

Project Phase #2 Report

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State of the Project

As of now, the team has completed the project's 1st iteration and we are going at a good pace to finish the 2nd iteration by the end of this week (Oct. 13-19). We are not following the original release plan from our Phase 1. After receiving some feedback for Phase 1, our team has decided that we need to modify our User Stories and create a new release plan so that we will have a better foundation for our project. We have revised all of our User Stories and completely changed our Release Plan.

After rebuilding the previous elements from Phase 1, the team worked together to create a Burndown Chart and an Iteration Plan based on the new Release Plan. We have also created a Task Board which our team actively uses to keep track of the User Stories, Burndown Chart, tasks to do and completed tasks.

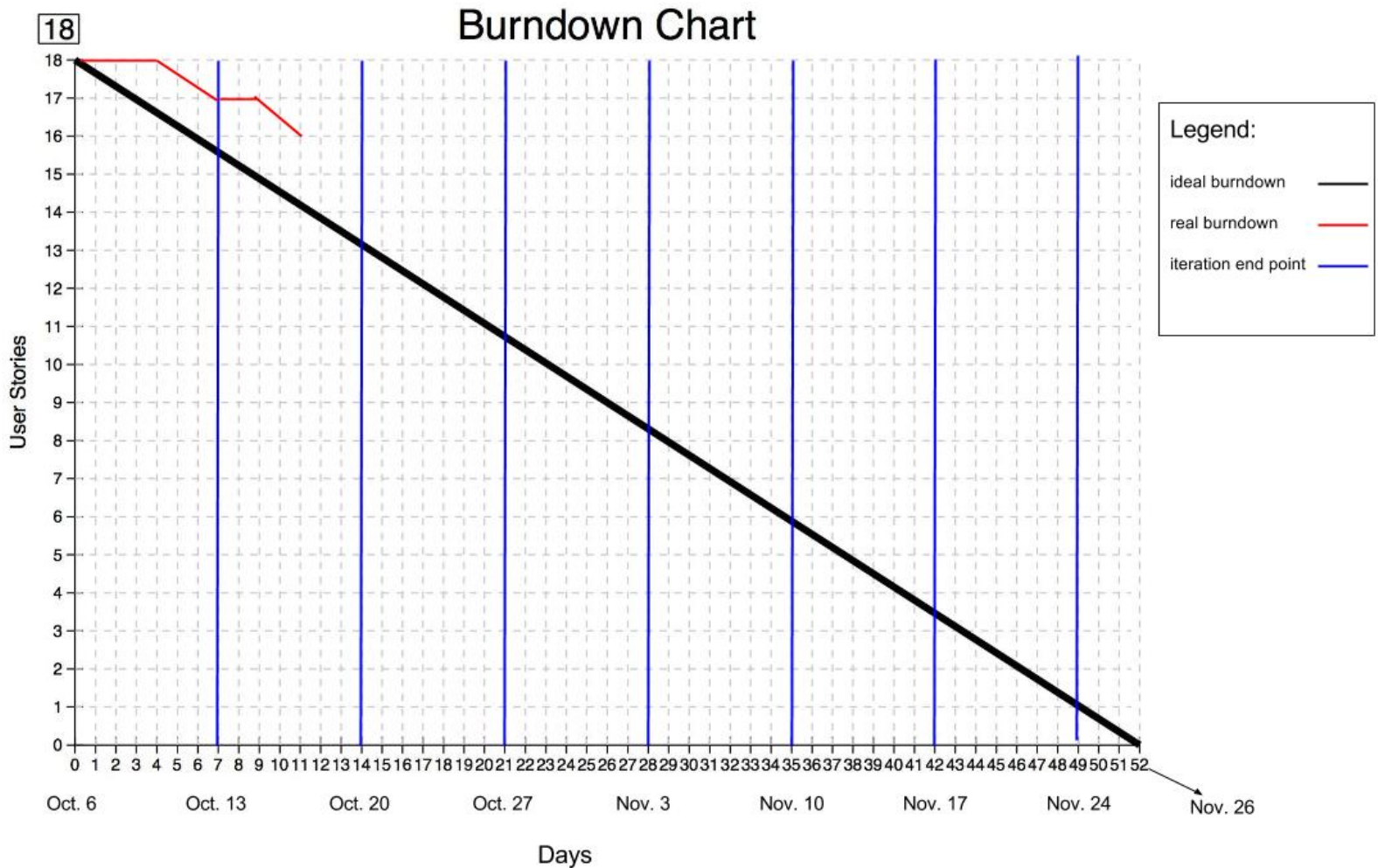
When the team started programming in the 1st iteration, we have agreed that it will consume too much time if everyone were to learn every aspect of the technologies we planned to use for our project. So our team was split up into three divisions of labour, User Interface, Parser and Database. We started out slow due to time management and research materials but we were able to get all of the tasks done with an exception of one task. We had underestimated the time it would take to complete that task. When planning for our 2nd iteration, we created a plan to include the task we couldn't complete from the previous iteration and balanced the work load. Overall, the team has great synergy and cooperation. Because of that, our project is going smoothly and work is getting done at a good rate by following the newly created release plan.

