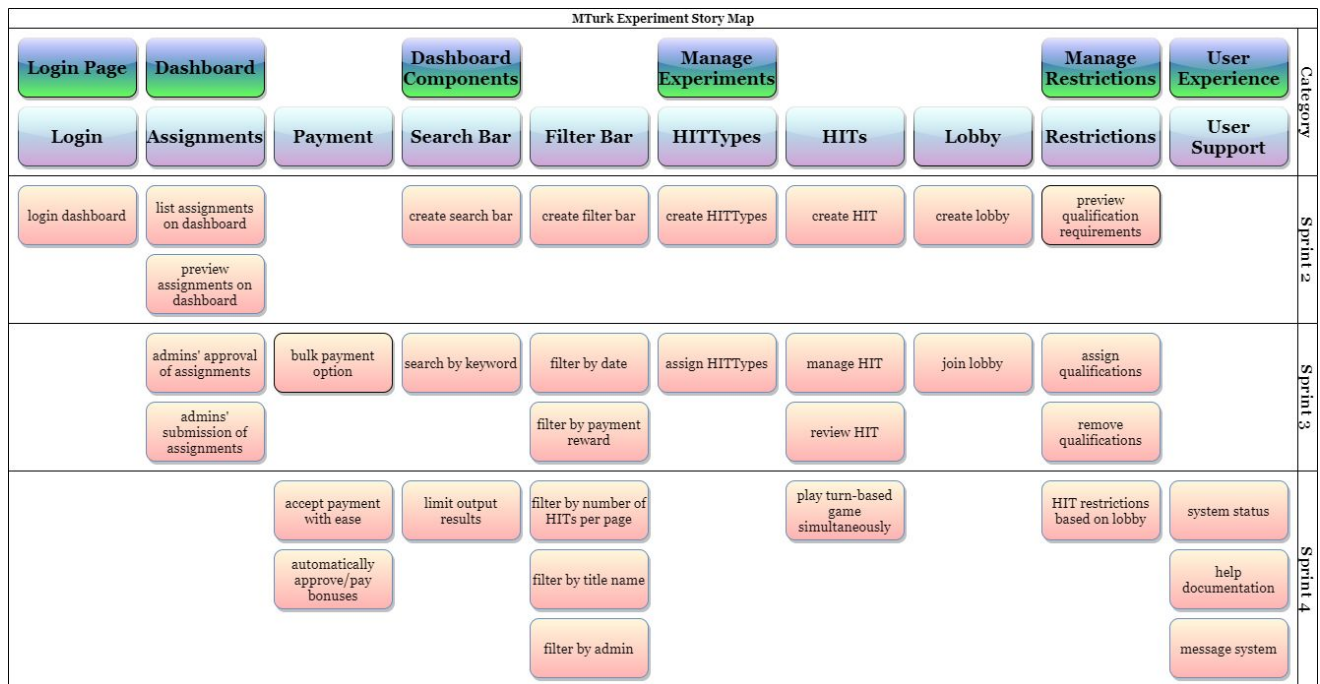# MTurk Framework Project Management Document

