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Agile Programming

P2 A2-2

1. What keep us up at night:

A student might clock in, and leave campus. Records say they’re IN CLASS, but they are unaccounted for.

Students might clock in for each other, destroying accountability.

If we mess up, a student might get into trouble because we didn’t credit them for classes they attended.

If we mess up access, students might be able to get into each other’s records. This could cause massive chaos.

2. Size it up:

3 weeks to basic functional student interface

+1 week for basic admin UI, testing print module

+1 week for UI adjustments

+1 week for finalizing

3. Be clear on “What’s going to give”:

SCOPE is pretty fixed. Either we track time and basic records, or we don’t.

BUDGET. Well, we’re not on a real budget. We could make an imaginary one, but why waste the time?

TIME is pretty flexible. It is currently April, and the new school year doesn’t start for four more months. We could put in fewer hours per week, and still finish “on time”.

QUALITY could “give”. We could deliver a fancy, media-rich interface. It is far more realistic to deliver a simple interface. (It’s probably easier to use, anyway.)

4. Show what it’s going to take

It is going to take about six weeks to accomplish this task, IF we have:

An engaged CUSTOMER that is willing to communicate IN PERSON once per week, and by email as needed with a response time less than 3 business hours.

BUDGET resources (at 10 hours per week, times 4 imaginary developers, times $80/hr) of $3200.00 per week for development team, and a commitment to equip school with necessary HARDWARE (terminals, server, etc.) HARDWARE is likely to be a central desktop station to act as SERVER in the main office, and individual devices for each classroom. Old PCs would be ideal to start with. If budget permits, we could explore tablet-based classroom kiosks in a later release.