Project Breakdown / Time Management

What is the main objective of the project?

Create an application to model the Mars Rover moving on a rectangular plateau.

What is the main outcome of this project?

Have a better practical understanding of TDD, better comprehension of other people’s ideas, UML diagrams, codes

What are the different sections of this project?

1. Create UML diagram for the model classes (Rover, Plateau, Coordinates etc)

2. Code the classes into C# (use TDD every step of the way)

3. User interface

What is the main technical upskill from this assignment?

UML diagramming, TDD, maybe some graphic visualisation in the console

What interpersonal skills can I develop from this? (Time management, organisation, collaboration, communication etc.)

Time management, organisation, collaboration

How many days will you give yourself to complete this project? (*dependent on the level of the project try to give yourself 1 or 2 days for each section you have listed*)

5 days

On which days will you tackle which section of the project? How long will you spend on each day/area of the project?

Are there areas you think you will struggle in? if so why and how will you support yourself in this?

TDD every step of the way: this is the main challenge of this task so allow myself time to do it properly, talk to cohort if stuck.

Reflections

Did you manage to stay on target? Did you have to move any sections around / give yourself more time?

Reflecting, would you have done anything differently with the approach to the project?

What are the top 3 things you learned from this project?

What problems did you face whilst doing this planning and undertaking this project?

What is the main thing you will do differently when planning/undertaking your next project?