Iteration Plan and Task Board

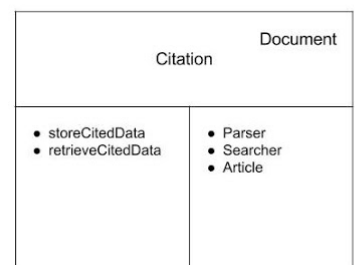
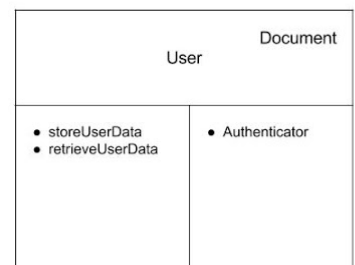
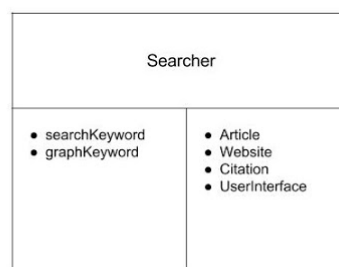
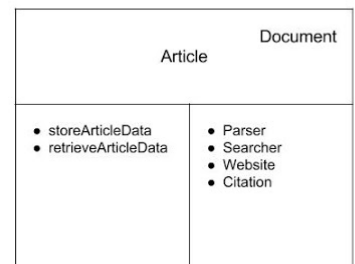
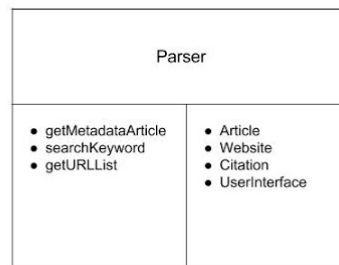
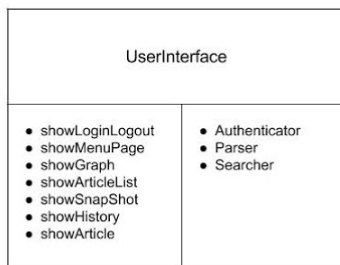
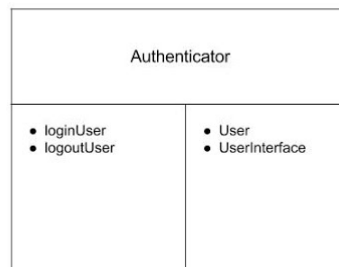
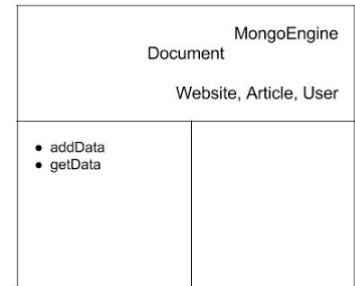
Our team uses a virtual task board, on Trello website.

We have sent an invitation to the email, festrada@utsc.utoronto.ca.

Burndown Chart



CRC Model



Improving Phase 1

Our team uses a virtual task board, on Trello website.

We have sent an invitation to the email, festrada@utsc.utoronto.ca.

Revised User Stories and Release Plan are on the Trello website

Personas are in the next four pages.

Rod Harper



Rod Harper is a 36 year old linguistic anthropologist broadly interested on working in transnationalism and diaspora; in Israel and in the Middle East. He is a friendly and outgoing person. Out of his work, he also delights to share his rigorous as well as creative thoughts and arguments with his students, colleagues and friends. In addition, he is not afraid to share adverse opinions, Rod always loves to listen to different ideas and have a deep discussion. Rod received his PhD in Anthropology and Linguistics from the University of Chicago in

2010, and he is an Assistant Professor of Anthropology at the University of Toronto. The projects that Rod has done and work in progress are based on extensive ethnographic, archival and linguistic fieldwork in Israel and Palestine. The following is a list of his projects:

1. History, Settlement and Territoriality in East Jerusalem
2. Noncitizen Latinos in Israel: Domesticity and Publicity
3. Mediating Israel to a Global Public: News, Translation and Transnational Circulation

For his third project, Rod would like to use an information search system to collect all the Israeli English-language news, referenced a number of global news sources which he is interested in. In order to recognize the relationships collected news sources, Rod prefer a visualization to display it.

