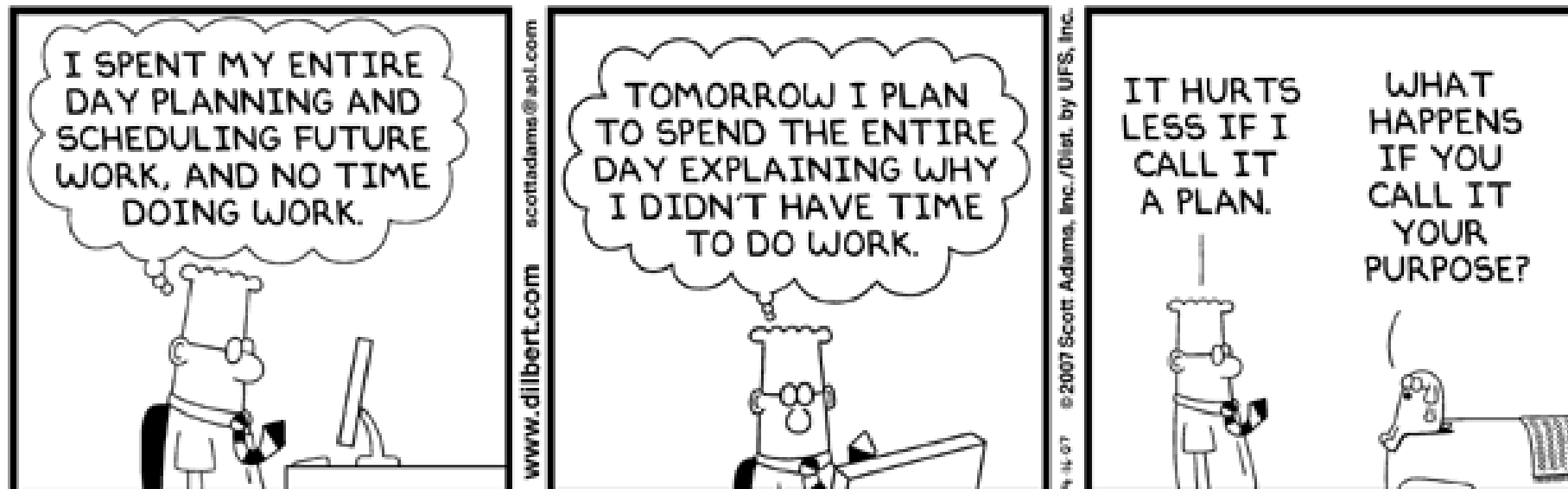
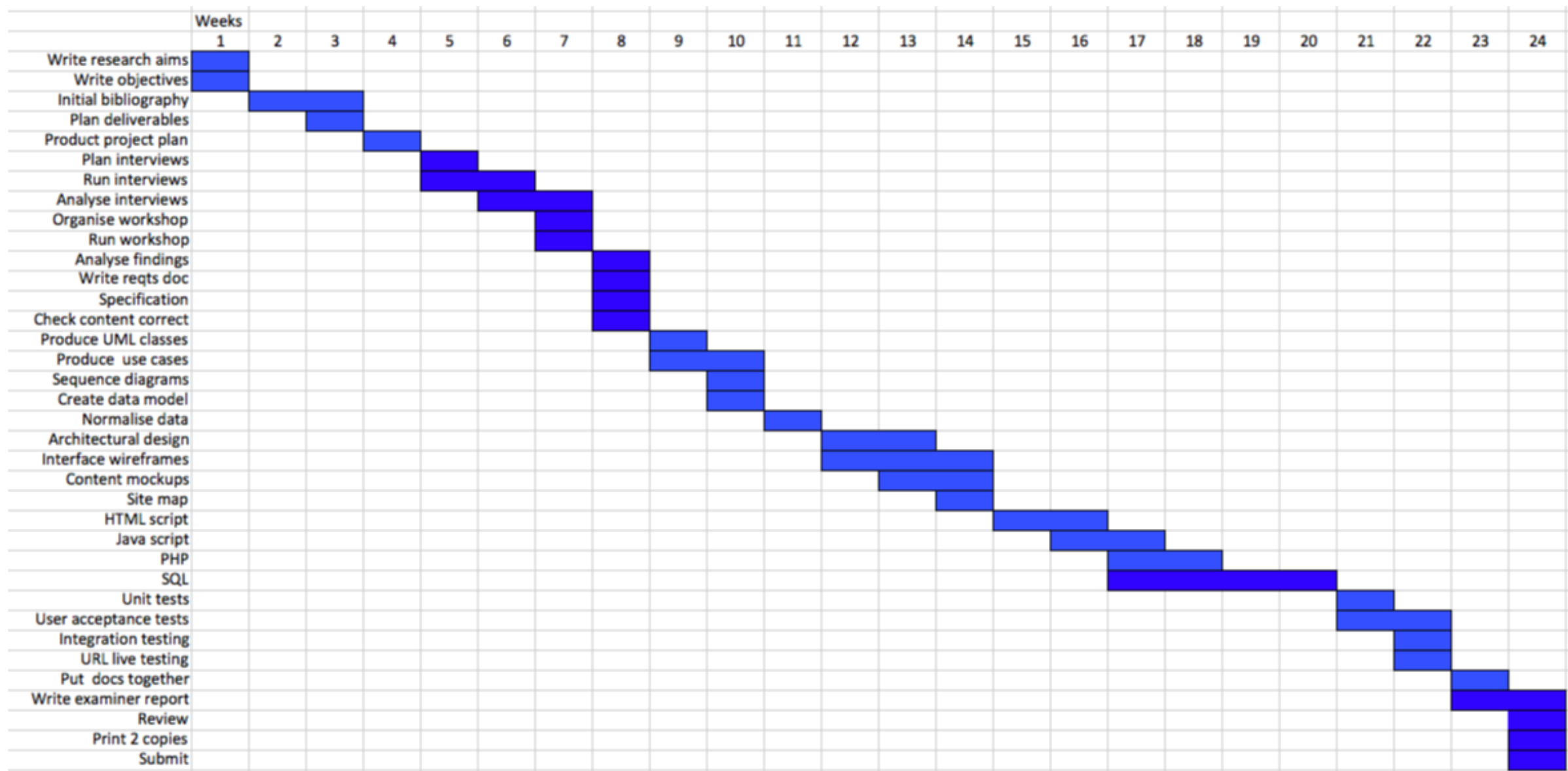


