# Release Plan, TSR Assistant, Team Drowning with Ducks ,Working Release Name, 12/8/17, Version 0.1 ,12/3/17

#### **High Level Goals:**

- Be able to integrate system with existing GrepThink infrastructure
- Analyze numerical ratings provided by TSR's (flag outliers)
- Flag score discrepancies
- Flag TSR's that need extra review
- Flagging verbose or sparse responses
- Visualize problematic areas for TA's image visualizations percentage of positivity or negativity for specific users and in general

## **Sprint 1 Goals: TSR Data Input and Output**

- As a developer, I want to get familiar with the technologies used, so that I can make this project
  - o Story Points: 3
  - Must Have
- As a developer, I want to have full access to the TSR data in its native form, so that I can decide how best to handle the data
  - Story Points: 3
  - Must Have
- As an instructor I want to be able to see the analysis of existing TRS's in the GrepThink infrastructure to simplify where TSR's can be accessed
  - o Story Points: 6
  - Must Have
- As a developer I want to manipulate a block of data within the GrepThink data, to freely use and call.
  - o Story Points: 6

### **Sprint 2 Goals: Numerical and Statistical Analysis**

- As an instructor, I would like to have a system that does numerical/statistical analysis on the TSR team member ratings ,so that I do not have to do them manually and save time
  - o Story Points: 3
  - Must Have
- As an instructor, I would like to see if certain student have wildly different scores from their peers, so that I can check in on potential conflicts.
  - Story Points: 2
  - Should Have
- As an instructor, I would like to know which teams and students require more attention,

so I can more immediately address issues with the team

- o Story Points: 5
- o Should Have
- As an instructor, I would like to know if certain students are putting effort into responses or have long grievances, so I can take note of student effort and potential conflicts in teams
  - O Story Points: 1
  - Could Have

### **Sprint 3 Goals: Data Visualization**

- As an instructor I would like to see an overview of the team member's health so that I can manage teams more efficiently.
  - Story Points: 5
  - Must Have
- As an instructor I would like to see an overview of the team's health so that I can manage teams more efficiently
  - o Story Points: 2
  - Must Have
- As a developer, I would like to refactor and refine our analysis and flags, so that I can more effectively access and process the data
  - O Story Points: 4
  - Should Have
- As a developer, I want to know what my limitations are on frameworks for rendering of data so that our rendering of data will be consistent with our sponsor's.
  - Story Points: 5
  - Should Have
- As an instructor, I want to see a graphical representation of the team's status so that I can get a feel of team data and health at a glance
  - o Story Points: 8
  - Must Have
- As an instructor I would like to have a flagging system I can manage so that I can look through each team's issues and manage them as they persist or work through them
  - Story Points: 3
  - Should have

## Sprint 4 Goal: Use NLP techniques to extract key information from TSR's.

- As a developer, I would like to have a clean codebase so that I can easily view progress
  - o Story Points: 2

- Must Have
- As an instructor, a way to view specific flags so that I can focus on flags relevant to the selected TSRs
  - o Story Points: 6
  - Must Have
- As a developer, I would like to see analysis on the textual feedback given by students to gain a deep understanding of team issues.
  - O Story Points: 13
  - Must Have
- As an instructor, I would like the graphs and charts to be more visually appealing so that I can have a pleasant viewing experience.
  - o Story Points: 8
  - Must Have

## **Product Backlog:**

- Interactive with linking data visualization for reports
- Generate cumulative reports on teams
- Analyze histories of TSR's for specific teams(cross referencing)
- Color coded view of team status