By **Akshat, Jay, Jonathan, Muhammad, Walker, Xinjian**

February 6, 2021
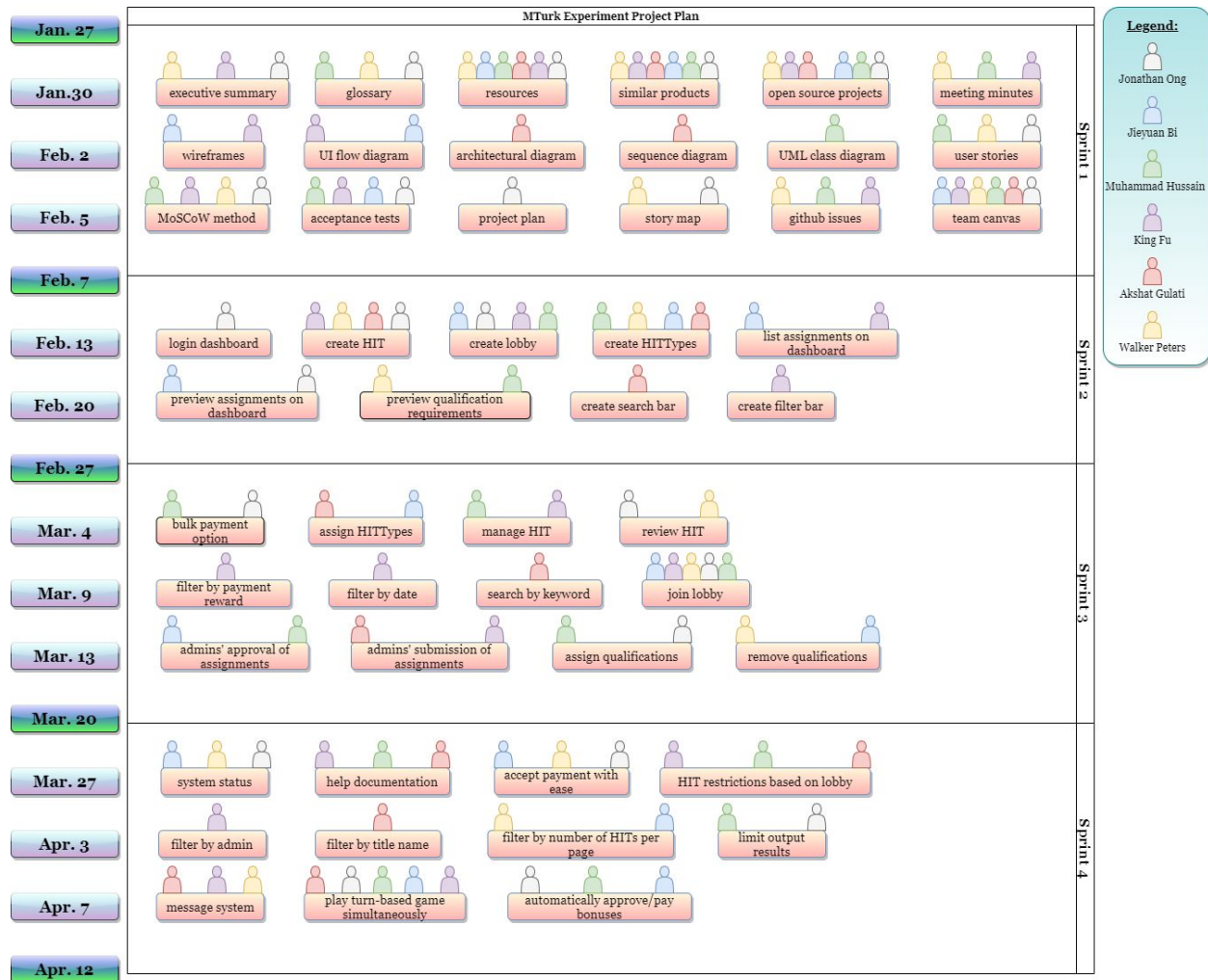
Story Map

This is the story map that lays out our goals for each sprint.

MTurk Experiment Story Map

Category	Login Page	Dashboard		Dashboard Components		Manage Experiments			Manage Restrictions	User Experience
	Login	Assignments	Payment	Search Bar	Filter Bar	HITTypes	HITs	Lobby	Restrictions	User Support
Sprint 2	login dashboard	list assignments on dashboard; preview assignments on dashboard		create search bar	create filter bar	create HITTypes	create HIT	create lobby	preview qualification requirements	
Sprint 3		admins' approval of assignments; admins' submission of assignments	bulk payment option	search by keyword	filter by date; filter by payment reward	assign HITTypes	manage HIT; review HIT	join lobby	assign qualifications; remove qualifications	
Sprint 4			accept payment with ease; automatically approve/pay bonuses	limit output results	filter by number of HITs per page; filter by title name; filter by admin		play turn-based game simultaneously		HIT restrictions based on lobby	system status; help documentation; message system

Project Plan

This is the project plan that specifies dates that we plan to implement features by, and who is assigned to each said feature.

