**Project plan+study diary**

**Project name**

**version 1.3**

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| TUT | Pervasive Computing | TIE-21106 Software Engineering Methodology |
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# **PROJECT RESOURCES**

This chapter holds the project resources.

## **Personnel**

List here team members and their roles in the project. Contact information, previous experience, special skills and specific fields of interest.

Daniel Salvador (246750):

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Daniel is a Computer Engineering student at the University of Zaragoza. He is interested in computing, robotics, and application development. He knows how to program in C++, Pascal, Java, Android and SQL. Additionally, he has knowledge about Git.

He has taken part in a Demola Project where he was the coder of the group so he has experience on project development and he learnt how it works and what problems and difficulties we could have.

His role is project coordinator and he will be account to the communication, setting the meetings within the team and teachers, and general management.

Yassim Derrouiche (246596):

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Yassim Derrouiche is Computer networking student at the University of technology of Compiegne ( France ).

His major is Computer networking but he has general knowledges in computer science.

Yassim will be responsible of the Agilefant management (define stories and of tasks).

Miguel Garcia Balsa:

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Miguel Garcia is a Computer Science and Engineering student in the Carlos III University of Madrid. He is interested in information systems, databases, software engineering and databases. He has some backgrounf on Java, C and Processing lenguages.

Miguel will be responsible of the schedule management and documentation.

Francois Aizpuru:

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François Aizpuru is a Financial Software engineering student. He studies in Efrei, an engineering school in Paris.

François has general knowledge in computer science.

Francois will be responsible of the coding issues (supervision of coding tasks and control Git).

## **Process description**

Describe your (preliminary) roadmap for the project (including milestones). What are your project goals and success criteria? **How do you define success and measure it?**

To achieve this project, the first step is to plan a “roadmap” that is to say which users stories we will implement on each Sprint.

To do it, we use the AgileFant tool, which allows us to organise our work and split it among teams members.

After the planning, the goal is to have a working “skeleton” of the application which works and to do iteration on this by implementing functions.

Thank to that, we will be able to show a working version of our application at each Sprint review.

The project goal is to develop a Wizball-like game using the processing environment.

At the end, we can check if we implemented all ( or the most importants )users stories previously defined.

This project will be a success if the majorities of users stories are implemented and the game works well without bugs.

How do you run your project? For example, do you communicate by having weekly meetings, sending e-mails, IRC channels and other means of communication? Who is responsible for what? Try to keep responsibilities clear, so that there will not be situations where magical “someone” (Sam Body or some other Body brother) will take of care of something crucial. You should also be able to commit, so taking a responsibility on something should also mean autonomy to take care of the duty. One cannot be held accountable, if the person did not have the necessary freedom and support. Common working moments (**”coding nights”**) together with the whole groups are highly recommended.

Team members are meeting at least one time per week and we are in contact all the time by Facebook or Email. Teachers are keeping in touch mainly via Email. We are using Google Drive for docs and documentation, and Git as repository for the coding. We will plan “coding nights” with the whole group for combine our ideas and work together in the same environment.

Daniel will be responsible of the communication and general management of the group. Francois will control Git and coding issues, and Yassim will control the Agilefant tool. Miguel will be responsible of the schedule management and documentation

Check also the risks in chapter 3, as your process should make you at least robust to the risks. For example, how to avoid impact of absent key person? In addition, it is not enough to be robust, you should also learn. So, how do you get feedback from the team, assistant and so on? Daily Scrums, sprint autopsies and other such events?

KEEP THIS UPDATED AS YOU LEARN DURING THE COURSE.

## **Tools and technologies**

What tools and technologies you are utilizing during the project? If there is possibility of version compatibility issues, the version number should be mentioned. If a tool is hard to use, you can assign someone to be the contact or **responsible person (“guru”) on the tool**. How do you react if new versions of tools emerge during the project? If you are using version control repository, please describe how to access it. Also AgileFant URL can be documented here.

*Table 1.1: [example] Tools used in the project.*

|  |  |  |  |
| --- | --- | --- | --- |
| **Purpose** | **Tool** | **Contact person** | **version** |
| Documentation | MS Word (word processing)  [office.microsoft.com](http://settings//Temp//office.microsoft.com) | T.T. | 2010 |
| MagicDraw (UML tool)  <http://www.nomagic.com/> | T.T. | 16.9 |
| Agilefant  <http://agilefant.com/> |  | 2015 |
| Communication | Facebook  [www.facebook.com](http://www.facebook.com) | [U](http://www.facebook.com).U. |  |
| Skype (internet calls)  <http://www.skype.org> | T.T. | 4.64 |
| Version management | Git  <https://github.com/> | S.S. | 1.4.6 |
| etc. | .. | .. | .. |

## **Sprint backlogs**

THIS IS NOT MANDATORY SECTION IF YOU USE SOME ASSISTANT ACCESSIBLE PROJECT MANAGEMENT TOOL, SUCH AS AGILEFANT!

### Sprint 1

Here you should have your sprint backlogs. If you use AgileFant or similar tool, it is not necessary to reproduce them here, if the assistant can access them during the sprint review. However, you should list here to **what items on the product backlog you committed in this sprint**. The items on sprint backlog should be enabling specifications with clear definition of done (it is not necessary to be too detailed on the document; this is just for the assistant to know what you do, if AgileFant or similar tool is not used).

