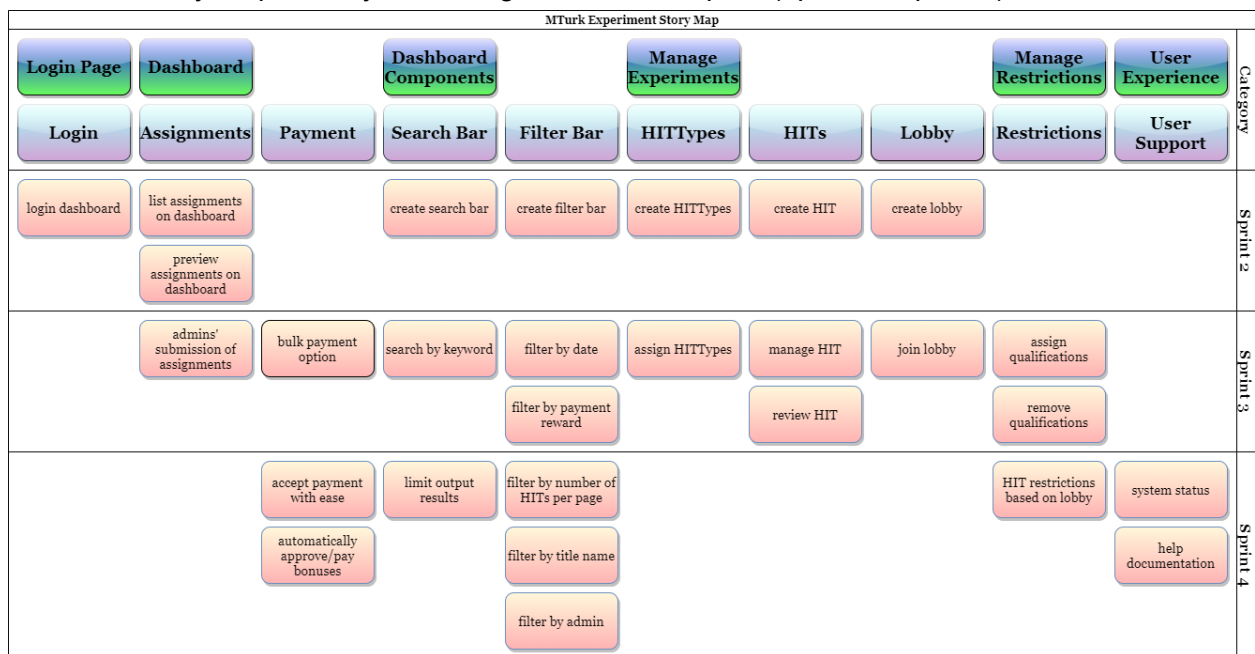


MTurk Framework Project Management Document

By Akshat, Jay, Jonathan, Muhammad, Walker, Xinjian
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Story Map

This is the story map that lays out our goals for each sprint (updated Sprint 2).



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 (updated in Sprint 2).



Team Canvas

We are adding a comment to address the legacy code mentioned below (since it was asked about in Sprint 1, and we have lost the original team canvas file). This is a bit of a mistype as the code we are referring to is old JavaScript code that Daniel worked on when attempting to develop this app using Turkserver. It is not legacy code per se, but code that we must port over to work with our new proposed application.

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 Date

PEOPLE & ROLES What are our names and the roles we have in the team? <div><div>Akshat Gulati: Full Stack Developer</div><div>Jieyuan Bi: Frontend developer, UI/UX designer</div><div>Jonathan Ong: Frontend developer, UI/UX designer</div><div>King Fui: Backend Developer</div><div>Muhammad Mazhar Hussain: Full Stack Developer, QA Engineer</div><div>Walker Peters: Project Manager, DevOps Eng</div></div> What are we called as a team? <div>The Turksters</div>	COMMON GOALS What do you as a group really want to achieve? What is our key goal that is feasible, measurable and time-bounded? <div><div>Have a functional framework by the end of the term</div><div>Learning and adapting to new challenges (i.e., Django)</div><div>Build skills related to working in a team</div><div>To rely and trust with one another</div><div>To have clarity on things we might question</div></div>	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? <div><div>Respect</div><div>Integrity</div><div>Open-mindedness</div><div>Dedication</div><div>Honesty</div><div>Flexibility</div></div>	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? <div><div>Submit any deliverables on time</div><div>Communication via Discord</div><div>Weekly meetings</div><div>GitHub for version control</div><div>Google Drive for file sharing</div><div>Meeting minutes after each call</div><div>Accomplish set tasks</div><div>Ease of sharing information with team</div><div>Help out one another if needed</div><div>Stand-ups at meetings</div><div>Give/provide feedback</div></div>
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? <div><div>Unique varied set of programming languages</div><div>Existing code can be reused</div><div>There is a starting point</div><div>Great communication within the team</div><div>Diversified set of skills and experience</div><div>Diverse group</div></div>	PURPOSE Why are we doing what we are doing in the first place? <div>Gain experience and knowledge while creating a framework that makes the lives of Turksters easier</div>	NEEDS & EXPECTATIONS What each one of us needs to be successful? What are our personal needs towards the team to be at our best? <div><div>Clear tasks for every team member</div><div>Open communication</div><div>Accountability</div><div>Support and collaboration</div><div>Some understanding of the requirements</div><div>Equal involvement</div><div>Ask/answer any questions</div><div>Frequent meetings with client</div></div>	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 of us that we are likely to face? <div><div>Legacy code can bring problems</div><div>Working around everyone's schedule</div><div>Novice in django</div><div>Detailed understanding of existing systems is required</div><div>Some pieces of existing systems may need redesign</div></div>

Team Canvas by theteamcanvas.com. Created by Alexey Ivanov, Dmitry Voloshchuk
Team Canvas is inspired by Business Model Canvas by Strategyzer.

Version 0.8 | theteamcanvas.com

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