Emergency Team Dispatcher
Iteration 5 Summary

1 Team Members

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2 Summary

This iteration was mainly used to catch up on the time used to produce a deliverable software to the client to replace the throwaway prototype that was produced earlier in the development of the Emergency Team Dispatcher software. A total of 81 story points were produced were completed during this iteration, more than 3 times the 26.5 story points per iteration average before the first release of the software. There are two reasons behind this sharp increase in productivity:

- First, some members finished exams early in the month of December so they were able to dedicate all of their time towards the development of the software.
- Second, there was a lot of weight given for the stories related to the intervention section at the bottom of the window, and this section was focused on by several developers and completed all at once. It is worth noting that the predicted weight was very accurate. This statement is confirmed by the fact that those 81 story points were completed in exactly 81.5 coding-hours indicating that no adjustments have to be brought to future story-points estimates.

On a more global level, resulting from the big advance made during this iteration, the date of completion of the software has moved up by more than 4 weeks. By our estimates and expectations, the whole software project as it currently stands will be completed by the beginning of March including the development of the software (that should be completed by mid-February) and extensive testing (Alpha and Beta) of the software (that should be completed within 2-3 weeks of the end of development).

Marking the end of the iteration, a meeting with the client was arranged and took place on Sunday December 21st. Overall, the feedback that was given to us by the client is very positive and he was extremely happy with the progress that was made. In addition to all the specific tweaks requested by the client while he was using our software, some of the broader subjects that were discussed with the client:

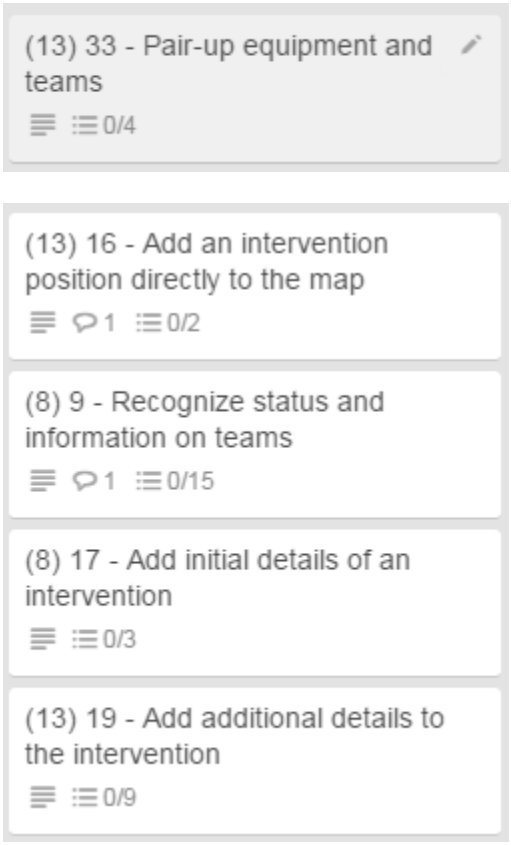
- More than 7 people have agreed to run a simulation to test the efficiency of the software compared to its paper-based predecessor. A side-by-side comparison will be recorded and

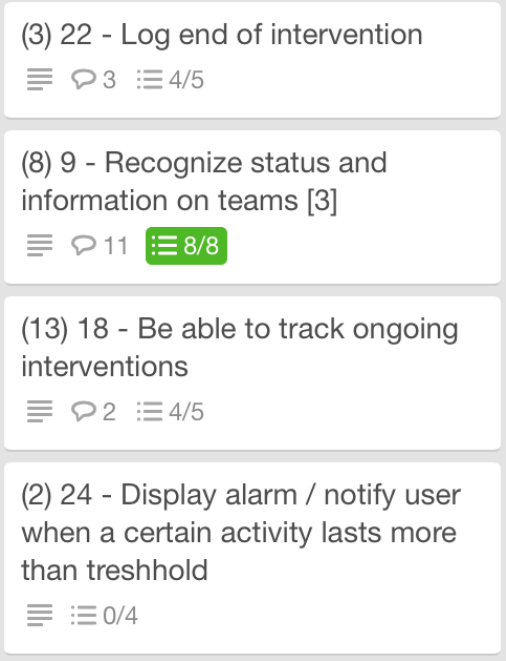
statistics will be extracted to discover the weaknesses of the system. Some tentative dates at the end of January were considered.