For example:

**Product Backlog item 1**: User Story 1: make initial screen

Tasks:

* Code class Player
* …

**Product Backlog item 2**: First iteration of project plan

* Describe team in the doc template

Try to estimate the tasks to get a basis for your commitment. During the course, try to find out **what is your team’s velocity**. You can also add here a burndown chart for each sprint.

# **STUDY DIARY**

This chapter holds your journal of lessons learned during the course. That is, **more detailed analysis of previous Sprint’s contents**.

## **Sprint 1 (every sprint as a section)**

What did you do during the sprint and what did you deliver? What did you change in your process? Did any of the risks realize? What are you going to do next? Successes and failures…

Every member of the team can tell their personal opinion here. This section can also act as a list where found issues and impediments are listed.

Lessons learned are valuable information for other groups, too. So try to update these here regularly so it will be easy to collect them for your final presentation.

### Subsections

Use subsections, if you will.

## **RISK MANAGEMENT PLAN**

Consider risks for your project. **The most usual risks** that will affect projects are due to customer, the team itself and technology.

Just listing some risks at the beginning of the project doesn’t help you much… if anything at all.

You can try to come up with **Plan Bs** for the risks. However, remember that the things you won’t expect, will hurt you the most. Thus, focus on the generalities, not on specifics.

Try not to underestimate the probability of small and common risks, and not to overestimate the probability of rare and remarkable events. For example, people usually get 1-2 flus during a year, so in 4 months, it is quite probable that one of the team will be sick and may infect others, too. An average flu lasts for more than one week. So, be prepared. On the other hand, getting hurt in traffic so that it will take a week to recover happens to only for 15000 people yearly in Finland (less than 3 permille of population).

Be sensitive for weak signals, such as difficulties with new technology or runny noses.

**You should think of risks in all categories:**

* customer (ending the project, changing requirements, requirements remain unclear,…)
* technologies (hw/sw; hard to acquire, learning new technologies takes time, suitable library is not found,…)
* environment (network connections and servers fail,…)
* personnel (getting ill, changing jobs, busy with work,…)
* project management (bad scheduling, bad communication, forgetting things,…).

Usually we calculate risk’s **seriousness = severity \* probability**.

*Table 4.1: [example] Project risks.*

|  |  |  |  |
| --- | --- | --- | --- |
| **Risk ID** | **Description** | **Probability** | **Impact** |
| P1 | Short term absence | 4 | 3 |
| P2 | Long term absence | 2 | 4 |
| P3 | Loss of one member | 1 | 5 |
| P4 | Poor productivity | 3 | 3 |
| GM1 | Estimation and scheduling | 3 | 4 |
| GM2 | Bad communication within the group | 2 | 3 |
| GM3 | Requirements Inflation | 2 | 3 |
| T1 | Hard disk failure | 2 | 3 |
| T2 | Loss of information | 1 | 4 |
| T3 | Problems with new technologies | 2 | 2 |
| C1 | Change of requirements | 1 | 4 |

## **Personnel risks**

Try to estimate risk probability, use a scale of **1 to 3** (or 1..5) or Small, Medium, Large.

Other criterion will be the impact or severity. So, how the risk will harm you, if realized. Use similar scaling as in probability.

### [example] Risk P1: short term absence of one person

Every major risk in the table will be further elaborated here. Analyze the risks, so that those risks which will hurt you the most are analyzed in more detail than rare and low-impact risks.

However, remember that the low impact risks may have cumulative effects, if they have high probability, and thus occur frequently.

Incorporate your mitigation methods to your process (see 1.2.). However, consider the sensibleness of the measures (risk severity vs. cost). For example, getting a flu shot (vaccination) for everyone in the team would surely be overkill.

**Source or reason:** some group member is ill or is on holidays

**Probability:** 4 medium-high

**Seriousness:** 2 medium

**How to avoid:** meet the schedule and do your tasks on time.

**How to prevent:** when someone has symptoms of illness or he has planned a trip, communicate it as soon as possible to the group

**How to survive:** redistribute tasks, having a good schedule and time management.

## **Technology risks**

### Risk T1: hard disk failure

**Symptom, early warning sign:** disk makes noise, arbitrary reading errors occur more often than before.

**Source or reason:** hard disk is at the end of its lifespan, or hard hit

on computer while disk was running.

**Probability:** 2 medium (on scale 1-5)

**Seriousness:** 2 medium (on scale 1-5)

**How to avoid:** buy a new disk when starting a project.

**How to prevent:** when first symptoms occur, take additional back-ups and change the disk as soon as possible.

**How to survive:** back-ups, and a replacement disk or whole computer.

### Risk T2 : Loss of information

**Symptom, early warning sign:** We are looking for informations we need and we cannot find them.

**Source or reason:** Problems with the database, no backup.

**Probability:** 1 medium (on scale 1-5)

**Seriousness:** 4 medium (on scale 1-5)

**How to avoid:** often make backups, have a person responsible for database management.

**How to prevent:** take care about backups.

**How to survive:** have documentations of the project in several format ( paper and online for instance ).

### Risk T3: Problem with new technologies

* 1. **Costumer risks**