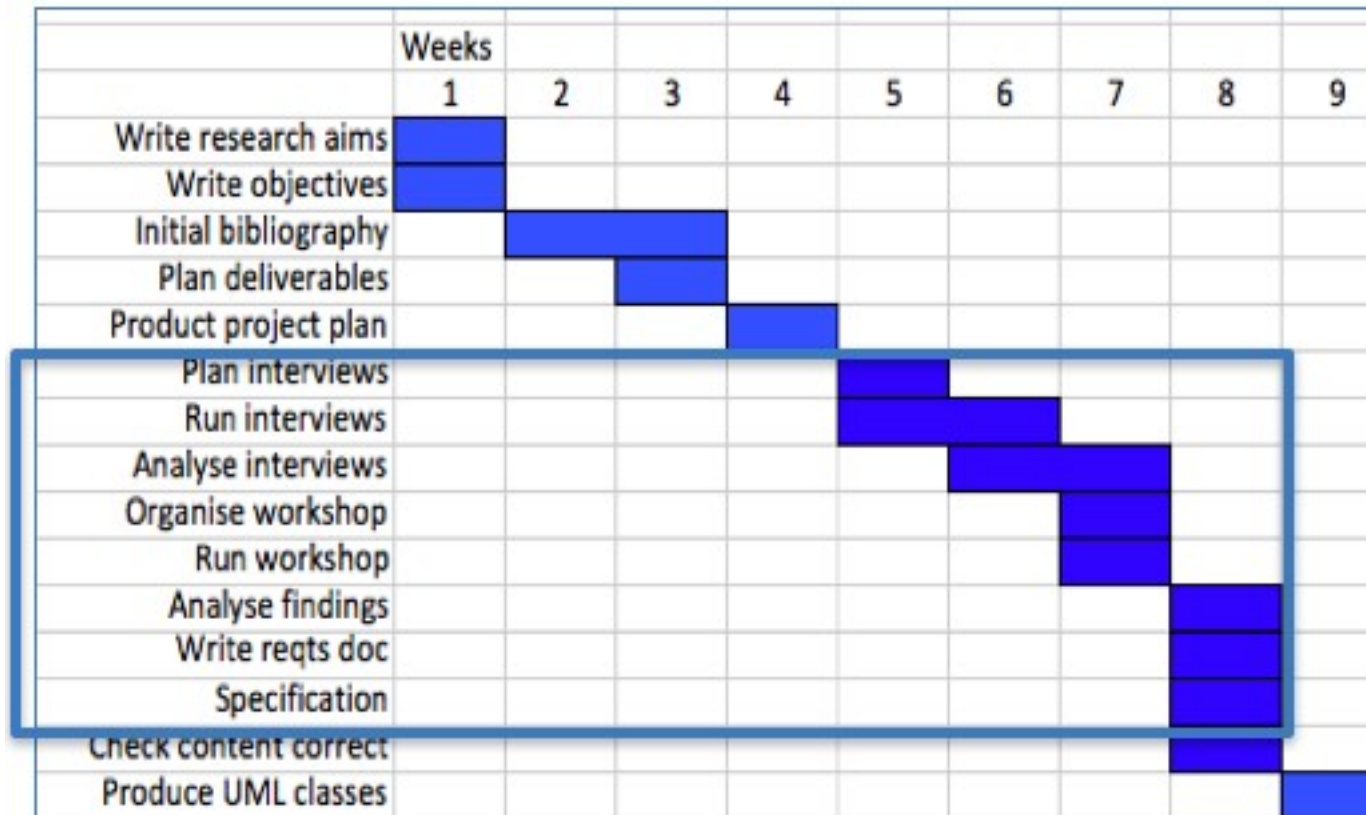
Managing your project

Some False Assumptions of Traditional Project Planning and Management for student projects





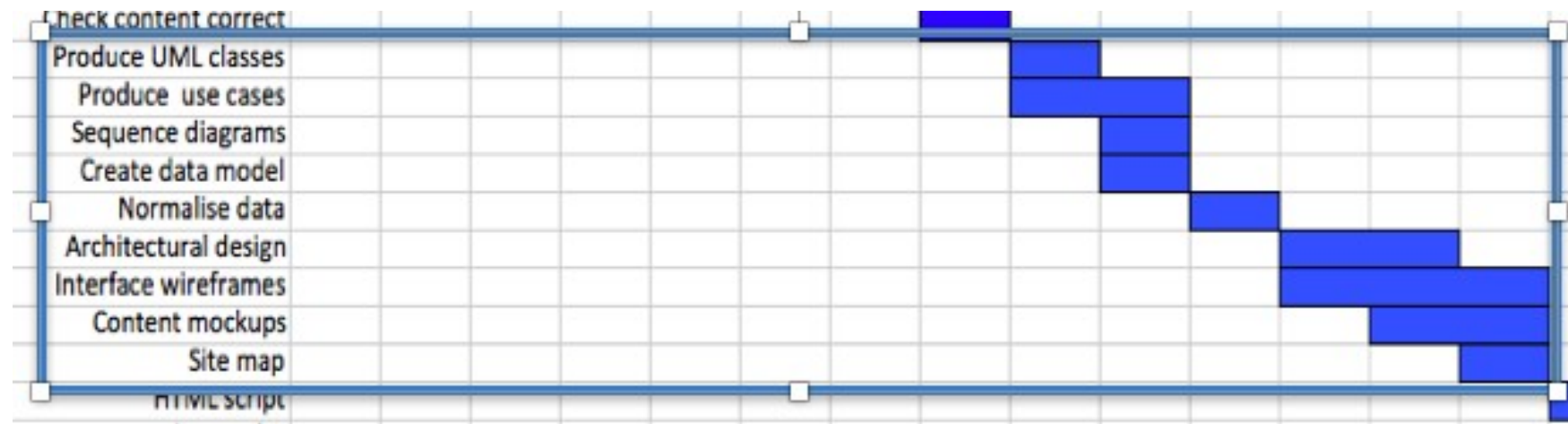
1. All requirements are known up-front and won't change.





