PICS System Improvement - Four-Up Charts

4/9/2018 - 4/15/2018

Progress

- All Required Development Work is Complete (All)
- Progress Continues on Presentation,
 Documentation, VM Testing (All)

Risks

- VM Testing is Still Slow to Come (All)
- Documentation Work is Lacking (Austin, Grant, Ryan)

Plans

- Fix Bug Found by Lab Assistant (Grant)
- Create Script to Import Budgets (Grant)
- Test Virtual Machine (All)
- Documentation (All)

Needs

 Work to Initialize and Continue on all 4 Iteration Objectives (All)

- Iteration 6 Continues (All)
- Documentation Continues (All)
- Testing of Virtual Machine Continues (All)

Risks

- VM Testing is Still Slow to Come (All)
- Documentation Work is Lacking (Austin, Grant, Ryan)

Plans

- Finish Iteration 6 Task (Austin)
- Continue on Documentation (All)
- Test Virtual Machine (All)

Needs

 Work to Initialize and Continue on all 4 Iteration Objectives (All)

3/26/2018 - 4/1/2018

Progress

- Iteration 6 Continues (All)
- Documentation Continues (All)
- Work on Poster Completes (All)
- Testing of Virtual Machine Continues(All)

Risks

- Lot of VM Testing to do (All)
- Poster is Behind (All)

Plans

- Knock out Iteration 6 Task (Austin)
- Continue on Documentation (All)
- Finish Poster (All)
- Test Virtual Machine (All)

Needs

- Bear Down and Complete Poster (All)
- Work to Initialize and Continue on all 4 Iteration Objectives (All)

3/19/2018 - 3/25/2018

Progress

- Iteration 6 Continues (All)
- Documentation Continues (All)
- Work on Poster & Presentation Begins (All)
- Testing of Virtual Machine Begins (All)

Risks

- Lot of VM Testing to do (All)
- Poster has not been Started yet (All)

Plans

- Knock out Iteration 6 Task (Austin)
- Continue on Documentation (All)
- Work on Poster (All)
- Setup Virtual Machine Test Plan (Grant)
- Test Virtual Machine (All)

Needs

 Work to Initialize and Continue on all 4 Iteration Objectives (All)

3/5/2018 - 3/11/2018

ProgressIteration 5 finishes (All)Documentation Work Continues (All)	 Risks Iteration 5 work has been slow (All) Documentation work is slow to start (All)
Plans • Finish Iteration 5 (All) • Work on Documentation (All)	Needs • Iteration 5 to finish strong (All)

2/26/2018 - 3/4/2018

ProgressIteration 5 continues (All)Documentation Work Continues (All)	 Risks Potential for bugs in Iteration 4 work (All) Documentation work is slow to start (All)
PlansWork on iteration 5 (All)Work on Documentation (All)	Needs • Documentation work to begin quickly (All)

2/19/2018 - 2/25/2018

ProgressIteration 5 continues (All)Documentation Work Begins (All)	Risks • Potential for bugs in Iteration 4 work (All)
 Plans Work on iteration 5 (All) Work on Documentation (All) Test Iteration 4 work with lab assistants (All) 	 Needs Testing to begin in earnest on Iteration 4 tasks (All) Documentation work to begin quickly (All)

2/12/2018 - 2/18/2018

ProgressIteration 5 begins (All)	Risks • Potential for bugs in Iteration 4 work (All)
 Plans Begin Iteration 5 development (All) Test Iteration 4 work with lab assistants (All) 	 Needs Testing to begin in earnest on Iteration 4 tasks (All) Iteration 5 work to begin asap

2/5/2018 - 2/11/2018

 Progress Finishing Iteration 4 Development (All) End User Testing Sessions have been Kicked Off (All) 	Risks • Still a good amount of work to finish on Iteration 4 (Austin, Ryan)
Plans • Finish Iteration 4 tasks on time (All)	Needs • Iteration 4 tasks to complete on time (All)

1/29/2018 - 2/4/2018

Progress	Risks
Continuing Iteration 4 development (All)	 Bug fixes from previous releases make this iteration our heaviest hours-wise yet (Grant) Estimates could be wildly off in terms of building a brand new module in this system (All)

	 Testing remains slow, and may be an issue considering the amount of new code that was written for this budget module.
 Plans Work on Iteration 4 (All) Work w/ sponsors to establish on-site testing times (Grant) 	 Needs Iteration 4 development to continue in earnest (All) Developer testing on iteration 4 work to start ASAP (All)

1/22/2018 - 1/28/2018

Progress • Continuing Iteration 4 development (All)	 Risks Bug fixes from previous releases make this iteration our heaviest hours-wise yet (Grant) Estimates could be wildly off in terms of building a brand new module in this system (All)
 Plans Work on Iteration 4 (All) Work w/ sponsors to establish on-site testing times (Grant) 	Needs • Iteration 4 development to continue in earnest (All)

1/16/2018 - 1/21/2018

Progress • Starting Iteration 4 development (All)	 Risks Bug fixes from previous releases make this iteration our heaviest hours-wise yet (Grant) Estimates could be wildly off in terms of building a brand new module in this system (All)
 Plans Work on Iteration 4 (All) Work w/ sponsors to establish new meeting time (Grant) Develop new meeting agenda that incorporates testing (Grant) 	Needs • Iteration 4 development to begin early (no procrastination!) (All)

12/18/2017 - 12/24/2017

- Finishing Iteration 3 Development (All)
- Virtual Machine environment is spun up, working out kinks (Ben)

Risks

• Issues with virtual machine (Ben)

