



PICS System Improvement - Four-Up Charts

12/18/2017 - 12/24/2017

Progress <ul style="list-style-type: none">• Finishing Iteration 3 Development (All)• Virtual Machine environment is spun up, working out kinks (Ben)	Risks <ul style="list-style-type: none">• Issues with virtual machine (Ben)
Plans <ul style="list-style-type: none">• Finish any leftover iteration 3 tasks (All)• Work w/ sponsors to facilitate acceptance testing efforts (Grant)• Begin vacation (All)	Needs <ul style="list-style-type: none">• Iteration 3 development to finish (All)• Sponsor sign off on tasks so far, before production push over break (Grant)

12/11/2017 - 12/17/2017

<p>Progress</p> <ul style="list-style-type: none"> • Finishing Iteration 3 Development (All) • Virtual Machine environment is spun up, working out kinks (Ben) 	<p>Risks</p> <ul style="list-style-type: none"> • Issues with virtual machine adaptation (Ben) • Lack of iteration 3 progress (All)
<p>Plans</p> <ul style="list-style-type: none"> • Finish iteration 3 development (All) • Work w/ sponsors to facilitate acceptance testing efforts (Grant) 	<p>Needs</p> <ul style="list-style-type: none"> • Iteration 3 development to finish (All) • Sponsor sign off on tasks so far, before production push over break (Grant)

12/4/2017 - 12/10/2017

<p>Progress</p> <ul style="list-style-type: none"> • Iteration 3 development, week 3 (All) • Virtual Machine environment is spun up (Ben) 	<p>Risks</p> <ul style="list-style-type: none"> • Issues with virtual machine adaptation (Ben) • Lack of iteration 3 progress, due to the team focusing on the presentation (All)
<p>Plans</p> <ul style="list-style-type: none"> • Continue iteration 3 development (All) 	<p>Needs</p> <ul style="list-style-type: none"> • Iteration 3 development to continue(All)

<ul style="list-style-type: none"> Pitch virtual environment solution to sponsors (Ben, All) 	<ul style="list-style-type: none"> Sponsor sign off on virtual machine adaptation (Ben, Grant)
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11/27/2017 - 12/3/2017

Progress <ul style="list-style-type: none"> Iteration 3 development (All) Interim Presentation on Thursday, 11/30 (All) 	Risks <ul style="list-style-type: none"> Limited time to work on presentation (Grant) Lack of presentation preparation (All) Lack of iteration 3 progress, due to the team focusing on the presentation (All)
Plans <ul style="list-style-type: none"> Finalize, practice presentation (All) Continue iteration 3 development (All) 	Needs <ul style="list-style-type: none"> Team will focus on presentation (All)

11/20/2017 - 11/26/2017

Progress <ul style="list-style-type: none"> • Iteration 2 Development has Finished (All) • Iteration 3 Development Begins (All) • Presentation Prep Begins (All) 	Risks <ul style="list-style-type: none"> • Limited time to work on presentation (Grant)
Plans <ul style="list-style-type: none"> • Create Presentation (All) • Begin Iteration 3 (All) 	Needs <ul style="list-style-type: none"> • Team will focus on presentation (All)

11/13/2017 - 11/19/2017

Progress <ul style="list-style-type: none"> • Iteration 1 tasks continue to be tested and approved (Sponsors + Grant) • Iteration 2 development will finish this week (All) 	Risks <ul style="list-style-type: none"> • Team members save most of their work for the last week of the iteration (All)
Plans <ul style="list-style-type: none"> • Finish Iteration 2 (All) 	Needs <ul style="list-style-type: none"> • Specific requirements for budget increase request functionality (Austin, Grant, Sponsors)

11/6/2017 - 11/12/2017

Progress <ul style="list-style-type: none">• Iteration 1 tasks continue to be tested and approved (Sponsors + Grant)• Iteration 2 development continues into week 3 (All)	Risks <ul style="list-style-type: none">• Team members save most of their work for the last week of the iteration (All)• Issues with production update (Grant)
Plans <ul style="list-style-type: none">• Update production with PR field entry fix (Grant)• Continue iteration 2 development (All)	Needs <ul style="list-style-type: none">• Specific requirements for budget increase request functionality (Austin, Grant, Sponsors)

10/30/2017 - 11/5/2017

Progress <ul style="list-style-type: none">• Beginning Sponsor Sign-off on Iteration 1 tasks (All + Sponsors)• Iteration 2 development (All)	Risks <ul style="list-style-type: none">• Leftover Iteration 1 testing delays Iteration 2 development (All)
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	<ul style="list-style-type: none"> • Only one large task besides 1.1, split up amongst 3 members? (All) • External priorities delay development (All)
Plans <ul style="list-style-type: none"> • Enable Sponsor Testing (All) • Clean up Iteration 1 tasks (All) • Receive Sponsor Sign-off on all Iteration 1 tasks (All) • Begin development on Iteration 2 tasks (All) 	Needs <ul style="list-style-type: none"> • Sponsor Sign-off on tasks (Grant + All)