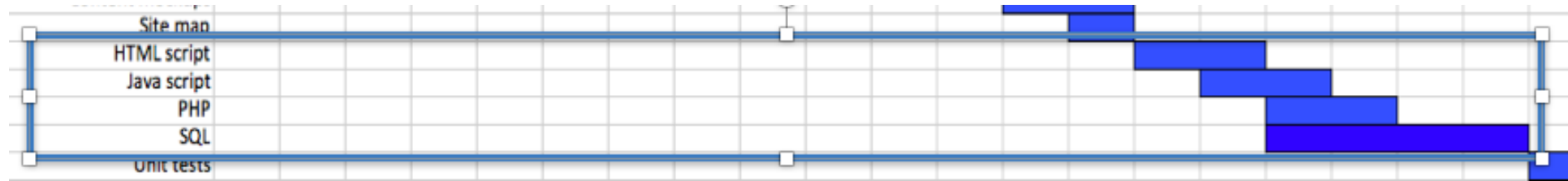
"The client kept changing the requirements on a daily basis, so we decided to freeze them until the next release."

2.
You will design entire system first before any code is cut.



3.

You will code the entire system in one go



4.

You will test everything
only once and it will all
work!

SQL

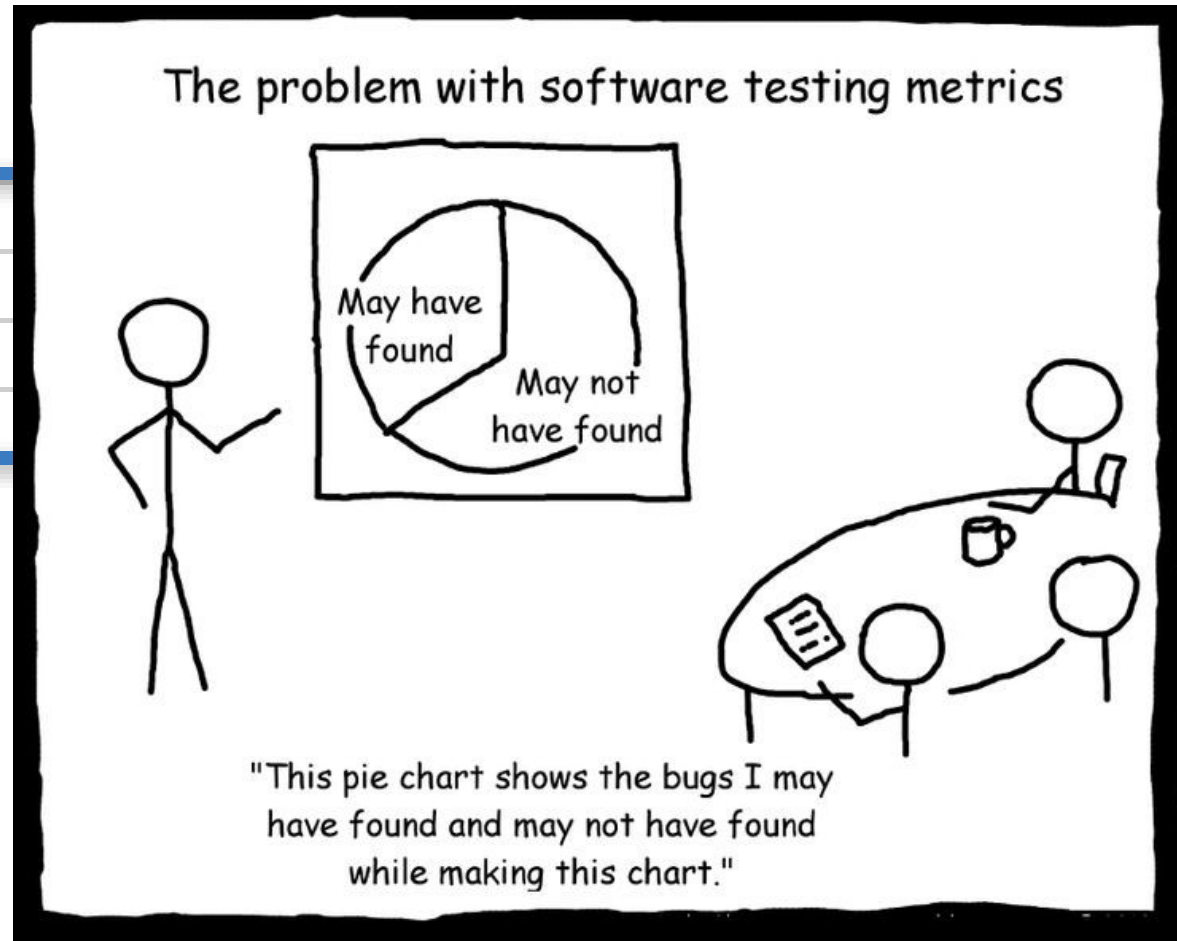
Unit tests

User acceptance tests

Integration testing

URL live testing

Put docs together

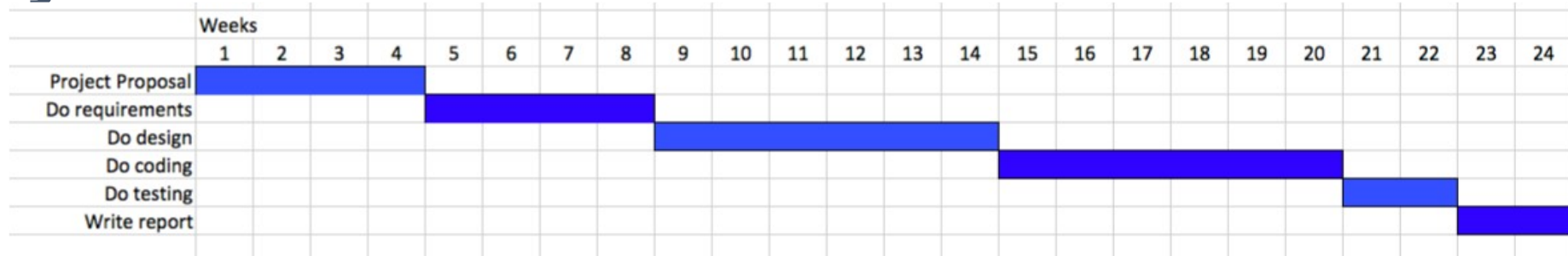


5.
Your customer will remember who you are after three months with no contact!



URL live testing	
Put docs together	
Write examiner report	
Review	
Print 2 copies	
Submit	

Or you will BIG block build!



