

Iteration Plan 1

Project: Hustle4work

Team Names: hustler

Team Number: 3

The point of the Iteration Plan is to have a goal set from the backlog. Iteration Plan and backlog are submitted prior to each iteration. Iteration Plan is provided by the client that further updates are required for a deliverable. Each iteration should have a working code demonstration.

Note: These guiding questions are not meant to be exhaustive. Each team is responsible for the delivery of a workable solution.

1. What deliverables did the team plan to complete by the end of the iteration? Refer to your Project Plan submitted in Week 3 to determine if the team continued and various issues arise. Did this Iteration include other work items such as setting up a development environment or bug fixes in the code?

Number	Description	Responsibility (Initials)	Project Plan adherence?
101	Discussion of project topic	R,S,A	On track
102	Define project scope	R,S,A	On track
103	Create project plan	R,S,A	On track
104	Learn about project's features	R,S,A	On track
105	Search similar applications and learn concept	R,S,A	On track
106	Decide Project name and features	R,S,A	On track
107	divided responsibilities	R,S,A	On track
108	give a name of Application	R,S,A	On track

2. Did the team identify the architecture (hardware/software/platform/solution design) early? Was there an architecture owner assigned?

List of architecture being used	Concerns (current and potential)	Owner Assigned (Initials)
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Microsoft word	For documentation	R,A,S
Microsoft excel	For documentation	R,A,S
Google	For additional information	R,A,S

3. Did your team visually track your progress by using tools such as Microsoft Project, SharePoint, Trello, etc.? Explain why you choose this tool

Tracking Software Used	Why?
Jira	Easy to use and have experienced on it

ion Plans can repeat work items if feedback is

which items should be completed. Please note that dates may change as the Iterations
e Iteration backlog list?

al.

Iteration 1 Backlog

Notes

Iteration 1, all numbers begin with 101 and continue upward. In Iteration 2, all numbers start with 201 and continue upward. In Iteration 3, all number Start number column from 101. Outside requirements such as Inception pieces or other requirements are numbered 1-100.

PD = Person Day and the number of hours they will spend on a task.

Only high-priority items are prioritized, assigned to iteration, and estimated.

Number	Description	PD est.	By
High Priority (light green)			
Iteration 1			
101	Project features	2	S
102	Learn similar application for more concept	1	R
103	Application's platform	4	R,A,S
104	Scope of project	1	A
105	Workload division	3	A,S,R
106	Documentation	8	A,R,S
107	Information collection	2	S,A,R

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Iteration 2			

Iteration 3			
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Medium Priority (light blue)

Note: assign
tasks are p
assigned to
estimated.

Low Priority (pink)

rs begin with 301 and continue upward.

igned medium and low
rioritized but not yet
iteration, nor

Iteration 1: Release Plan Summary

Note

The top row lists Number, Feature/Requirement, Inception, Iterations 1, 2, and 3, and Transition. The Number and Feature/Requirements column must match the backlog information. Once this information is inputted into your release summary chart your team will determine what it needed to complete each task.

Each group should expect to work 9 person-days (PD) per week. A reminder that 1 person day is equal to 4 person hours.

Colour Coding

Inception and Other Requirements (gray)	Iteration 1 (orange)	Iteration 2 (light Blue)	Iteration 3 (light yellow)
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[illegible]

Work Effort in Person Days (PD) 1 PD hour equals 4 hours		84	0
Total Project Hours		84	

Information is provided in your backlog. The numbers and
estimation the tasks will be completed and how many hours are

Transition (light green)

[illegible]

0	0	0