Rod has good computer search skills he has tried search engines like Google and Bing, but the conclusions and results were not sufficient for his research. He is also comfortable to use applications in his smart-phone.

Persona (Library Programmer)

Mary Renko



Mary Renko is a 29 year old Systems Programmer. She has an interest in computer systems and designing web pages. She is a very outgoing and active person, being the one that initiates projects done at her workplace. Outside of work she seeks to expand her knowledge of various topics in computer science and is very up to date with the latest advances in electronic engineering due to her subscription

to IEEE. She is very open to discussions about what she's learned and is not afraid to share her honest ideas when challenged about them.

Mary received her Bachelor's degree for Computer Science at the Humboldt University of Berlin and received her M.S for Systems Engineering at the Kyoto University. She now works as part of a team of systems programmers at the library of University of Waterloo. She also works as a freelance software developer in her spare time.

Mary is currently not in any relationships. However she is close friends with Han Arkham, who is also the head librarian at the library where Mary works. The projects has and is currently working on involve building and maintaining software systems for various organizations. She has worked the following projects: Systems Engineer for the database of virus definitions for Kaspersky Labs, Support Technician the security system at the ROM, Technical Engineer for the Avogadro Project, and Systems Manager for the library of University of Waterloo.

The library has tasked Mary to transfer the data from the previous database into the database the library will acquire. She would like that the transfer process be as simple and with the least amount of data loss as possible. Preferably she would like that the new database be easy to use and have compatibility with a wide variety of data types. She would also like to be able to work with the system directly as an administrator to make changes and fixes to the system.

Mary is proficient with working through an application or even with the code directly. However she would like the application to be easy to use for the sake of efficiency.

Persona (Librarian)

Karen Staph



Karen Staph is a 35 year old librarian. She has an energetic personality who is very energetic and happy. She is service oriented, enthusiastic and idealistic about new technology and has a lot of hope for what technology is going to do for her profession and the world. Karen has three siblings, one is a sister 2 years younger and she has two older brothers. She is married with a son named Henry who is 16 months old and a

daughter named Krissi who is 5 years old. Her hobbies are reading books and swimming.

Karen went to Trent University and graduated with an Honours Bachelors Degree in English/History. She also went to Dalhousie University and has a Ma, English and Literature, Master of Library & Information Science (MLIS). She comes from a humanities background as it was her hobby before becoming a librarian.

Karen is able to speak fluently in English and German. Her top skills consist of information Literacy, Library, Digital Libraries, Library Instruction, Library Science, Cataloging, Information Retrieval, Research, Electronic Resources and Digital Preservation. She also has extensive knowledge on Metadata Standards, Library Management, Social Media, Teaching and Online Research. Her wide range of skills allowed her to work in multiple libraries, and contributed too many projects including the Islandora Documentation project.

Her experience with technology and being a librarian gave her the experience to be more knowledgeable than an average computer user. She is able to supervise usually 5 people for her work. She tries to be in the same shoes as a developer and apply techniques that are outside of software development. Her love for technology drives her to keep learning as she admires new technology.

Persona(Graduate Student)

John Smith

is



John Smith is a 22 years old graduate student. He is a hard working student with excellent time managing skills. He is very passionate about video game technology such as artificial intelligence, graphics design and scripting. Besides gaming, he has plenty of other hobbies including swimming, playing guitar and reading Shakespeare.

John went to the University of Waterloo with a Bachelor of Science degree in computer science. He is now pursuing his Master's degree at the University of Toronto. He originally wanted to be a professional gamer but he felt that taking part in designing games was more important. This new path brought him into the field of computer science.

John has been studying computer science since high school. Currently he is working on a couple of video game projects with a team of four. He is also talented with drawing on paper and software, which makes him a valuable asset as a graphics designer for his team. He spends the weekend working on game projects and leaves the weekdays for his research.

John is a fluent English and French speaker. He also learned some Chinese in his spare time in order to communicate with his Chinese friends in Waterloo who had trouble with English. Studying three languages and becoming fluent with them provided John with excellent memorizing skills. He is able to memorize programming syntax a lot better than his peers.

John is well respected as a computer scientist from both his peers and professors. John is an expert when it comes to Agile Project Management since he is a very punctual person. He is also very organized with his codes, making it easier to read in the long run. John goes beyond the original requirement of any projects because he loves to add extra features which work very well. John is confident that he can work for any game company with the skills and passion for computer science.