A better way?

Your project consists of the following fixed components:

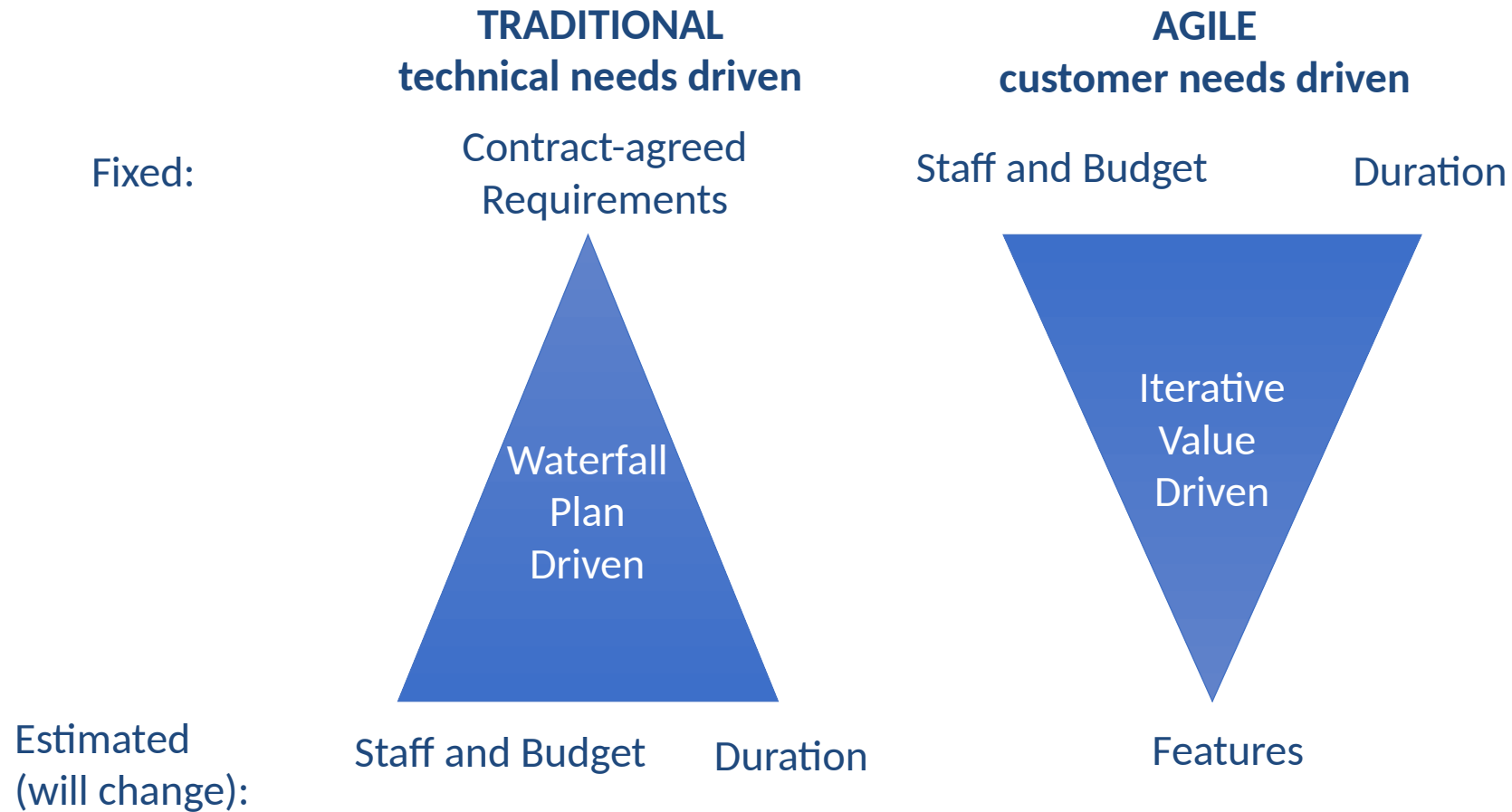
- Your group
- Fixed deadline
- Fixed cost (there is none allocated!)
- Scheduled time in classes
- Report deliverable for marking

More on your project

Your project consists of the following variable components:

