

BoulderSlackers Milestone 2

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Affiliation

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Project Management Tool

The following is a screenshot of our chosen project management tool. Shown in Fig. 1

Asana will be the Project management tool used by the team. Here we will assign tasks and create sprint tasks Shown in Fig. 2 at the end of the document.

Project Requirements

User Profile

The website will include a functional user interface, where individuals can create a student or club profile, post information about events and RSVP to the events that are located on campus. To assure that individuals attempting to access the website are university affiliated, every user will be required to verify their identity using a University of Colorado email address. The accounts will include things such as their name, major, expected graduation date, a small profile picture, personal description, and a list of their events organized. Users will have the opportunity to sign up for email notifications when new events are published that match their interests. Club profiles will be largely similar, the main difference being that clubs will not be able to RSVP to events the way that users respond and they will list the majors that will be most interested in their events instead of listing a declared major. Student and club accounts will have separate forms of internal account IDs, to differentiate between their abilities on the website. For example, all student account IDs will begin with a 1, while all club account IDs will begin with a 2. This will allow for easier identification of each type of account on the back end of things.

Event info

Users will be able to add information about future events, such as their time and date, as well as the food that will be provided. Event location will be specified by building and room, as all events on the website will be held on the CU campus. Event

organizers will also be able to identify the individual or club running the event, the type of event, the event name, a description of the event, and those majors who would be most interested in the event. Students will be able to RSVP for events on the website, holding them accountable for attendance, and clubs will be able to remind those who RSVP of the upcoming event by email a specified amount of time before it begins. The goal of this website application is to provide students at CU Boulder looking for free food information about events on campus, in order to encourage greater extracurricular participation from students, benefiting both themselves, and all the under-attended events at CU. Users will be able to search through listed events by the food they are supplying, their associated interests, their location, their organizers, and the date and time.

Overall Calender Search

If we have time we will implement a calender on the website that will allow users to view upcoming events for the entire month. Students will be able to select events farther out that they are interested in attending and receive an email reminder closer to the day of the event. If an event is canceled, users who have RSVP'd will also get an email with that information.

Project Plan and Scheduling/Assigned Tasks

Our Asana calendar with the tasks for the next 2 weeks is shown in Figure 2 at the bottom of the document.

Agile Methodology

During our Agile stand-up meeting, our team seemed all relatively on the same page with the status of our project. The first topic we discussed had to do with what everyone had accomplished since last meeting. Since our last meeting, we had all worked on milestone one, but no one had started the actual project yet. Because of this, we decided that we needed to exit from the planning stage of things and get into the actual girth of the project. At our last team meeting, we finally put up on a white

board all the things that our website was going to entail and made a clear plan for what was absolutely necessary to include vs. what aspects were features that could be added later on if we had sufficient time. We separated out who in our group was going to be focused on the front end, the connecting pieces, and the back end. Before the next meeting, we assigned each individual to work on Milestone 2, but also to familiarize themselves with the software development tools that their aspect of the project would utilize. Lastly, we discussed the roadblocks that we each face in continuing on to the next stage of our project. Largely, the group felt that their main roadblock was a lack of solid understanding about the technologies that our project will be utilizing, as well as where to start with implementing those technologies. To combat this, we didn't ask the group to have anything finished before the next meeting, but rather to research their respective technologies and try to find a better foundation of comfort with them.

Our first sprint of this project consisted mainly of planning and learning to communicate with our team. During our sprint retrospective meeting we decided that the communication aspect of our first sprint was really strong. Our slack communication channel has been a easy and effective means of communicating with every member of the team, with each individual making sure to check it often and respond timely to messages. We also were impressed with the dedication of every team member to make it into every meeting we planned. We would have liked for our first sprint to have taken less time than it did, as we felt we possibly spent too much time trying to plan for the project, rather than actually starting it, so for our next sprint we decided to try and work harder on completing our tasks in a timely manner. Overall, we were excited for what was to come with the project and felt that we had a great base level created.