Plans

- Finish any leftover iteration 3 tasks (All)
- Work w/ sponsors to facilitate acceptance testing efforts (Grant)
- Begin vacation (All)

Needs

- 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

Progress

- Finishing Iteration 3 Development (All)
- Virtual Machine environment is spun up, working out kinks (Ben)

Risks

- Issues with virtual machine adaptation (Ben)
- Lack of iteration 3 progress (All)

Plans

- Finish iteration 3 development (All)
- Work w/ sponsors to facilitate acceptance testing efforts (Grant)

Needs

 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

Progress

- Iteration 3 development, week 3 (All)
- Virtual Machine environment is spun up (Ben)

Risks

- Issues with virtual machine adaptation (Ben)
- Lack of iteration 3 progress, due to the team focusing on the presentation (All)

Plans

- Continue iteration 3 development (All)
- Pitch virtual environment solution to sponsors (Ben, All)

Needs

- Iteration 3 development to continue(All)
- Sponsor sign off on virtual machine adaptation (Ben, Grant)

11/27/2017 - 12/3/2017

Risks Progress • Iteration 3 development (All) • Limited time to work on • Interim Presentation on Thursday, presentation (Grant) 11/30 (All) • Lack of presentation preparation • Lack of iteration 3 progress, due to the team focusing on the presentation (All) **Plans Needs** • Finalize, practice presentation (All) • Team will focus on presentation (All) • Continue iteration 3 development

11/20/2017 - 11/26/2017

Progress

(All)

- Iteration 2 Development has Finished (All)
- Iteration 3 Development Begins (All)
- Presentation Prep Begins (All)

Risks

Limited time to work on presentation (Grant)

Plans	Needs
-------	-------

- Create Presentation (All)
- Begin Iteration 3 (All)

• Team will focus on presentation (All)

11/13/2017 - 11/19/2017

 Progress Iteration 1 tasks continue to be tested and approved (Sponsors + Grant) Iteration 2 development will finish this week (All) 	Risks • Team members save most of their work for the last week of the iteration (All)
Plans • Finish Iteration 2 (All)	Needs • Specific requirements for budget increase request functionality (Austin, Grant, Sponsors)

11/6/2017 - 11/12/2017

- Iteration 1 tasks continue to be tested and approved (Sponsors + Grant)
- Iteration 2 development continues into week 3 (All)

Risks

- Team members save most of their work for the last week of the iteration (All)
- Issues with production update (Grant)

Plans

- Update production with PR field entry fix (Grant)
- Continue iteration 2 development (All)

Needs

 Specific requirements for budget increase request functionality (Austin, Grant, Sponsors)

10/30/2017 - 11/5/2017

Progress

- Beginning Sponsor Sign-off on Iteration 1 tasks (All + Sponsors)
- Iteration 2 development (All)

Risks

- Leftover Iteration 1 testing delays Iteration 2 development (All)
- Only one large task besides 1.1, split up amongst 3 members? (All)
- External priorities delay development (All)

Plans

- 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

 Sponsor Sign-off on tasks (Grant + All)

10/23/2017 - 10/29/2017

Progress

- Finishing up Iteration 1 development (All)
- Beginning Sponsor Signoff on Iteration 1 tasks (All + Sponsors)
- Starting Iteration 2 development (All)

Risks

- Leftover Iteration 1 tasks delay Iteration 2 development (All)
- Feedback from Sponsor Review delays Iteration 2 development (All)
- External priorities delay development (All)

Plans

- Clean up Iteration 1 tasks (All)
- Receive Sponsor Signoff on all Iteration 1 tasks (All)
- Begin development on Iteration 2 tasks (All)

Needs

Sponsor Signoff on tasks (Grant + All)

10/16/2017 - 10/22/2017

Progress

- Continuing Iteration 1 Development (All)
- Local Environment Development Has Stalled (Ben + Grant)

Risks

- 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)

Plans

• Attempt to Finish Iteration 1 (All)

Needs

- More time logged to tasks (All)
- Finishing touches on ability to move code to staging (Ben)

10/9/2017 - 10/15/2017

- Continuing Iteration 1 Development (All)
- Progress Made with Getting Local Environment Working (Grant)

Risks

- 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)

Plans

- Continue Iteration 1 Development (All)
- Get Local Environment Fully Functional (Grant)

Needs

- A Better Local Environment Setup (Grant)
- More Time Logged to Tasks (All)

10/2/2017 - 10/8/2017

Progress

- Continuing Iteration 1 Development (All)
- Code Access Granted to All Developers (Ben)

Risks

- Local Environment Setup Continues to be a Chore, Hampers Development (Grant)
- Other Class Commitments Limit Development Time (All)

Version Control Standards Established (Grant)	 Longer Iteration Time Means More Last-Minute Work (All)
Plans	Needs
 Continue Iteration 1 Development (All) Try to Find Usable Local Environment Setup (Grant) 	A Better Local Environment Setup (Grant)

9/25/2017 - 10/1/2017

Progress	Risks
 Domain Model Finished (Austin, Ryan) Iteration 1 Started (All) 	 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
 Plans Establish Development Procedures & Practices (All) Begin Iteration 1 Development (All) 	 Needs 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 Process & Project Plan Created (Grant & Ryan) Domain Model (Austin & Ryan) Schedule Created (Team) Plans Begin First Iteration (Team) Project Plan Initial development time estimates for tasks could be off Needs Lost access to shared account on Nitron (Kurt)

9/10/2017 - 9/17/2017

Progress

- 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

- 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

Plans

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

Needs

• Access to the Codebase from ITS