- Due to the fact that the software will be completed ahead of schedule, some possible additions to the software were discussed such as a database of all the volunteers in this service (SPS), or even GPS tracking of the teams using Android and iPhone applets that will communicate with the main software and relay the teams position at a certain frequency. The feasibility (especially using our time constraints as full-time students) of those possible additions will be studied and only upon prior unanimous agreement by all the team-members that a commitment will be made with the client. A consensus should be reached by the end of February.

Iteration #6 has started and a similar relatively high velocity should be expected at the end of this iteration as all the team-members have completed their exams and are dedicating all of their free time developing the software.

3 Story Map for Iteration 5





4 Story Summaries

Story # 33: As a user, I want to be able to pair-up equipment and teams, so that I'll know which team in possession of which piece of equipment throughout the operation.
Feature :
Points: 13, Priority: High , Risk: High
Summary: Overlapping a team and an equipment should pair them (drag and drop). Pairing will add the equipment tag onto the teams bubble. Un-pairing should be done by clicking the equipment on the teams bubble. QA done for this story.

Story #16 : As a user, I want to be able to add an interventions position directly to the map, so that I'll be able to visually identify the closest team to the interventions position.
Feature :Start the process of adding an intervention
Points:13, Priority: HIgh, Risk: Medium
Summary : Adding of the icon to the map so that users are able to identify where the intervention is taking place. Should not overlap with any other item on the map. Should initiate a new intervention form. QA done for this story.

Story #9 : As a user, I want to be able to visually identify the status, level of training, and equipment carried by any given team, so that I'll be able to quickly identify the team that has the necessary requirements for an intervention or a backup request, without linearly going through all the teams information.
Feature :
Points:8, Priority: Medium, Risk: Medium
Summary : The software should make use of color, shape, and border to identify the information on the team. The colors, shapes, and borders should be different enough to be able to easily and quickly identify the information on the team. QA done for this story.

Story #17 : As a user, I want to be able to input the initial details of an intervention upon its creation such as who called the intervention, where is it, and what was it declared as, so that a log of the intervention is created with initial reported details.
Feature :
Points:8, Priority: Medium, Risk: Low
Summary : Should be initiated after the addition of the interventions position to the map. Should be skippable in case of high demand (non-modal). QA done for this story.

Story #19 : As a user, I want to be able to add additional details to the intervention such as the priority code of the intervention, the gender and age of the patient, the classification under which this intervention falls in, as well as any other pertinent information, so that the intervention is completely documented for future use or review.
Feature :
Points:13, Priority: Medium, Risk: Medium

Summary : Appears when intervention is clicked (either in the active intervention section or on the map). User is able to easily hide (non-modal). Information is inputted using the best method possible (text, scrollable list, radio buttons, etc.). QA done for this story.

Story #22 : As a user, I want to be able to log the end of the intervention, so that all the details relating to the intervention completed thus removing it from the ongoing interventions list.
Feature :
Points:3, Priority: Medium, Risk: Medium
Summary : Removes interventions from the active interventions and adds it to completed interventions. Is skippable (non-modal). QA done for this story.

Story #18 : As a user, I want to be able to track all the ongoing interventions, so that I can identify the needs and/or the resources that are busy with the intervention.
Feature :
Points:13, Priority: Medium, Risk: Medium
Summary : Section at the bottom of the application that tracks the on-going interventions. It is visible to the user at all times. Queue of only active interventions (interventions that are done are removed from the queue). Displays basic information of the intervention and relevant timers. QA done for this story.

Story #24 : As a user, I want to have a visual alarm or notification displayed to me when a certain activity lasts more than its preset threshold, so that I would remember to take corrective actions to fix this problem.

Feature :
Points:2, Priority: Low, Risk: Low
Summary : Alarm is visually obvious and alerts user when they surpass the preset threshold. Acts on only the relevant timers. QA done for this story.

5 Class Diagram