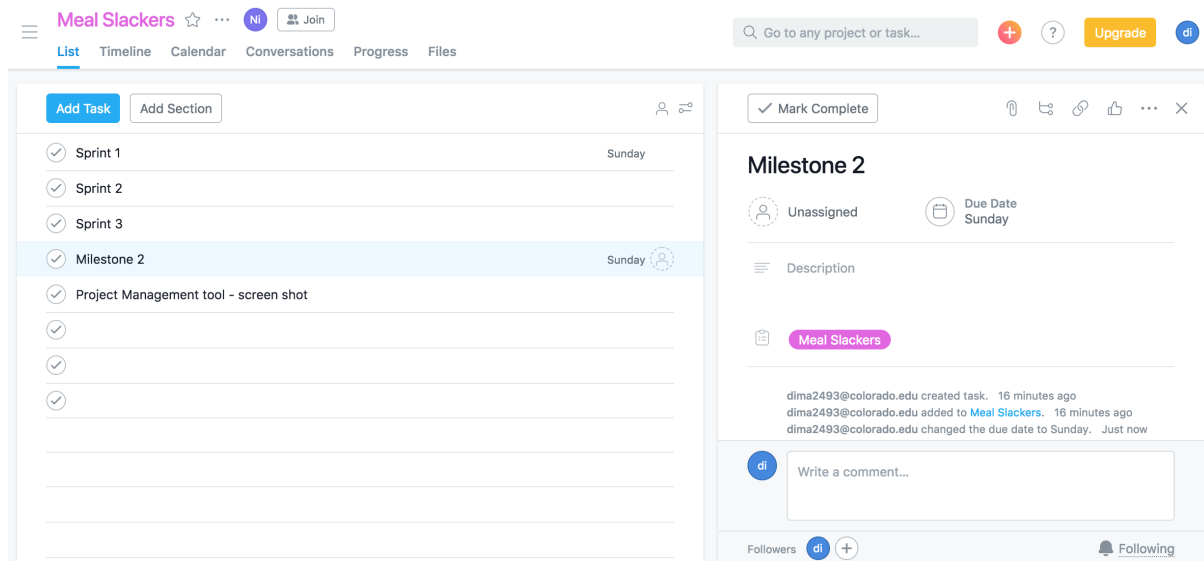


Figure 1. Screen Shot of Asana Project Management tool.

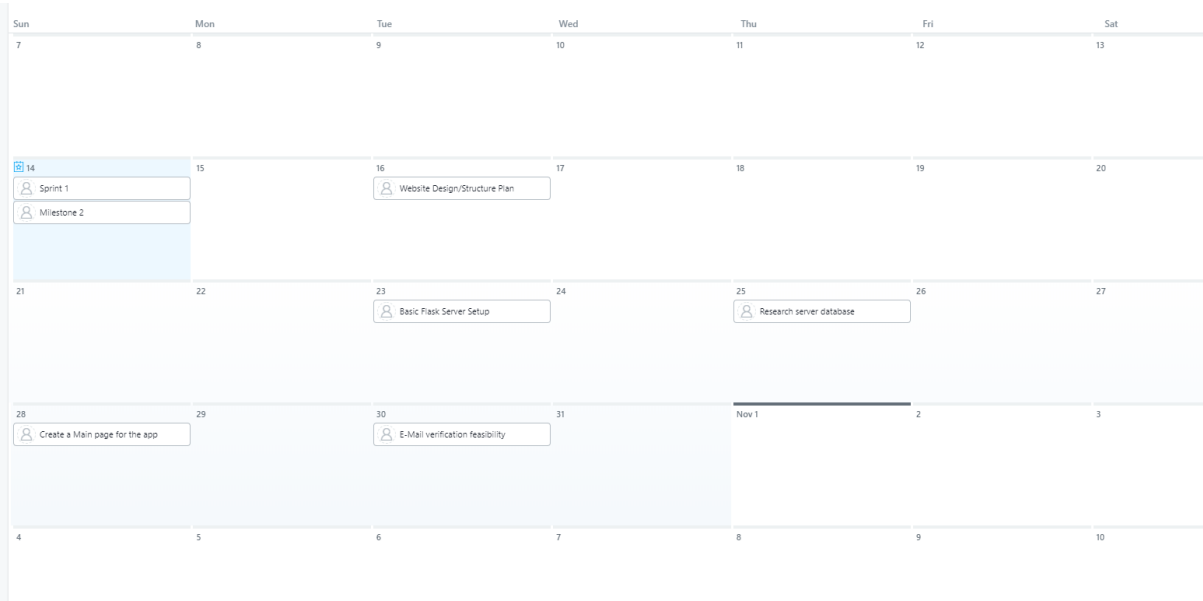


Figure 2. Screen Shot of Asana Project Management tool with calender.

