project, the team was required to use certain specific tools, and was required to meet certain specifications. Nobody on the team had any experience working with those tools, or working in an environment where those particular kinds of specifications would need to be met. The team spent a significant amount of time doing tutorials and learning how to use the tools. A portion of the project was dedicated to learning how to work with the tools. This initial delay to the productive portion of the project was unavoidable and foreseen. However, there was initially concern that the lack of experience would continue to hinder development, which it did not. Once the initial learning phase was completed, team members were able to produce results using the necessary tools without problem. In addition to the use of tools, the team was generally unfamiliar with working in an environment where they had to produce a product that had to conform to specifications that were particular to this project. This led to a minor delay around the midpoint of the project, as the team reached a point where what they had produced up to that point had to be scrapped and replaced because it was deemed impossible to force what was already produced to conform to the specifications.

