TERNOPS DEMO 1

Celebrity Biographies & their Achievements

CSCI-2040U

03.07.2025

AGENDA

01 DEMONSTRATION

02 UML CLASS & SEQUENCE DIAGRAMS

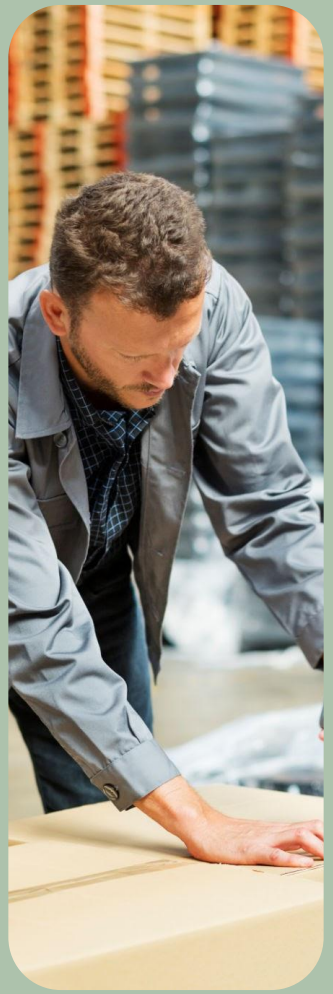
03 REQUIREMENTS EXPLICATION

04 PROJECT PROGRESS

05 RETROSPECTIVE

06 Q&A

1 Demonstration



2 UML Class & Sequence Diagrams

UML CLASS DIAGRAM

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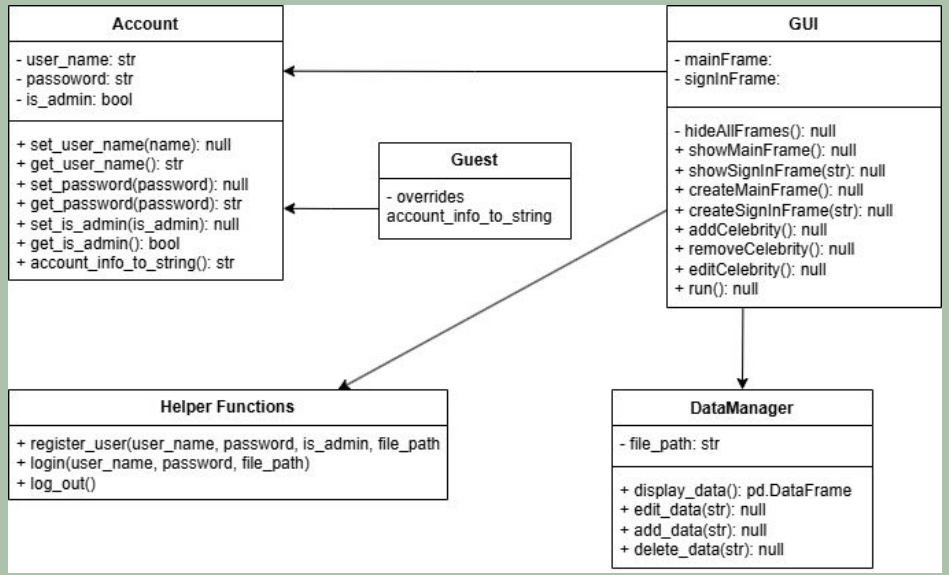