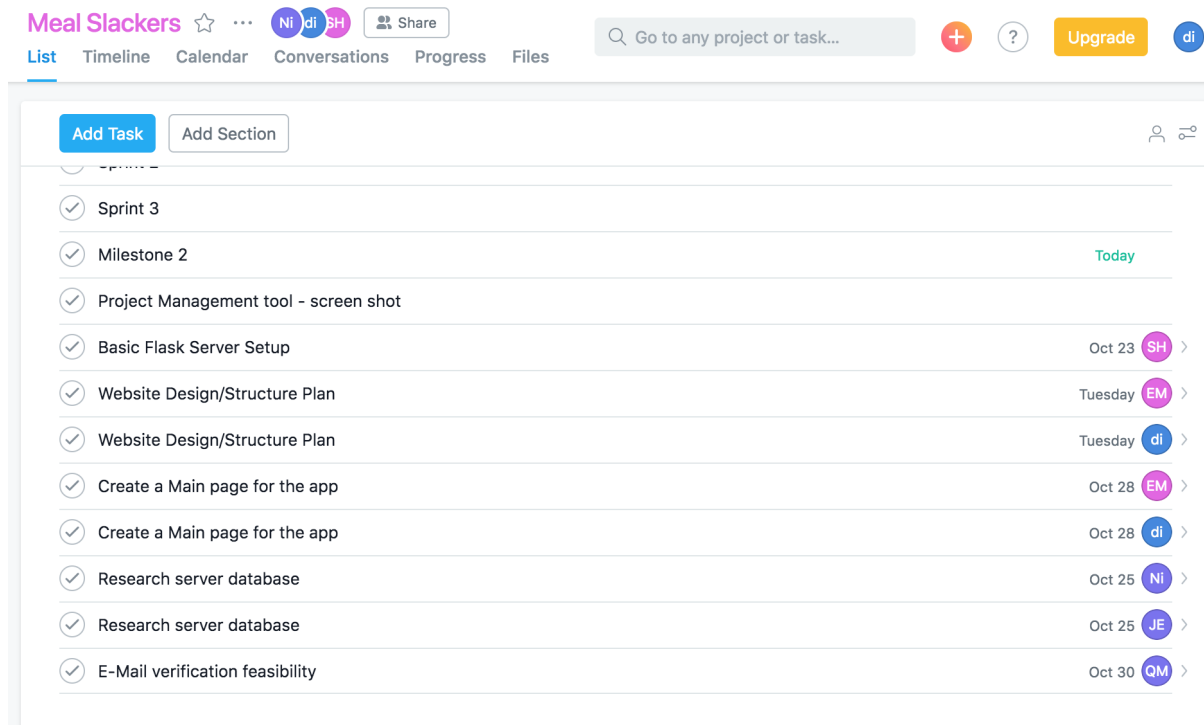


Figure 3. Screen Shot of Asana Project Management tool with calendar.

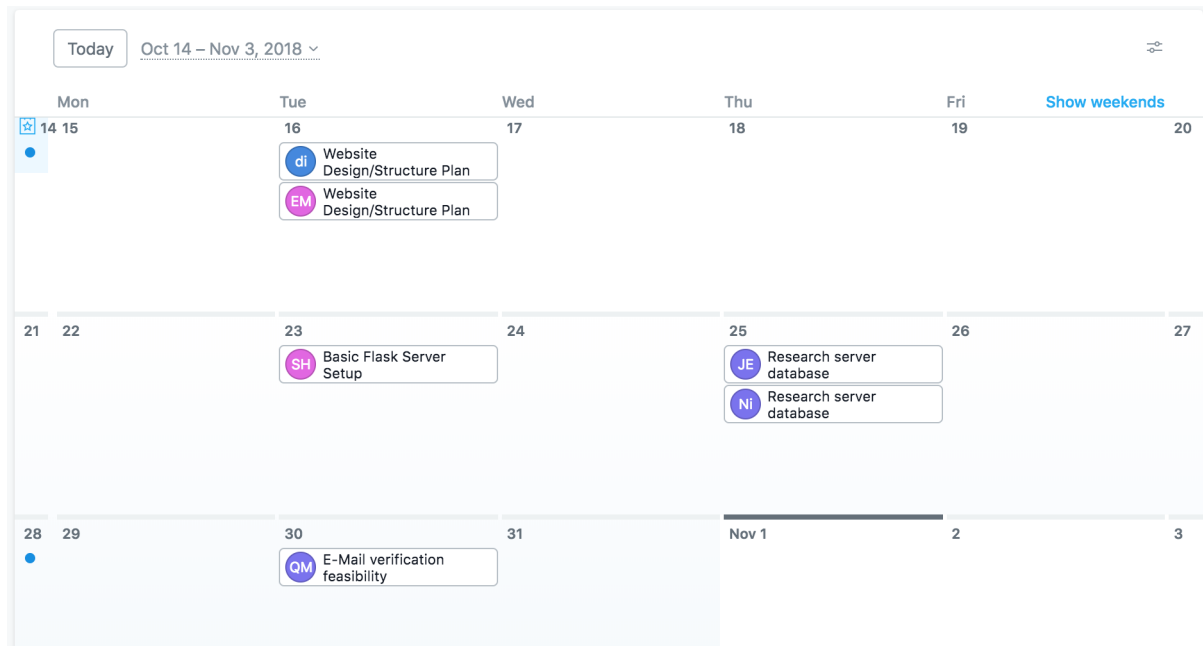


Figure 4. Screen Shot of Asana Project Management tool with calendar.