



PICS System Improvement - Four-Up Charts

1/22/2018 - 1/28/2018

Progress <ul style="list-style-type: none">Continuing Iteration 4 development (All)	Risks <ul style="list-style-type: none">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 <ul style="list-style-type: none">Work on Iteration 4 (All)Work w/ sponsors to establish on-site testing times (Grant)	Needs <ul style="list-style-type: none">Iteration 4 development to continue in earnest (All)

1/16/2018 - 1/21/2018

<p>Progress</p> <ul style="list-style-type: none"> Starting Iteration 4 development (All) 	<p>Risks</p> <ul style="list-style-type: none"> 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)
<p>Plans</p> <ul style="list-style-type: none"> Work on Iteration 4 (All) Work w/ sponsors to establish new meeting time (Grant) Develop new meeting agenda that incorporates testing (Grant) 	<p>Needs</p> <ul style="list-style-type: none"> Iteration 4 development to begin early (no procrastination!) (All)

12/18/2017 - 12/24/2017

<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 (Ben)
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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)
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12/11/2017 - 12/17/2017

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 adaptation (Ben) • Lack of iteration 3 progress (All)
Plans <ul style="list-style-type: none"> • Finish iteration 3 development (All) • Work w/ sponsors to facilitate acceptance testing efforts (Grant) 	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)

12/4/2017 - 12/10/2017

Progress <ul style="list-style-type: none">• Iteration 3 development, week 3 (All)• Virtual Machine environment is spun up (Ben)	Risks <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)
Plans <ul style="list-style-type: none">• Continue iteration 3 development (All)• Pitch virtual environment solution to sponsors (Ben, All)	Needs <ul style="list-style-type: none">• Iteration 3 development to continue(All)• Sponsor sign off on virtual machine adaptation (Ben, Grant)

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)
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	<ul style="list-style-type: none"> • 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)	Risks <ul style="list-style-type: none">• Team members save most of their work for the last week of the iteration (All)
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<ul style="list-style-type: none"> Iteration 2 development continues into week 3 (All) 	<ul style="list-style-type: none"> 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) 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)• Begin development on Iteration 2 tasks (All)	Needs <ul style="list-style-type: none">• Sponsor Signoff on tasks (Grant + All)

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)
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	<ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • Continue Iteration 1 Development (All) • Get Local Environment Fully Functional (Grant) 	Needs <ul style="list-style-type: none"> • A Better Local Environment Setup (Grant) • More Time Logged to Tasks (All)

10/2/2017 - 10/8/2017

Progress <ul style="list-style-type: none"> • Continuing Iteration 1 Development (All) • Code Access Granted to All Developers (Ben) • Version Control Standards Established (Grant) 	Risks <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)
Plans <ul style="list-style-type: none"> • Continue Iteration 1 Development (All) 	Needs <ul style="list-style-type: none"> • A Better Local Environment Setup (Grant)

<ul style="list-style-type: none"> • Try to Find Usable Local Environment Setup (Grant) 	
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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
Plans <ul style="list-style-type: none"> • Cement WBS (Grant) • Create Tentative Project Plan (Grant) • Start Domain Model (Austin) 	Needs <ul style="list-style-type: none"> • Access to the Codebase from ITS

