**Jadcup Project Management Structure**

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| **Version** | **Date** | **Author** | **Changes** |
| 1 | 13/03/23 | Yeran Edmonds | Created Initial Document |

**Summary**: As a team, we will be using a combination of Waterfall and Kanban methodologies. Waterfall will be used to start the project and the large key features, while Kanban will be used to iterate on the project and manage deliverables.

**Justification**: To begin with, the client and the team are unaware of the design intention of the Digital Twin prototype. With the limitations in reduced team knowledge and the client’s uncertainty, we need to start from a strong foundation of understanding. Waterfall will allow us to design and develop large key systems for the client. The strong focus on design and meeting minimum requirements means we can have a solid foundation for future iterative work.

After our prototype has it’s initial systems in place, we can develop key features based on conversation with our client. Examples include key PLC functions and web interface metrics. This will be easier to develop when we have a solid system framework.

**Processes**: During initial Waterfall development, we will start with key features necessary for MVP. Once these have been discovered, a substantial amount of time will go towards design with Kanban development in mind. Each necessary system or process will be designed and reviewed by team members until approval is unanimous, and development can progress. Development will focus on delivering an MVP of the necessary system until all basic systems are in place, and Kanban development can commence.

During subsequent Kanban development, we will have basic server and systems in place, and can iterate further. During this period, we intend to discover features with our client and break them down into simple user stories with acceptance criteria. After being sized and prioritised, they will be placed in a backlog for developers to pick up and work on throughout the sprint. Each sprint will discuss each team members’ intended deliverables and we will have simple retros at the end of each sprint.