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| Shore Lines  2018 |
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| May 30  Binary  Authored by: Kristófer, Jacob, Kasper and Skomantas |

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# Introduction

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| Background 1.1 This project consisted of using SCRUM, a framework that allows a team such as ours to effectively and productively collaborate on a complex system such as the assignment we were given by EASV teachers. It allowed us to organize our time and helped every member to evaluate the amount of time each operation would take. It gave the members a better insight in to a more professional environment with a good team structure, time management and overview of the amount of work each member has contributed. |
| *“It gave the members a better insight in to a more professional environment with a good team structure”* |
| The company SHORELINE cooperated with the teachers and helped forming the standard of what the company expected from the project, participated in SCRUM meeting as well to give feedback and ask question regarding the program features/GUI that was presented during the meetings.  The assignment we were given was to create a program that would convert files such as XML, XLSX and CSV in to JSON files, so it could be used with SHORELINE web platform/system, which reads only JSON formatted files. The program had to have a way for the user to customize the configuration on how the data would be converted, including checking if data that is being imported is valid and a form of traceability to track what each user did, when the user did it and errors that would display what went wrong with the conversion.  Binary group agreed on using a login feature where the user would login with given username and password, this way the program could trace each user, what they did and when. All this information would be displayed in the log window, where users can see the error if there was any. The main functionality of the program is to convert file types XLSX and CSV in to JSON format, allow users to interact with the program simultaneously to the conversion, pause, stop and resume the task. The program was to be written using JavaFX and SQL database to store relevant data. Problem Definition 1.2 *“Shoreline conducts a wide range of simulations. A lot of the data for the simulations are done based on data coming from other platforms/systems”.*  Shoreline works with various companies around the world, they simulate data, construction cost, consulting services and overall analysis of lifecycle for the wind turbines. This helps the companies to avoid additional cost and utilize energy more efficiently. They receive data from these companies, but the data format varies between companies, configuring this data manually is very time-consuming process.  “*Shoreline needs a tool that can migrate/convert data from a range of platforms, to their own web-platform*”. This will save a lot of time and resources as opposed to having to manually go through all the data and import in to their own system.  **Image 1.1** *Problem Definition explained with a solution.* |
| 1.31.4 |

# 

# Pregame

# Project Organization 2.1

Binary SCRUM team consists of four members, Jacob, Kristófer, Kasper and Skomantas. Each member contributing in their own way to the assignment given.

A task varies in difficulty, therefor assigning them requires careful planning, which may lead to two members working on the same user story with different task. The team had previous experience working on a project together and it worked well, the roles stayed relatively the same with some improvements. Jacob was the representative of the product, showing the functionalities to the clients and discussing the features, discussing with team members the product vision. SCRUM master was Kristófer, who made sure that the product vision was followed and set up the standup meetings, enabling communication between team members and working with the product owner regarding product vision and role assignments. Product owner and SCRUM master had twofold roles, being part of the team was the secondary role.

**Image 1.2** *Binary Team Setup*

A close up of a sign

Description generated with high confidence

# Overall Project Schedule 2.2

# *The Binary SCRUM team Problem Definition was done in one day, having the product owner and SCRUM master making sure the vision would be followed throughout the project, never straying too far from the vision with exceptions being post SCRUM meetings with the client, giving feedbacks to edit features or add them for improved usability. Product Vision was decided on the first day, discussed during Standup meetings which we had two times per week, usually at the beginning of the week and the end.*

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| SCHEDULE |  |  |
| Planning |  |  |
| Name | Time table - Start | Time table - End |
| Problem Definition | 2018-04-23 | 2018-04-25 |
| Product Vision | 2018-04-23 | 2018-04-25 |
| Strategic Analysis | 2018-04-23 | 2018-04-24 |
| Project Organization | 2018-04-23 | 2018-04-23 |
|  |  |  |
| Design |  |  |
| Name | Time table - Start | Time table - End |
| Login feature | 2018-04-24 | 2018-04-26 |
| Log feature, track users | 2018-04-27 | 2018-05-05 |
| Conversion feature I/O | 2018-04-24 | 2018-05-23 |
| Create user feature | 2018-04-30 | 2018-05-01 |
| GUI fixes and various small tasks | 2018-04-24 | 2018-05-31 |
|  |  |  |
| Report |  |  |
| Name | Time table - Start | Time table - End |
| Writing the Report | 2018-05-09 | 2018-05-31 |

# Initial Product Backlog 2.3

# Image 1.4 *Initial Backlog created April 23d, Login screen looks relatively the same while the main import window and export have improved significantly, the Log view is the same as well. Made by Product Owner and SCRUM Master.*

# A close up of text on a white background Description generated with high confidence

# The Binary group got together after the first meeting with the client and analyzed the problem definition and worked on Product vision. Started working on Backlog on sheet of paper, where ideas and vision would come together. Simplicity was the key, creating a user-friendly program without too many distractions, enabling the user to open the system and start the task with relative ease. The very next day the group got together again to create a Backlog Items on SCRUMWISE.COM, time estimate was made by using pokerplanning.com and focus percentage which stayed the same throughout the project. Our estimate was not too far off and we managed to stay in the timeframe and complete functional features before the first SCRUM meeting.

# Image 1.5 *Binary first initial backlog, created on April 24th, second Standup Meeting.*

# A screenshot of a cell phone Description generated with very high confidence