A ten-minute presentation is approximately 1400 words long. 100s per person.

**Part 3-4**

**Slide 1: Development Approach: Agile Scrum**

[Agile SCRUM Software Development Methodology - LegacyX](https://legacyx.ca/2022/04/12/blog-agile-scrum-software-development-methodology%EF%BF%BC/)

Diagram of a scrum diagram

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1. **Agile Scrum Adoption**
   * Responsive and adaptable methodology for dynamic project needs.
2. **Iterative Development Cycles**
   * Regular sprints for continuous evaluation and system refinement.
3. **Focus on Adaptability & Flexibility**
   * Adjusting approach to meet Elemore Hall School’s evolving requirements.
4. **Scrum Master’s Role**
   * Facilitating sprint planning, daily stand-ups, and retrospectives.
   * Ensuring a productive and cohesive team environment.
5. **Leveraging Team Strengths**
   * Utilizing diverse skills for effective task allocation and collaboration.
6. **Client Engagement & Reviews**
   * Regular feedback sessions to ensure alignment with client needs.
   * Customizing the system to meet specific requirements of Elemore Hall.

**Slide 2: Project Timeline - Gantt Chart Overview**

1. **Project timeline in a Gantt chart (showed deadline and milestones)**

A screen shot of a project schedule

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1. Development Phases in Sprints

* Covering design, coding, and testing phases up to Week 14.

1. Flexible Scheduling & Milestone Tracking

* Aligning with overall project goals while maintaining adaptability.

**Slide 3: Project Plan - Trello**

**Trello**

A screenshot of a computer

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A screenshot of a search bar

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·       Using Trello to track our progress.

·       Visualise tasks, assign responsibilities, and keep track of sprint completion.

**Slide 4: Future Work and Goals**

**Sprint 4: Development Begins**

**Sprint 5 - Continued Development and Testing (29/12/2023)**

Immediate focus: Developing core functionalities (12/01/2024)

* Interface Design
* Steps Tracker
* Progress Overview
* Designing the testing plan
* Present final coding

**Sprint 6 - Finalising and Review (01/02/2024)**

* Executing the Test Plan
* incorporating scheduled user feedback
* \*\*Aim to have a testable version of key features ready by the end of Sprint 6 (Week 14).

**Sprint 7: Documentation (27/02/2024)**

* Finalizing the Product Version for Review
* Developing and reviewing the User Manual
* Completing all documentation
* Designing Product Presentation

**Final Stage: Closure and Handover (25/04/2024)**

* Preparing for product handover to the client
* conducting the Project Closure Meeting and Retrospective

**Slide 1: Development Approach: Agile Scrum**

I'm here to guide you through our strategy for developing the Classroom Monitor system for Elemore Hall School, and to share our plan for the upcoming weeks. We've chosen the Agile Scrum methodology to ensure a flexible and iterative development process. Scrum enables us to swiftly adapt to any changes in the school's requirements and to prioritize tasks effectively. As the Scrum Master, my role is to keep the team aligned and ensure that each member is fully engaged and contributing through regular sprint planning. In our sprint meetings, we focus on close collaboration with our client, so we can customize the Classroom Monitor system based on their feedback and specific needs.

**Slide 2: Project Plan - Trello**

To stay on track, we've got this great tool – Trello following the scrum framework. It's our project's home base helping us keep track on all our tasks like a detailed to-do list. Each sprint on the left is carefully planned, with tasks broken down into blocks here and assigned to team members. This ensures transparency and accountability, ensures that everyone knows their responsibilities.

**Slide 3: Project Timeline - Gantt Chart Overview**

Now, let me show our Gantt chart. It outlines our development timeline and highlights key milestones, for making sure we meet our deadlines in line with our project objectives.

**Slide 3: Project Timeline - Roadmap**

**Slide 5: Future Work and Goals**

 So, what's coming up for us? Our immediate goal is building and testing the key functions of the Classroom Monitor, such as the login pages and progress tracking. By Sprint 6, as we prepare to submit our test plan, we expect to have a solid foundation for the Classroom Monitor, with all crucial features in place and initial testing phases completed. After this sprint, we'll start gathering user feedback from the staff and students at Elemore Hall School for further refinement and improvement, because we're committed to creating a system that truly serves the school.

**Slide 6: Conclusion**

And that's the rundown! In closing, our use of agile techniques with powerful visualization tools like Trello and Gantt charts, puts us on the path to delivering a solution that not only meets but exceeds the expectations of Elemore Hall. Thank you for watching and please stay tuned for more updates on our progress. ☺