# PROJECT INITIATION DOCUMENT: CASE-BASED SIMULATION

A Project Initiation Document defines the project scope, management, and overall success criteria that the team can revisit during the project. It contains the basic information of the project such as context, scope, team, and collaboration. It is equally important as an internal guide and for external stakeholders. Before Sprint 1, this is going to be sent to them, handing it to the sponsor next week Thursday

The Project Initiation Document (PID) is the first step to ensure your project sets off on the right foot. It sets the tone, context, expectations, and constraints

1. PROJECT INFORMATION
   1. Project Name
   2. Date of document submission
   3. Version of document (if any changes)
   4. Client (name of client company)
2. Case-Based Simulation
3. September 27, 2022
4. v 1.0
5. PROJECT TEAM

Describe how the project will be organized and managed. Identify reporting lines and outline specific roles that will be filled. You need to be clear about staff roles so that you don't duplicate responsibilities, and so that everyone is clear about what's expected of them. If this is a long-term project, you may even consider developing job descriptions for team members.

|  |  |  |
| --- | --- | --- |
| Team Member | Role | Responsibilities |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

Also state which team member is responsible for writing which section in this document.

Not just responsibility as a team member, but on the document. Designate who’s going to be doing which section and put it into one document, reviewing and editing. Team responsibility, writing at least one

1. PROJECT SCOPE AND DEFINITION

Outline the strategic vision, goals and objectives and ideally include a high-level mission statement. This will help align the team on the approach and keep these goals in mind during solutioning. It will also help in defining additional work and potential project enhancements as the team keep this context in mind.

Some questions to be answered in the Project Scope are:

1. Define the project. (What is the project about?)
2. What is the scope of the project?
3. What is the problem to be solved?
4. What specific outcomes will be achieved? How will they be measured?
5. What are the deliverables?
6. What are the milestones for the deliverables?
   1. If possible, identify projected increments by Sprint (up to 5)
7. Are there any constraints that may influence your deliverables and schedule?
   1. Doing something we don’t fully understand (this is what we’re not comfortable with)
   2. Let them know that you understand metacognitively of what you do/don’t understand and need to investigate further

To the point, comprehensive, readable, and understandable so when done reading, someone can understand what we’re doing. Using short sentences many times.

The Case-Based Simulation is a Web application that allows developers to design and construct authentic simulated environments where users can then access and interact with those simulations.

The Case-Base Simulation consists of four primary user interventions or “nodes:” *scenario*, *information-gathering*, *decision-making*, and *end*. The user starts with a problem set, or scenario node. Then, the simulation as a decision tree allows the user to gather data and to make decisions based on environmental or situational conditions, leading them through a series of multiple and possible branched pathways. The user completes the simulation at the end node, where their judgments (how effectively they interacted with the simulation) are evaluated.

The scope of the Case-Based Simulation is to create a Web application where developers can build, edit, save, or delete case-based simulations.

For Developers

* Allow developers to build simulations based on authentic scenarios using a diversity of media such as text, images, audio, and video.
* Allow developers to create simulations through branched pathways or decision trees.
  + The simulation starts with a scenario that describes the problem to be solved.
  + The body of the simulation is designed through a series of links to and from IG (information-gathering) nodes and DM (decision-making) nodes where users can select and review data and make decisions of what to do next respectively.
    - Multiple IG and DM nodes can be linked to provide different “choices” or pathways in the simulation.
  + The simulation ends with an automated tally of user results based on their interactions and choices in the simulation.
* Allow developers to save, edit, and delete simulations.
* Allow developers to view user results.

For Users

* Allow users to access and use developed and archived scenarios.
* Evaluate users on their judgements in selecting appropriate data (information gathering) and acting on that data or environmental situation (decision making).
* Allow users to save their simulation results.

Deliverables

* A fully functional Web application that allows developers to create, edit, save, and delete case-based simulations and allows users to access and use those simulations.
* Future deliverables will provide “user” licensing and subscription for provisioning discrete application accounts.

1. COMMON TERMS AND DEFINITIONS

Same playing field??

1. CLIENT: The owner of the product.
2. DEVELOPER: A person that creates/builds a simulation using the product.
3. USER: A person (a student/trainee) that uses the simulation to be evaluated on their performance of responses and actions within the simulation environment.
4. NODE: Each step in the simulation path. There are 4 types of nodes: 1) Scenario (the start of the simulation), 2) End (the end of the simulation), 3) IG (information gathering), and 4) DM (decision making).
5. SCENARIO: The problem set. What introduces the USER to the environmental situation/case/problem they need to solve.
6. NODE LINK: The directional connection between 2 nodes.
7. PROJECT DIAGRAM

Provide a “visual” diagram illustrating the system.

Try to visualize what it looks like, not a lot of words but a process, are there going to be different dependencies? Critical to be able to visualize what we’re building (showing relationships and interdependencies better than text. May change over time like Scope

<simulation>

<scenario>

<data> </data>

<link> </link>

</scenario>

<ig>

<data> </data>

<link> </link>

</ig>

<dm>

<data> </data>

<links> </links>

</dm>

<end> </end>

</simulation>

Scenario

Node (IG)

Node (DM)

End

1. PROJECT METHODOLOGY

Describe which agile methodology you will be using and how it affects

1. Define how the team will communicate between team members and the client (sponsor).
2. Governance. How team decisions will be made?
3. How will the team track and document progress, changes, and setbacks?

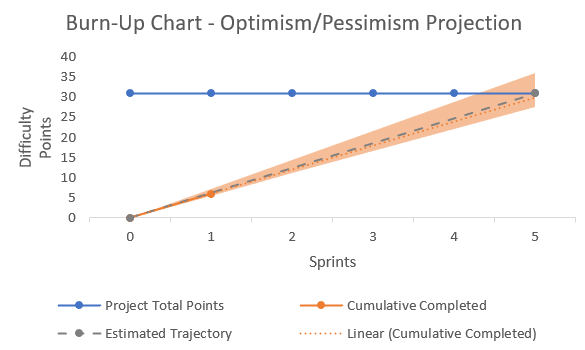
Define Agile in the previous slides, the different roles and responsibilities, how progress will be documented. Reiterating everything about Scrum and condensing it.

1. PROJECT REQUIREMENTS

Provide a link to the Product Backlog (Trello) with a description of how project progress is tracked.

1. BURN UP CHART

Provide the most recent Burn Up Chart *with estimated trajectory* for the project.



Made using Trello stuff. User stories would be the difficulty points???? For the first increment in a little over a week, might wanna be around above 0.

1. PROJECT RISKS, CONSTRAINTS, AND FEASIBILITY

Describe whether the project is feasible. Then discuss any project limitations:

1. Can the project be completed on time? (over 5 sprints)
2. Does the project integrate with other existing systems? If so, explain.
3. Are there any limitations to the success of the project?
4. How would you rank risks to the project?
5. Are there any technical unknowns?
6. Do you foresee any single point of failures?
7. HOW IS SUCCESS DEFINED?

How do you define success?

Are there any metrics that can be defined that measure success?

Explain any processes or plans that ensure product quality.

These last two may change with time, always keep in mind, what are the user requirements in this section. If you find a user requirement and discussion, that’s what expecting (synopsis of discussion with sponsor).

Friday we submit this to sponsors, they’ll read before the first sprint review