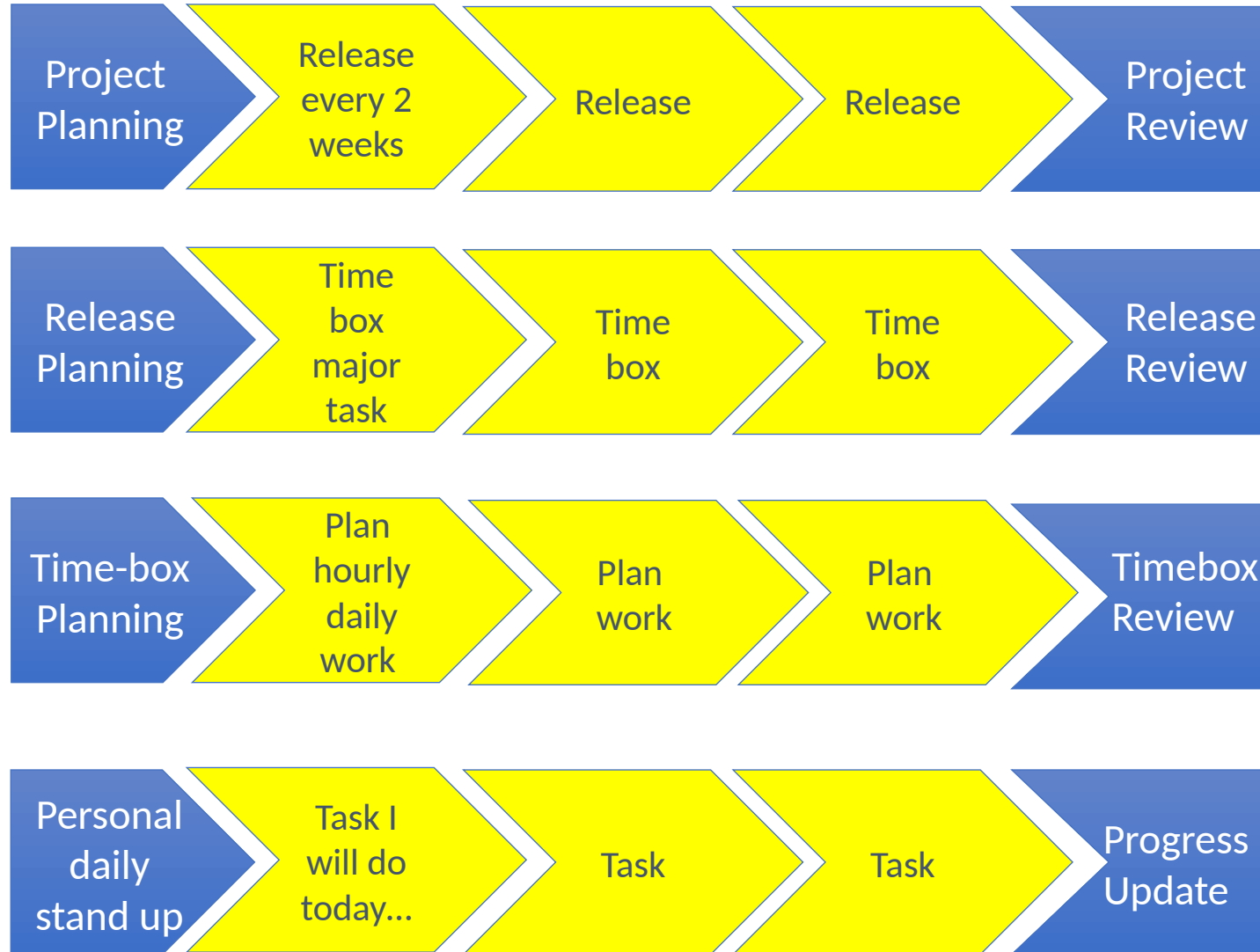
- Customer (external to university or within -- lecturer)
- Individual deliverables within final submitted report
- Effort per week changes dependent upon other deliverables such as assignments on degree programme (but this is known in advance because of deadline dates announced at start of year or when assignment is handed out)

What is Agile?

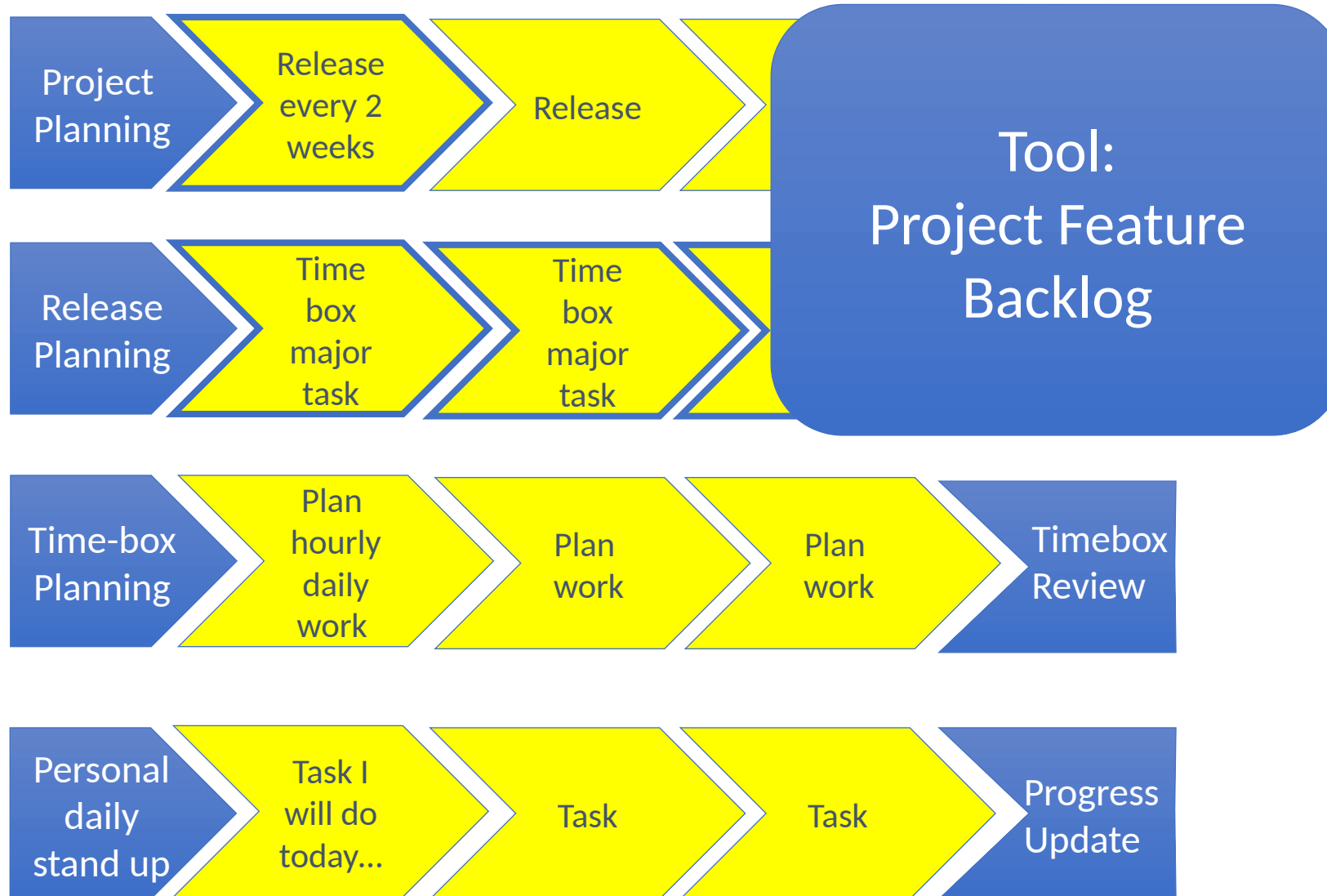


Adapted from: John Carroll (2012), *Agile Project Management*, In Easy Steps Ltd, p8