UML SEQUENCE DIAGRAM

Use Case: Editing / Updating Celebrity Biography

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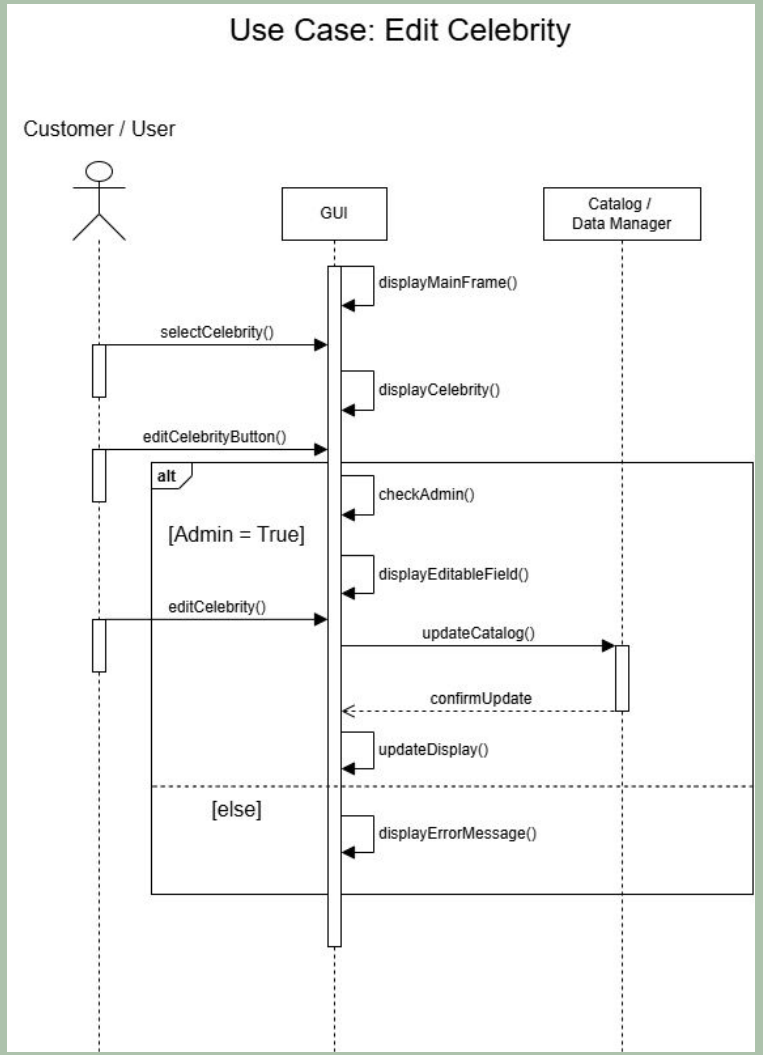
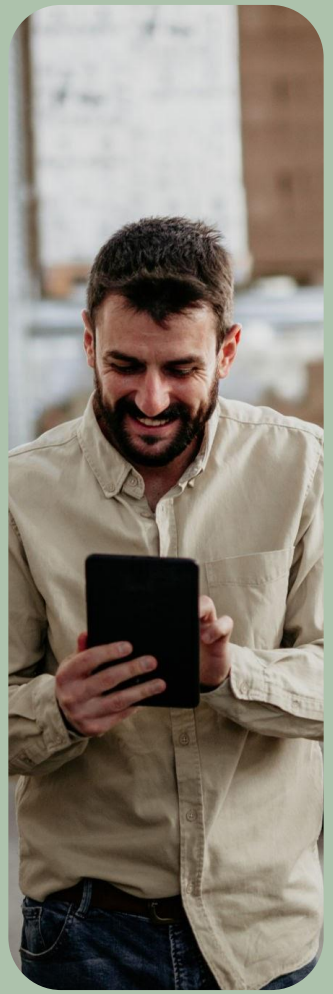


3 Requirements Elicitation



Must Have

- Creation of back-end code that will pull from the database and input the data into the program (not GUI).
- Creation of initial GUI with basic elements.
- Creation of code that will pull data from the database and display it in the GUI.

