

Project Phase #4 Report

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State of the Project

As of now, the team has completed the project's last iteration (8th iteration, Nov. 24-26) but some of the work from the previous iteration (7th iteration, Nov. 17-23) was not completed, so we were working to finish that up. We have successfully implemented all of the main features and high priority user stories as originally planned. Throughout the phase, our team had more meetings (about 5 more meetings in skype and in person meetings a week) in comparison to our previous phases in order to keep the development of the project on a daily basis. We have continued to follow the original release plan, create iteration plans and use task boards as we did in the previous phases.

Nearing the last week, specifically the 7th iteration (Nov. 17-23), we had some difficulties with the warc file user story (ID 202, high priority). One of the tasks was to research and understand what warc is and how to produce it. The learning and research process took more time than we have estimated in the iteration plan. Most of our team members were also occupied at that time with other projects and assignments to complete that week. Due to insufficient time and underestimating the cost, we had to make changes to our release plan and iteration plan. We removed some of the low priority user stories that were originally planned to be completed in the last iteration. This made time for us to complete the higher priority user story in the following iteration.

Looking back, our team has accomplished almost everything we aimed for. We completed the main features (authentication system, working graphs, parsers, file extraction and user interface) as we had set out originally. In the original release plan, we had many low priority user stories that are additional features that would give the system a nice touch to it. But as we developed and progressed through the phase, we removed those from our release plan due to time constraints.

If our team had the chance to do it all over again, we would like to manage our time better. To do so, we would set more user stories to be completed in the first system release. Originally, our system releases were balanced out in terms of the time it would take to complete all the user stories in that release. But we should have put less weight on the last system release to make room for unexpected problems.

Also, we all believe that if we had more meetings in the earlier stages of development, this would have helped drive the project forward. Throughout development, our project has always been behind in development as seen in the burndown chart. If we had more meetings, this would have helped with the focus of the team.

One of the other issues we had constantly was realistically estimating the cost of user stories. On multiple occasions, we have underestimated the cost of an user story and ended up pushing it to the next iteration to complete. As a result, the development of the user stories in the next iteration is delayed. We should spend more time and give more thought when estimating user stories to avoid those problems.

The best development decision we made was to increase our meetings and working together in the same room for a long period of time. This greatly improved communication between team members. It also gave everyone the opportunity to provide assistance to team members who needed it and voice out ideas.

If we had another 3 weeks to work on this project, we would like to improve on the previous features we have completed to make it more stable. Besides improving previous features, we would like to implement all of the low priority features we had originally set out to do. Although our project has the main features completed, it is missing additional components to make the system complete.

Release and Iteration Plans and Task Boards

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

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

For links to specific sections, please see below:

Release Plan Final Version

<https://trello.com/b/ljPtIqbd/release-plan-v2-revised>

Iteration 7 - Nov. 17-23

Plan

<https://trello.com/b/pX5c89rk/iteration-plan-7-nov-17-23>

Task Board

<https://trello.com/b/fbLx6aZg/iteration-7-task-board-nov-17-23>

Iteration 8 - Nov. 24-26

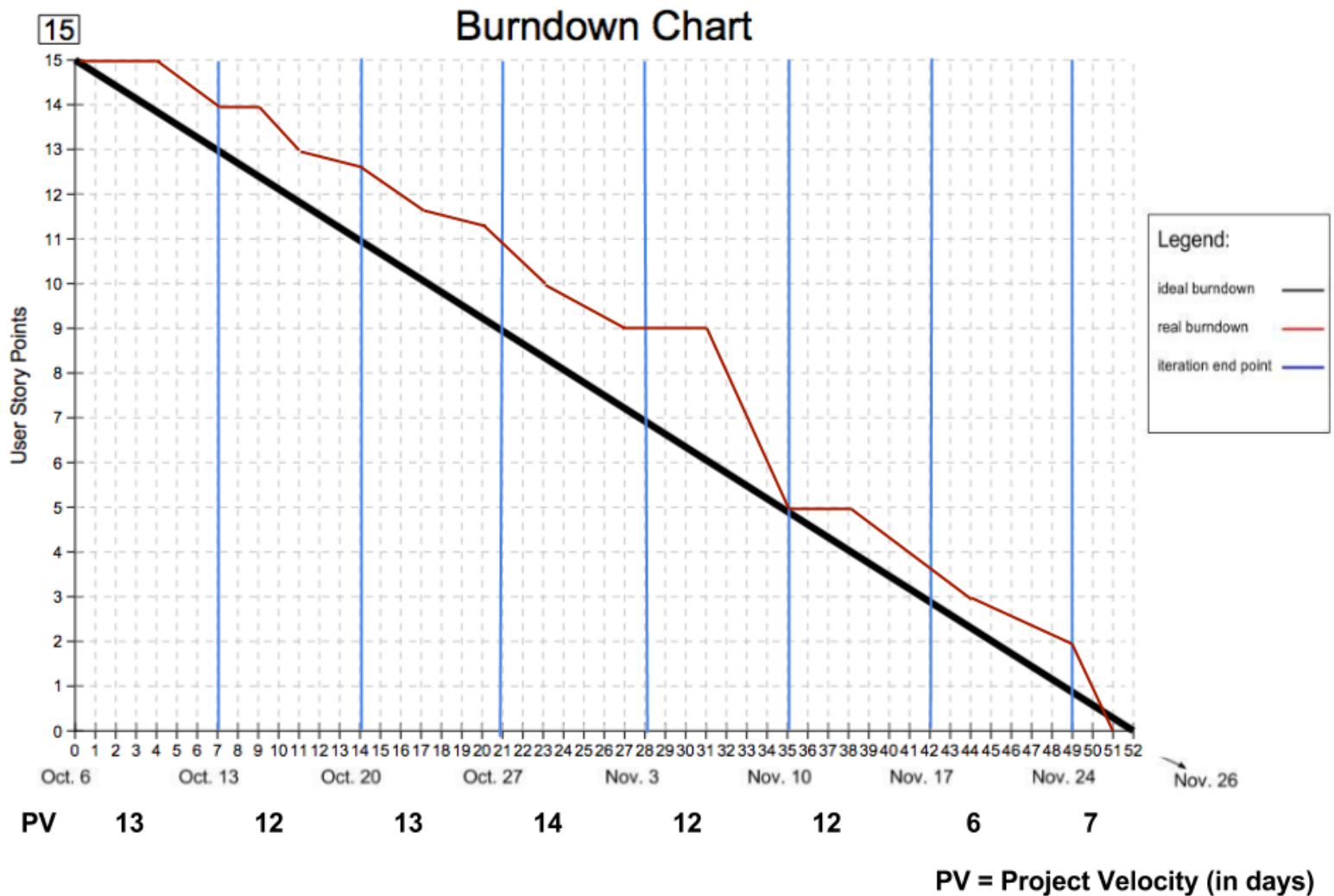
Plan

<https://trello.com/b/ojbufs0k/iteration-plan-8-nov-24-26>

Task Board

<https://trello.com/b/NPKuyEaF/iteration-8-task-board-nov-24-26>

Burndown Chart



You could see the burndown chart in Trello by following link:
<https://trello.com/c/vKtOgYoo/60-this-is-our-burndown-chart>