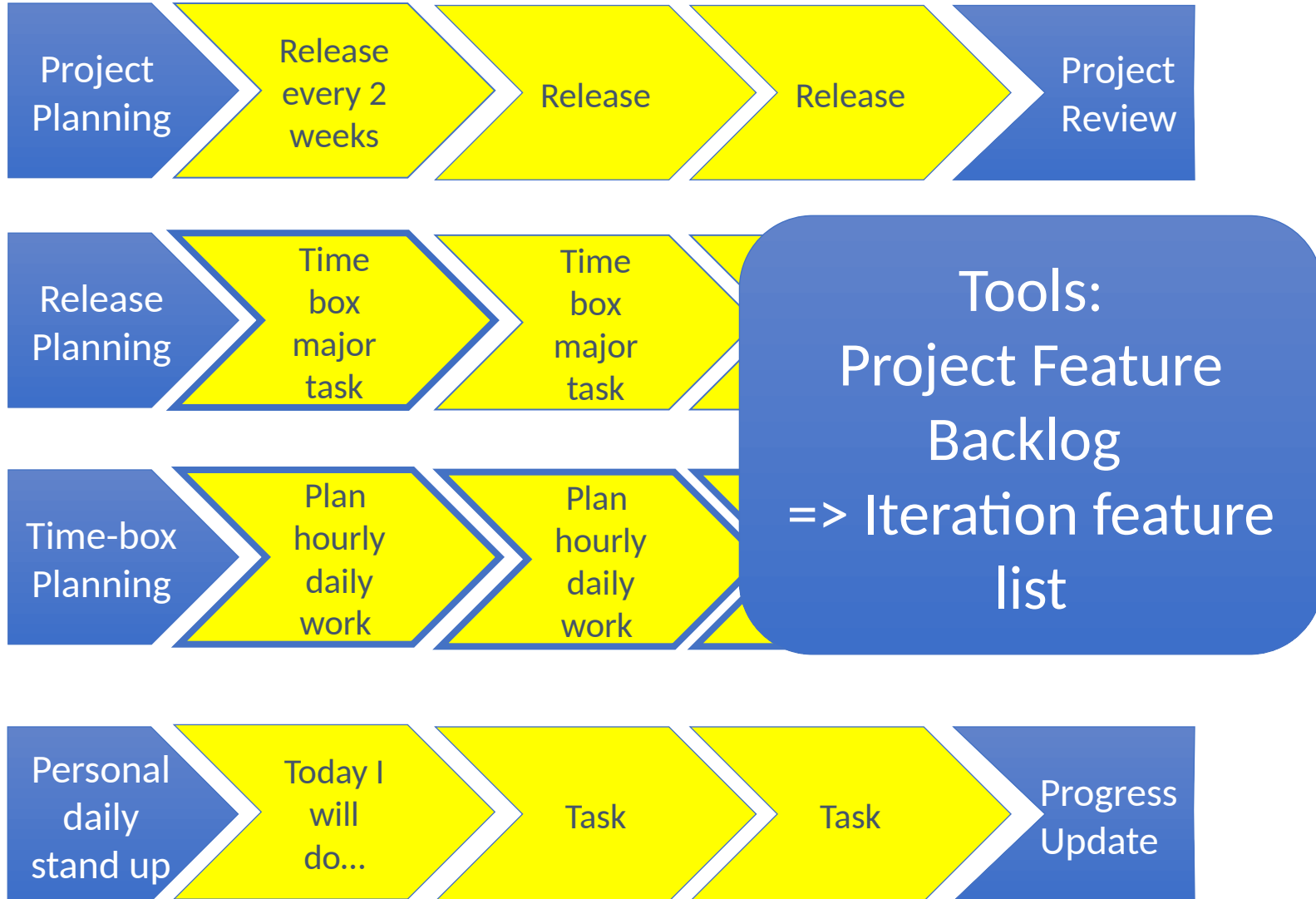
Agile planning process overview



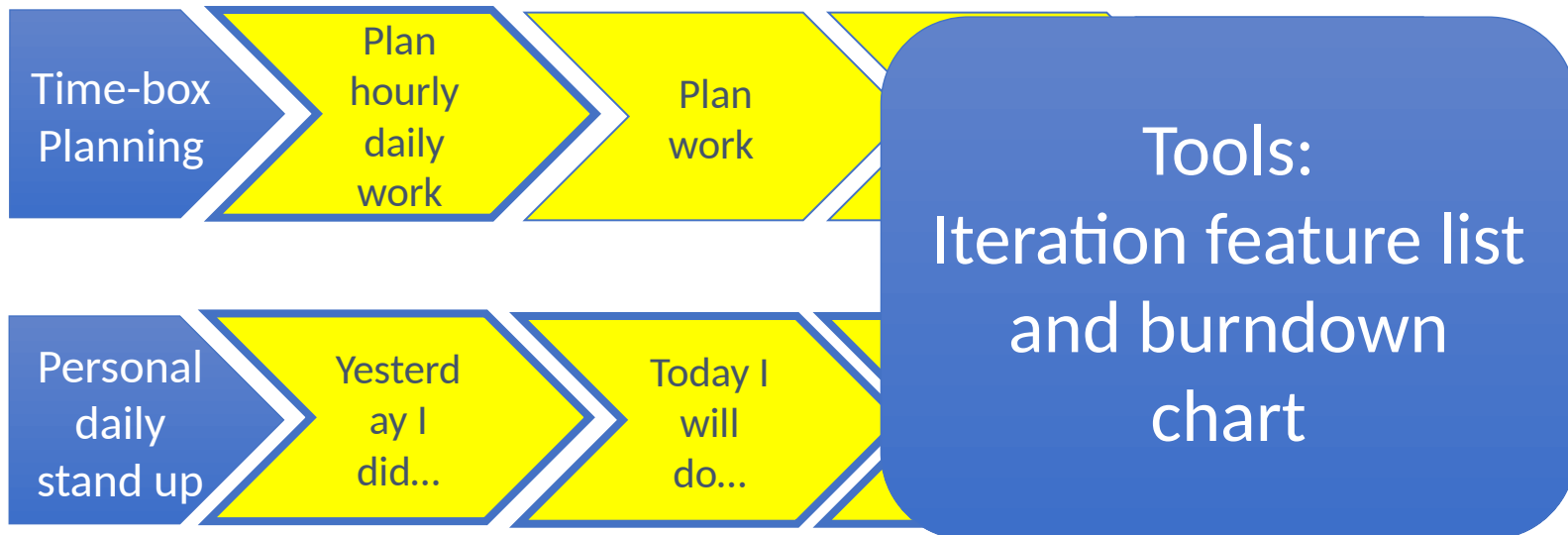
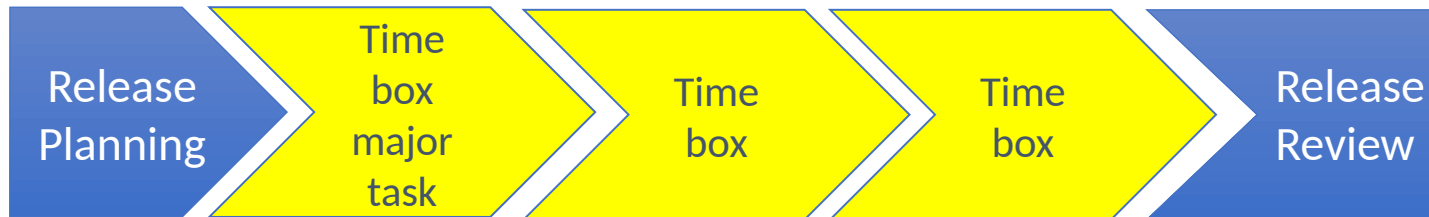
High-end planning