Must Have

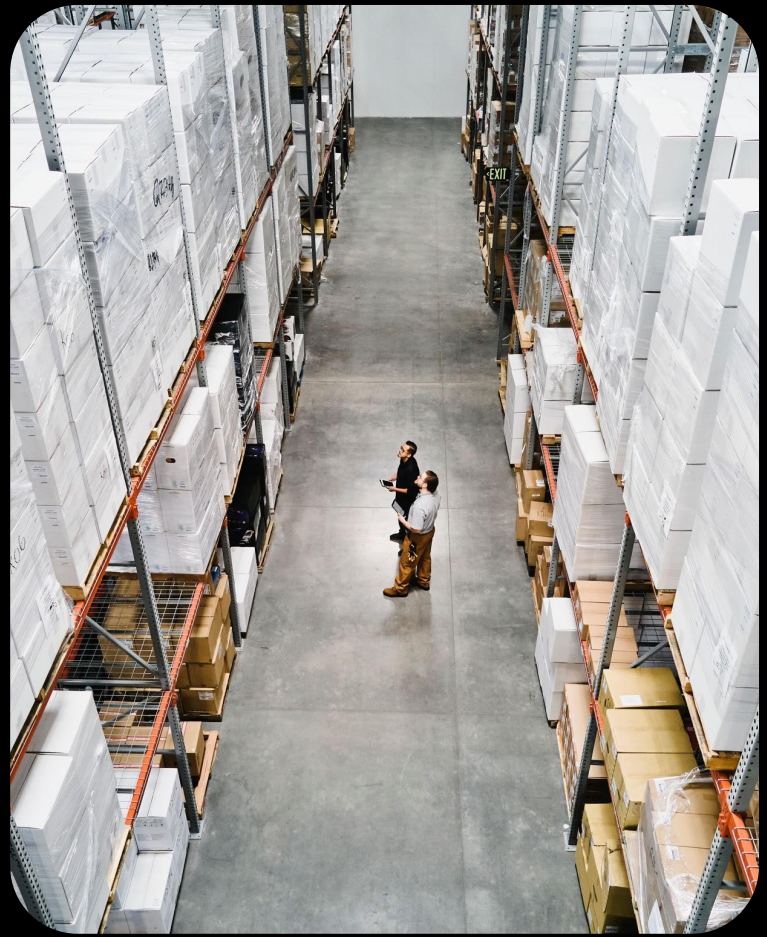
- Architecture for account creation.
- GUI component for signing up, logging in/out.
- Add Tkinter button in GUI to log in/out or sign up.

Must Have

- Implement functionality to add a new celebrity.
- Implement functionality to delete celebrities/info.
- Implement functionality to edit celebrities info.