Burndown Chart Data Explanation

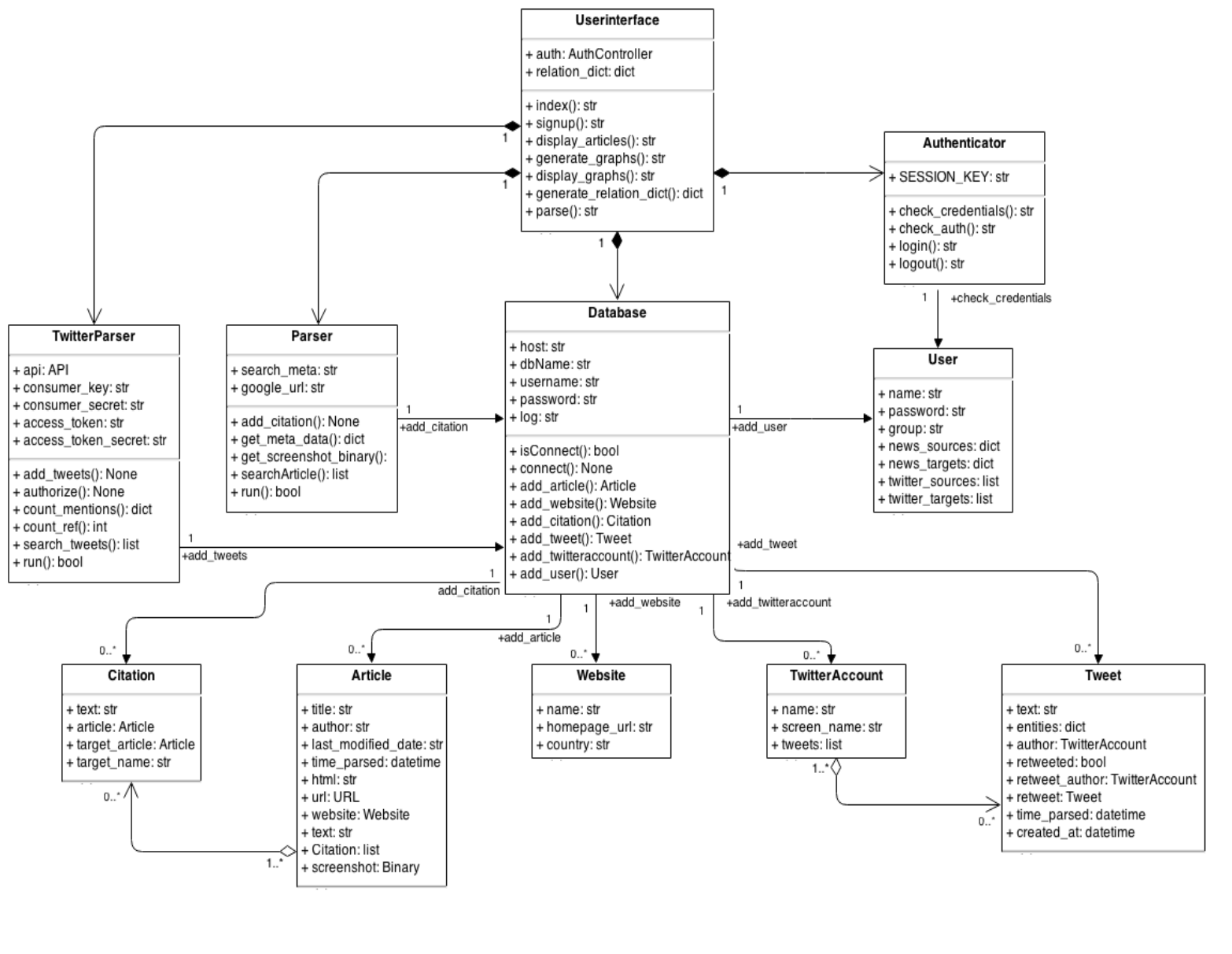
Note: [xxx] is the user story identifier.

- From Oct.6 to Oct.9, we didn't start the project, so the line is horizontal.
- From Oct.10 to Oct.13, we finished the login and logout [101] and retrieving the author of an article [108].
- From Oct.14 to Oct.15, we didn't do anything.
- From Oct.16 to Oct.18, we finished the retrieving date of the article [111].
- From Oct.16 to Oct.29, we finished the managing list of website sources and targets [103].
- From Oct.20 to Oct.23, we finished the managing list of twitter sources and targets [102] but we didn't connect it to database as the parser didn't work for twitter.
- From Oct.27 to Oct.29, we finished displaying article url which was associated with parser [109].
- We had a hackathon from 26 night to 27 morning. We did the most difficult part at that hackathon, though we didn't finish the graphs and spent lots of time on it. That's the reason why the line is not steep.
- From Oct.30 to Nov. 1, we finished the bar graph [104].
- From Nov.2 to Nov. 5, we didn't do anything.
- From Nov.6 to Nov.7, we finished making a button for parser [115], and making a legend for graphs [110].
- From Nov.8 to Nov.10, we finished the pie graph [104].
- From Nov.11 to Nov.13, we created a unittest for backend and did a code review. Since these things does not include in the user stories, the line is horizontal.
- From Nov.14 to Nov.19, we finished the twitter parser so that managing list of twitter sources and targets can be connected to database [102] and user could extract project files [201].
- In Nov.23, we finished the WARC, then user can download the WARC file [202].
- From Nov.24 to Nov.25, we finished the displaying article [112, 114].