Iteration planning



Daily considerations



Agile tools for your project



The 3 agile tools

1. Project feature backlog

- Overview of key features
- User stories
- Technical stories
- General effort ...

2. Iteration feature list

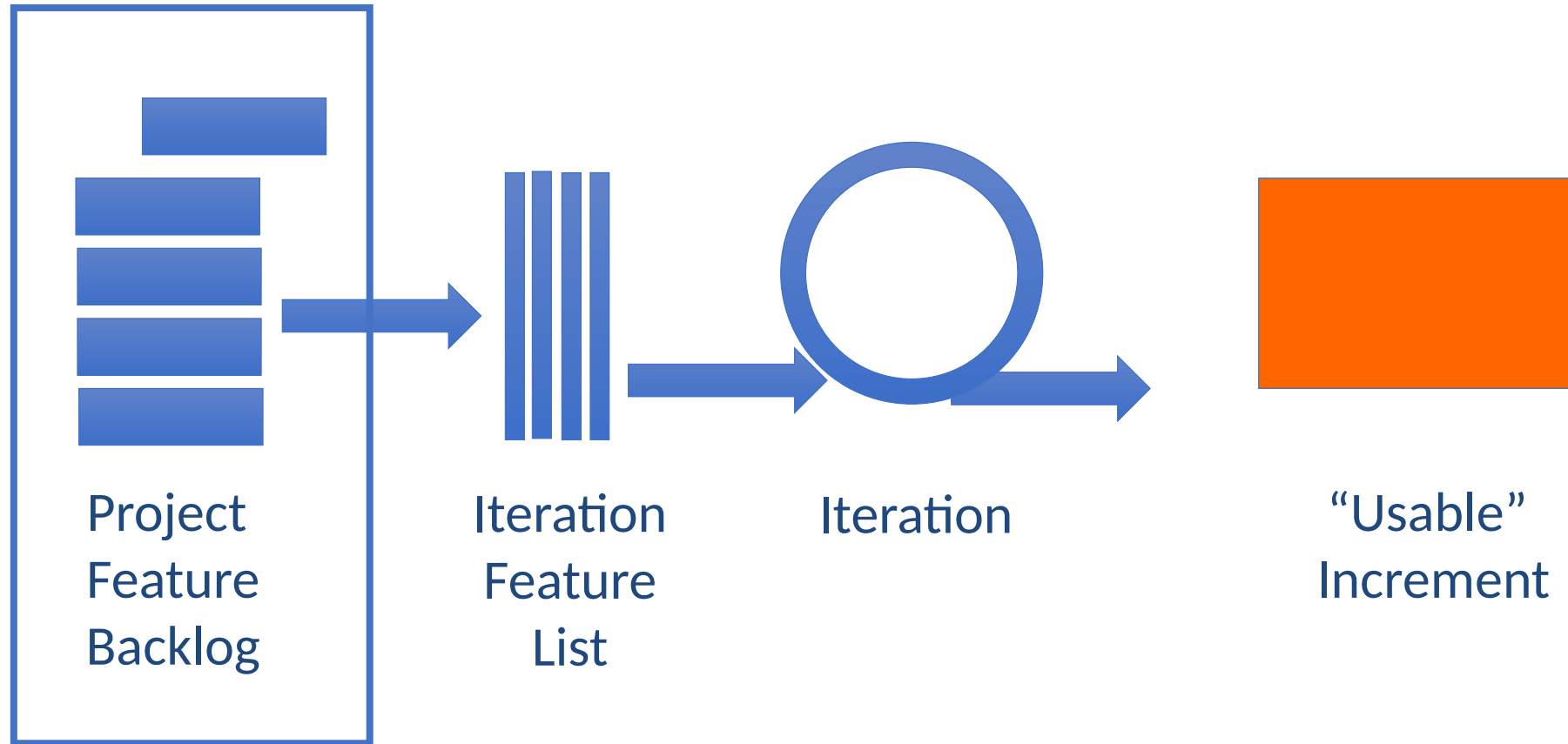
- 2-week detailed plan
- Features, stories etc broken into fine-grained chunks
- Effort estimates, actuals recorded

3. Burndown chart

- Plots ideal progress ('velocity') against actual

- Project risks and log are recorded on the above 3 (wherever you need to)

Agile Process



Scrum or Trello?

