Budgetary Analysis Redux

Rahil Patel from HTML

Budget Schedule:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Week  Real | Description | Estimate  hours | Real  hours | Percent  Complete |
| 1 | Learn HTML, XHTML and CSS.  Starting from the basics and learning along the way. | 90 | 20 | ~85% |
| 1 | Welcome screen which includes login, sign up and misc. details. | 20 | 4 | 100% |
| 2-3 | User pages. This is the bulk of the web site, which includes the dictionary, the roster, training, etc. | 150 | 40 | ~75% |
| 1-3 | Team meetings (class/extra) & communicating with my partner. | 30 | 10 | ~40% |
| - | Make changes according to the team. | 40 | 0 | 0% |
| - | Add to ODU server & test it.  Test browser compatibility | 15 | 0 | 0% |
| T | Total | 345 | 74 | ~70% |

A lot of overestimation has occurred here. HTML proved to be simpler than I thought, so learning was breeze. Creating the pages was barely tedious; as a lot of the user pages were similar. Also, when we created the budgetary analysis, the hours column was seen as the “maximum amount”, just so we did not underestimate. Although the HTML can be done in about 5 weeks, I would still have to wait for CGI to finish so I can make changes according to them. This could drag the job to the projected 9 or more weeks, so I cannot say I am about done yet.