From Nov.24 to Nov.26, we modified the unittest for backend, did another code review, improved the comments in codes and brainstormed the system design.

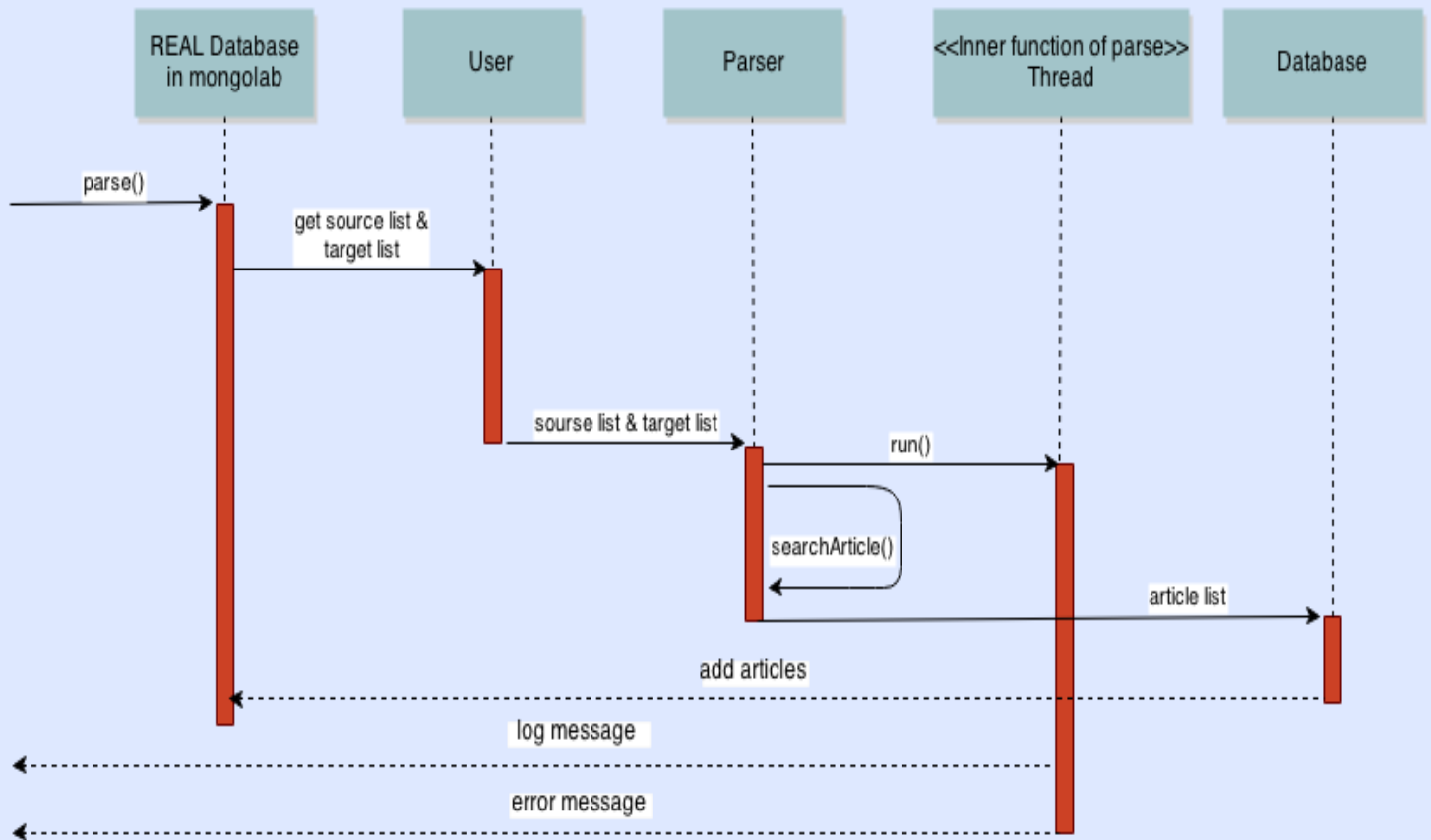
System Modelling and Design

- Class Diagram

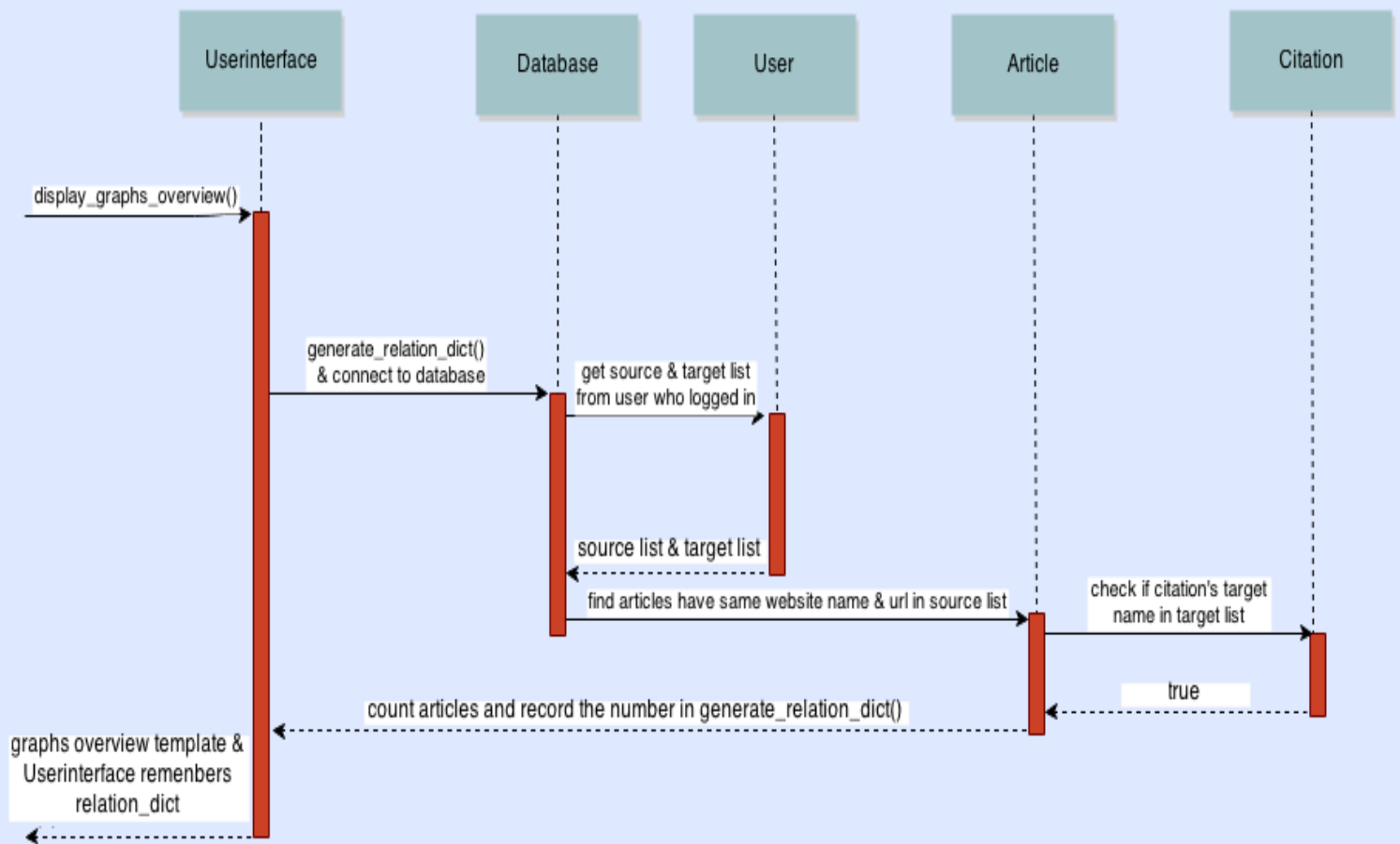


- Sequence Diagram

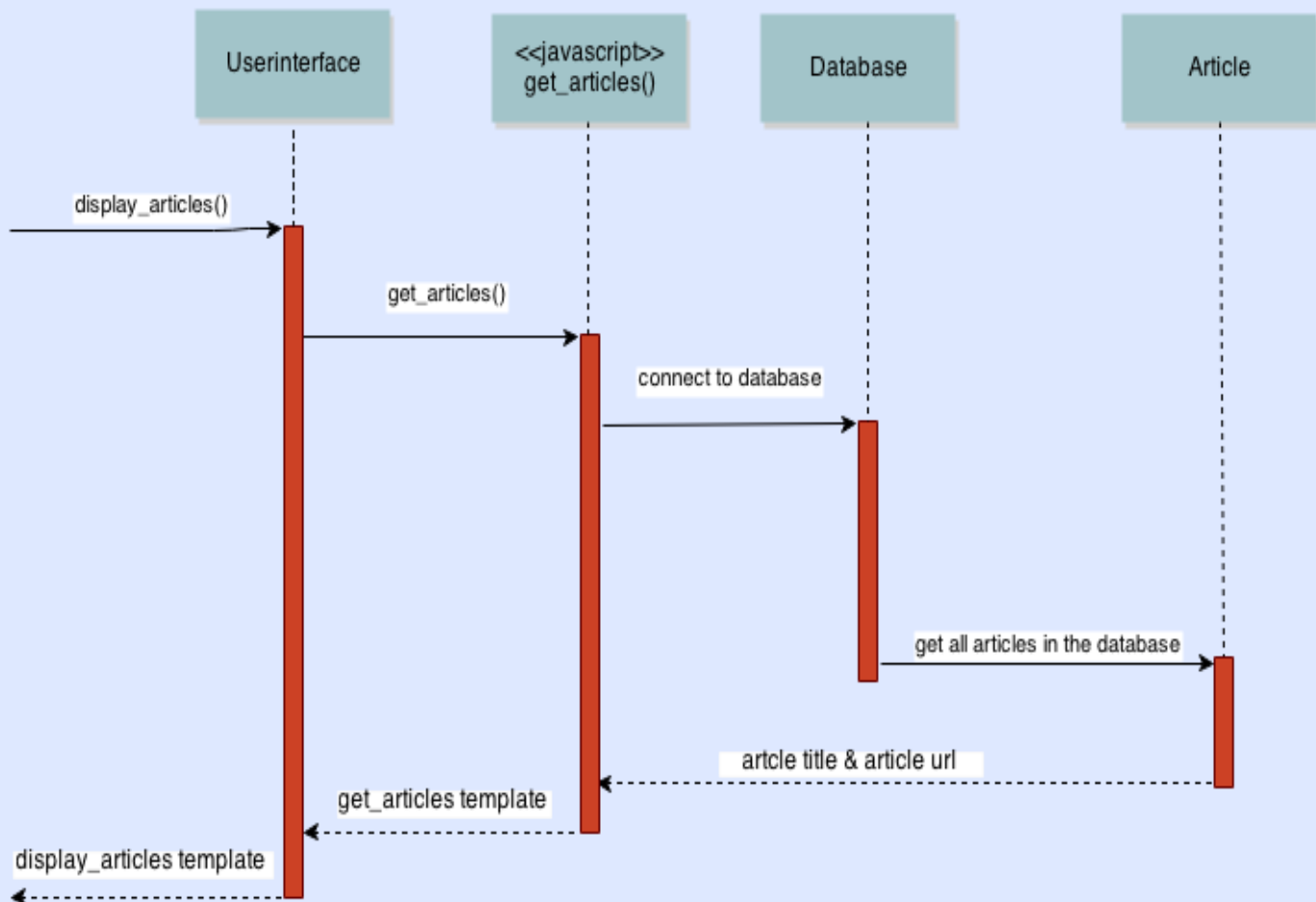