- Both are used in industry.
- Scrum is a little different to Trello
- Trello is collaborative and online so it's easy access and use.

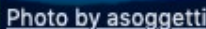
Recommended tools for project management

- Trello: <https://trello.com/home>
- This is a Kanban-esque agile planning and management tool.
- It's free and it's collaborative.
- You can also use a Scrum-like tool (provided on studentcentral).

Butler

→

[+ Add another list](#)



Give It A Try

More



Add Power-Up...



Karl Cox archived [Pick my group](#)
a few seconds ago

Wk1. Things To Do



Decide case to work on

Organise team into roles



Work out what tools we will use

Confirm case and tool selection with tutor.

+ Add another card



You can add as many cards (tasks) as you like.

I recommend as many as you can think of.

Put them in order of priority.



Organise team into roles



in list [Wk1. Things To Do](#)



Description

Edit

Decide who does what but make sure there is a support for each activity i.e. a lead and a back-up so no one works alone. Make sure each person gets a variety of roles so they can experience different aspects of the project.



Activity

Show Details

KC

We will have to ensure that all coders get some code to write and no one is left to do the documentation only.

Save



Watch



ADD TO CARD



Members



Labels



Checklist



Due Date



Attachment

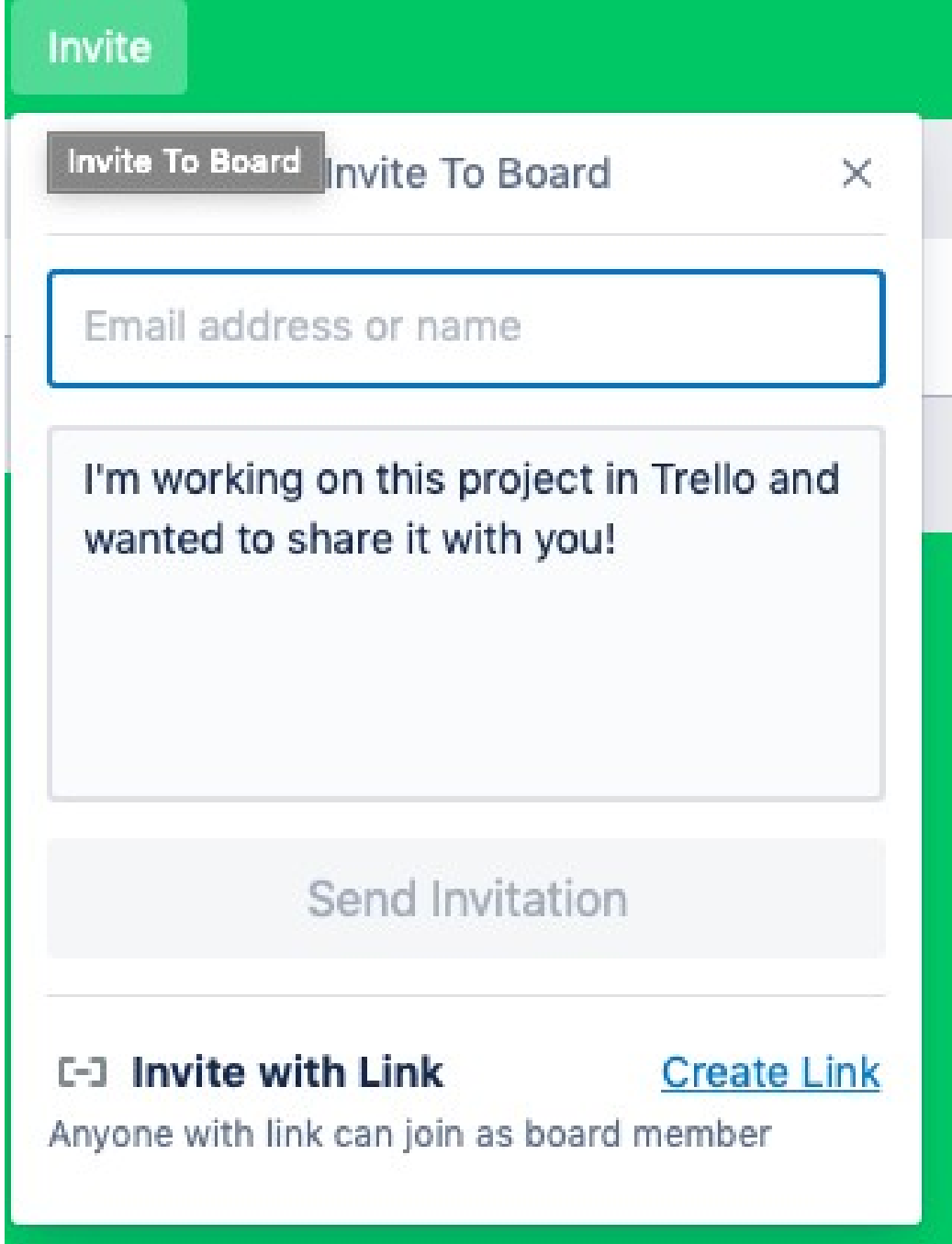


Cover

POWER-UPS

Inviting your team

- Each person has to sign up to Trello first.
- <https://trello.com/home>
- Then simply invite each group member to access the Trello board.
- You can all work on it then.



The image shows a screenshot of the Trello 'Invite To Board' dialog box. The dialog has a green header bar with the word 'Invite' in white. Below the header, the title 'Invite To Board' is displayed in a grey box, followed by a close button (X). There is a text input field for 'Email address or name'. Below the input field is a message box containing the text: 'I'm working on this project in Trello and wanted to share it with you!'. At the bottom of the dialog is a large grey button labeled 'Send Invitation'. Below the button, there is a section titled '[-] Invite with Link' with a blue link 'Create Link' to its right. Below this link, it says 'Anyone with link can join as board member'.

Invite

Invite To Board

Invite To Board

Email address or name

I'm working on this project in Trello and wanted to share it with you!

Send Invitation

[-] Invite with Link [Create Link](#)

Anyone with link can join as board member

Reporting on project management

- Bi-weekly screen shots of your board are all you need.
- If you use Scrum then you can report every two weeks by including sprints and burndowns in your documentation.