PICS System Improvement - Four-Up Charts

2/26/2018 - 3/4/2018

 Progress Iteration 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)	RisksPotential 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

Progress

- 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

Progress

- 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

Progress

- 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