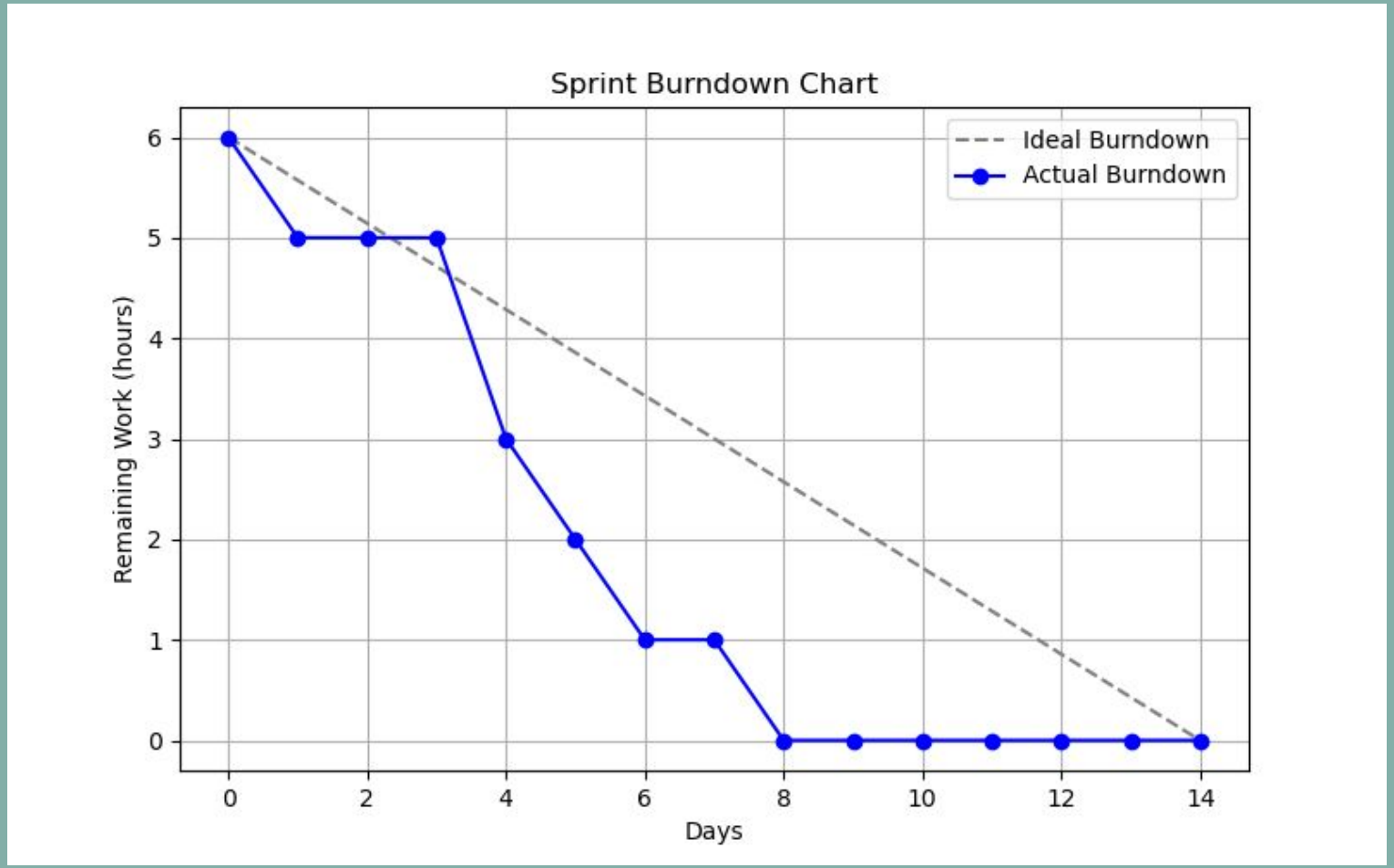
Iteration 1 tasks

- Creating a basic GUI framework.
- Log in / log out.
- Starting on the add/edit/delete functionality.



4 Project Progress

BURN DOWN CHART



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VELOCITY CALCULATION

Iteration length = 14 days x 8 working hours = 112 hours
Total Estimated work = 12 hours = 1.5 days
Days required = 1.5 days / 0.7 (estimated velocity) = 2.143 days
True Velocity = 12 hours /112 hours = 0.107 (10.7%)

In this iteration, we reached a 10.7% velocity which seems low but it reflects that our tasks were relatively small in scope and didn't require a lot if time to complete. The small velocity is not reflective of our efficiency but rather points to the smaller scale of the user stories.