MTurk Experiment Project Plan

Dates (left axis):
- Jan. 27
- Jan. 30
- Feb. 2
- Feb. 5
- Feb. 7
- Feb. 13
- Feb. 20
- Feb. 27
- Mar. 4
- Mar. 9
- Mar. 13
- Mar. 20
- Mar. 27
- Apr. 3
- Apr. 7
- Apr. 12

Sprint 1
- executive summary
- glossary
- resources
- similar products
- open source projects
- meeting minutes
- wireframes
- UI flow diagram
- architectural diagram
- sequence diagram
- UML class diagram
- user stories
- MoSCoW method
- acceptance tests
- project plan
- story map
- github issues
- team canvas

Sprint 2
- login dashboard
- create HIT
- create lobby
- create HITTypes
- list assignments on dashboard
- preview assignments on dashboard
- preview qualification requirements
- create search bar
- create filter bar

Sprint 3
- bulk payment option
- assign HITTypes
- manage HIT
- review HIT
- filter by payment reward
- filter by date
- search by keyword
- join lobby
- admins' approval of assignments
- admins' submission of assignments
- assign qualifications
- remove qualifications

Sprint 4
- system status
- help documentation
- accept payment with ease
- HIT restrictions based on lobby
- filter by admin
- filter by title name
- filter by number of HITs per page
- limit output results
- message system
- play turn-based game simultaneously
- automatically approve/pay bonuses

Legend:
- Jonathan Ong
- Jieyuan Bi
- Muhammad Hussain
- King Fu
- Akshat Gulati
- Walker Peters

Team Canvas

Most important things to talk about in the team to make sure your work as a group is productive, happy and stress-free.
Instructions: http://theteamcanvas.com/use/

Team name The Turksters   **Date** 6 Feb 2021

PEOPLE & ROLES
What are our names and the roles we have in the team?

- Akshat Gulati: Full Stack Developer
- Jieyuan Bi: Frontend developer
- Jonathan Ong: Frontend developer, UI/UX designer
- King Fu: Backend Developer
- Muhammad Mezhar Hussain: Full Stack Developer, QA Engineer
- Walker Peters: Project Manager, DevOps Eng

What are we called as a team?

The Turksters

COMMON GOALS
What you as a group really want to achieve? What is our key goal that is feasible, measurable and time-bounded?

- Have a functional framework by the end of the term
- Learning and adapting to new challenges (i.e., Django)
- Build skills related to working in a team
- To rely and trust with one another
- To have clarity on things we might question

PERSONAL GOALS
What are our individual personal goals? Are there personal agendas that we want to open up?

- Gain experience working with a real client in a team setting
- Understand Django Framework
- Learn full stack development
- Learn about web development tools
- Gain experience working on a real project
- To gain acquired knowledge and use it effectively in the future
- Learn how to work with an API
- Having the motivation and the means of achieving my goal

PURPOSE
Gain experience and knowledge while creating a framework that makes the lives of Turkers easier

Why we are doing what we are doing in the first place?

VALUES
What do we stand for? What are guiding principles? What are our common values that we want to be at the core of our team?

- Respect
- Integrity
- Open-mindedness
- Dedication
- Honesty
- Flexibility

NEEDS & EXPECTATIONS
What each one of us needs to be successful? What are our personal needs towards the team to be at our best?

- Clear tasks for every team member
- Open communication
- Accountability
- Support and collaboration
- Same understanding of the requirements
- Equal involvement
- Ask/answer any questions
- Frequent meetings with client

RULES & ACTIVITIES
What are the rules we want to introduce after doing this session? How do we communicate and keep everyone up to date? How do we make decisions? How do we execute and evaluate what we do?

- Submit any deliverables on time
- Communication via Discord
- Weekly meetings
- Github for version control
- Google Drive for file sharing
- Meeting minutes after each call
- Accomplish set tasks
- Ease of sharing information with team
- Help out one another if needed
- Stand-ups at meetings
- Give/provide feedback

STRENGTHS & ASSETS
What are the skills we have in the team that will help us achieve our goals? What are interpersonal/soft skills that we have? What are we good at, individually and as a team?

- Unique varied set of programming languages
- Existing code can be reused
- There is a starting point
- Great communication within the team
- Diversified set of skills and experience
- Diverse group

WEAKNESSES & RISKS
What are the weaknesses we have, individually and as a team? What our teammates should know about us? What are some obstacles we see ahead us that we are likely to face?

- Legacy code can bring problems
- Working around everyone's schedule
- Novice in django
- Detailed understanding of existing systems is required
- Some pieces of existing systems may need redesign