10/23/2017 - 10/29/2017

Progress <ul style="list-style-type: none"> • Finishing up Iteration 1 development (All) • Beginning Sponsor Signoff on Iteration 1 tasks (All + Sponsors) • Starting Iteration 2 development (All) 	Risks <ul style="list-style-type: none"> • Leftover Iteration 1 tasks delay Iteration 2 development (All) • Feedback from Sponsor Review delays Iteration 2 development (All) • External priorities delay development (All)
Plans <ul style="list-style-type: none"> • Clean up Iteration 1 tasks (All) • Receive Sponsor Signoff on all Iteration 1 tasks (All) 	Needs <ul style="list-style-type: none"> • Sponsor Signoff on tasks (Grant + All)

<ul style="list-style-type: none"> • Begin development on Iteration 2 tasks (All) 	
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10/16/2017 - 10/22/2017

<p>Progress</p> <ul style="list-style-type: none"> • Continuing Iteration 1 Development (All) • Local Environment Development Has Stalled (Ben + Grant) 	<p>Risks</p> <ul style="list-style-type: none"> • Local Environment Setup was a massive timesink (~25-30 hours of development time), and hasn't worked so far. (Ben + Grant) • Iteration 1 development is still well below what's expected entering the last week (All) • Development is hampered by the lack of local environment (All) • Difficulties still exist pushing code to the testing server (All)
<p>Plans</p> <ul style="list-style-type: none"> • Attempt to Finish Iteration 1 (All) 	<p>Needs</p> <ul style="list-style-type: none"> • More time logged to tasks (All) • Finishing touches on ability to move code to staging (Ben)

10/9/2017 - 10/15/2017

<p>Progress</p> <ul style="list-style-type: none"> • Continuing Iteration 1 Development (All) • Progress Made with Getting Local Environment Working (Grant) 	<p>Risks</p> <ul style="list-style-type: none"> • Local Environment Setup Continues to be a Chore, Hampers Development (Grant) • Other Class Commitments Limit Development Time (All) • Longer Iteration Time Means More Last-Minute Work (All) • Not Many Hours have been Logged the First Half of Iteration 1 (All) • No Tasks have been Officially Closed as of Week 3 Start (All)
<p>Plans</p> <ul style="list-style-type: none"> • Continue Iteration 1 Development (All) • Get Local Environment Fully Functional (Grant) 	<p>Needs</p> <ul style="list-style-type: none"> • A Better Local Environment Setup (Grant) • More Time Logged to Tasks (All)

10/2/2017 - 10/8/2017

<p>Progress</p> <ul style="list-style-type: none"> • Continuing Iteration 1 Development (All) • Code Access Granted to All Developers (Ben) 	<p>Risks</p> <ul style="list-style-type: none"> • Local Environment Setup Continues to be a Chore, Hampers Development (Grant) • Other Class Commitments Limit Development Time (All)
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<ul style="list-style-type: none"> • Version Control Standards Established (Grant) 	<ul style="list-style-type: none"> • Longer Iteration Time Means More Last-Minute Work (All)
<p>Plans</p> <ul style="list-style-type: none"> • Continue Iteration 1 Development (All) • Try to Find Usable Local Environment Setup (Grant) 	<p>Needs</p> <ul style="list-style-type: none"> • A Better Local Environment Setup (Grant)

9/25/2017 - 10/1/2017

<p>Progress</p> <ul style="list-style-type: none"> • Domain Model Finished (Austin, Ryan) • Iteration 1 Started (All) 	<p>Risks</p> <ul style="list-style-type: none"> • Local-Machine Testing is proving to be incredibly tricky • Mis-estimation of hours for each task due to lack of code understanding • Overcommitment for this iteration
<p>Plans</p> <ul style="list-style-type: none"> • Establish Development Procedures & Practices (All) • Begin Iteration 1 Development (All) 	<p>Needs</p> <ul style="list-style-type: none"> • Consensus on what bug-tracking tool to use (All) • Clarification on tasks as needed from the sponsors (Dr. DeBartolo & Ms. Fisher)

9/18/2017 - 9/24/2017

Progress <ul style="list-style-type: none">• Process & Project Plan Created (Grant & Ryan)• Domain Model (Austin & Ryan)• Schedule Created (Team)	Risks <ul style="list-style-type: none">• Sponsors Object to Process & Project Plan• Initial development time estimates for tasks could be off
Plans <ul style="list-style-type: none">• Begin First Iteration (Team)	Needs <ul style="list-style-type: none">• Lost access to shared account on Nitron (Kurt)

9/10/2017 - 9/17/2017

Progress <ul style="list-style-type: none">• Project Synopsis Written (Ryan)• Rough WBS Created (Grant)• Blog Site Ported to SE Department Servers (Ben)• Unsuccessfully searched for prior teams source code (Austin)	Risks <ul style="list-style-type: none">• Schedule Estimates Incorrect due to lack of experience and knowledge of the current solution• Getting access to the prior team's code takes longer than expected
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Plans

- Cement WBS (Grant)
- Create Tentative Project Plan (Grant)
- Start Domain Model (Austin)

Needs

- Access to the Codebase from ITS