sd Userinterface parse(): str



sd Userinterface display_graphs_overview(): str

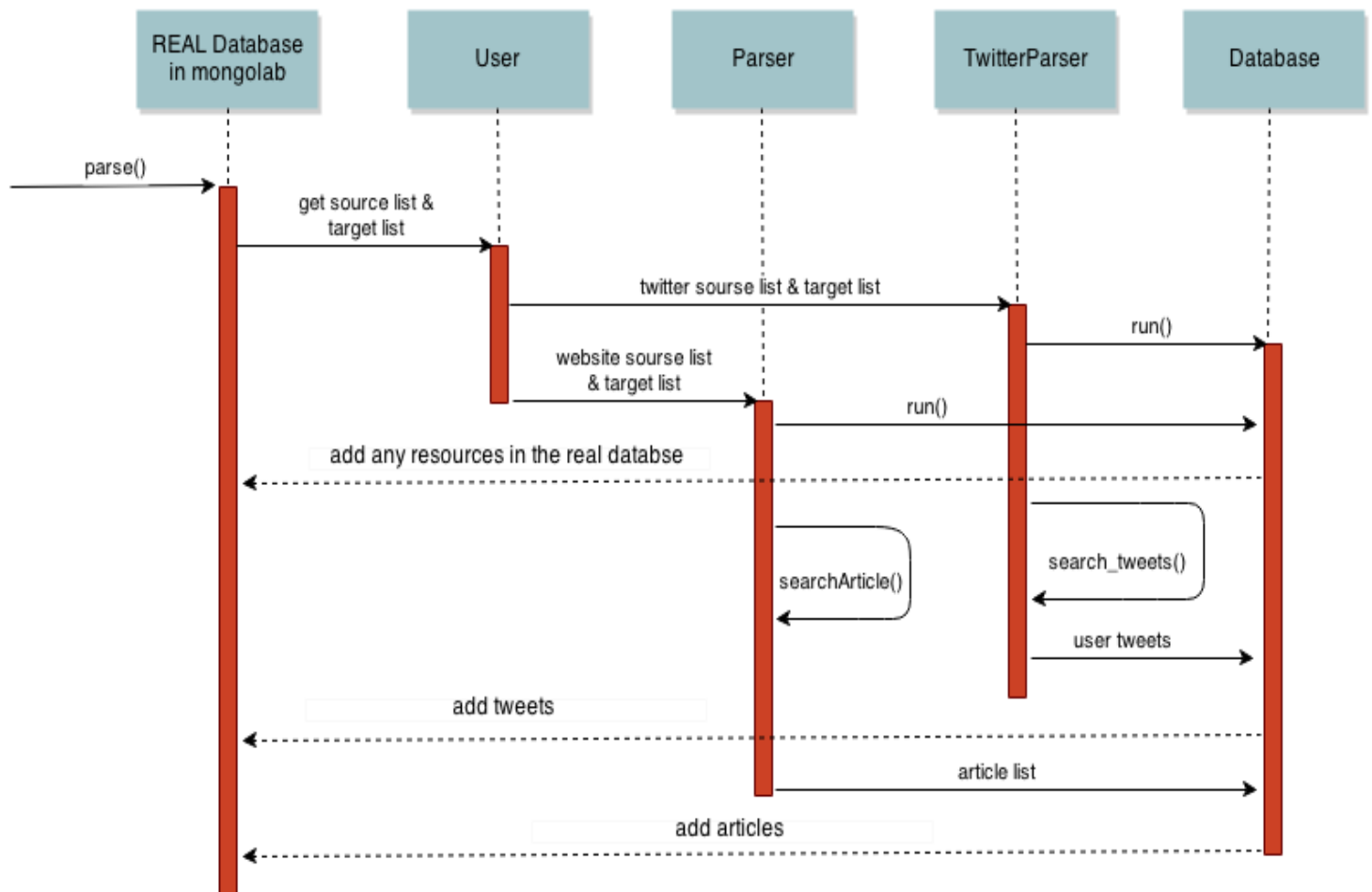


sd Userinterface display_articles(): str



Design Pattern (Facade Pattern)

Facade Pattern: single well-designed API for Database



Facade Pattern: single well-designed API for Database