REPO COMMITS

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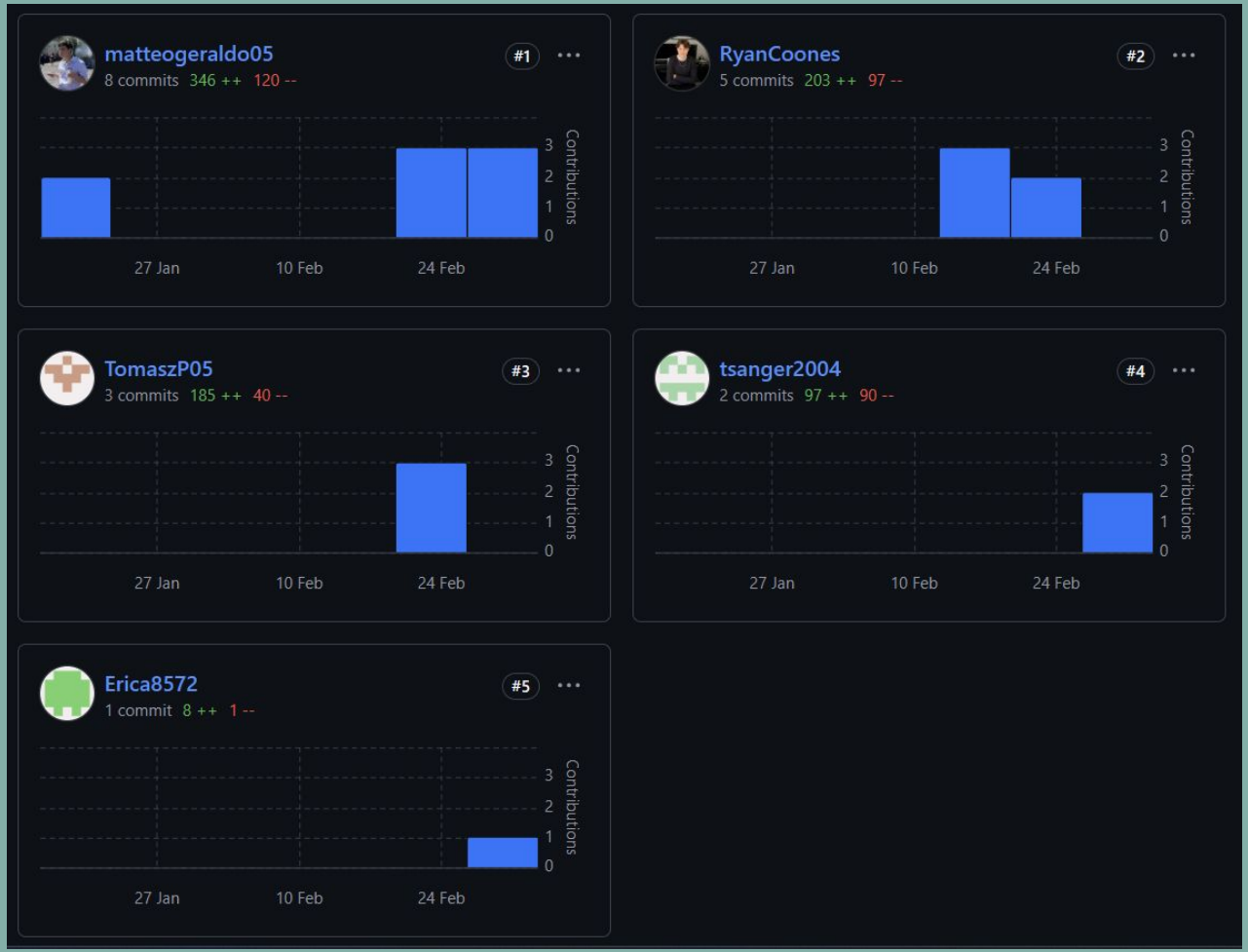
REPO COMMITS



5 Retrospective

ITERATION 1 - RETROSPECTIVE

	WENT WELL	IMPROVEMENTS	CHALLENGES	RESOLUTION
MATTEO DE ANGELIS GERALDO	I was easily able to import functions coded by my peers and implemented them to the GUI.	Went above and beyond for iteration 1 requirements.	Sometimes CustomTkinter doesn't like to cooperate and mess up placement. (scrollableFrame being squished).	Trial and error, researching different solutions until I was able to fix the issues.
RYAN COONES	Developed a system to log in, log out, and register. System was easy to integrate with the GUI and is easy to build on.	Could check more edge cases for register/login functions + increase security of accounts.	Had some difficulty designing a system that would allow for restriction of functions based on whether the user was logged in.	Returning a Boolean value representing whether the user is logged in or not, and making the default account "guest".
TOMASZ PUZIO	Each team member was able to work independently and commit changes they made.	More communication, ensuring the functions I'm creating take in and return the correct things so it can plug into the GUI seamlessly.	Ensuring the key functions function as they should. I had difficulty figuring out how to add image paths using the add or edit functions.	Trial & error, bouncing ideas off of my team members, consulting with online resources like python documentation.
ERICA PATEL	There was good communication between the team members.	More communication from me would be better with team members.	Fixing minor code errors.	Finding the source of the error, if can't find have team member look at it to help find error.
NOLAN TSANG	Overall Communication from team.	Communication on my part to the team.	Bug fixing.	Reaching out to team for extra set of eyes.

6 Questions and Answers

MATTEO DEANGELIS GERALDO
RYAN COONES
TOMASZ PUZIO
ERICA PATEL
NOLAN TSANG

THANK YOU

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