



# Vortek Solutions

A **NORTHROP GRUMMAN** Team

## JAD2 Meeting Notes

Members:

Justin Goulet, Chris Larsen, Mikal Callahan, Brock Corbett



## Document Objective

To reinstate meeting topics and obtain understanding of what is expected prior to the next meeting.

## Meeting Notes:

Sorted by Member & Topic

Justin Goulet:

### *Outstanding Items Review*

Reviewed what we covered last meeting

- Present research document to customer
- Summary of Phase 1 tasks
- Object requirements / definitions

### *Goals*

Outlined what must be completed before our next meeting

- Decision matrix - with options and selection criteria defined
  - How we interpret requirements
  - Ability to theme out prototype
  - Does not need to be actual prototype but a decision of how we are going to proceed
- Skeleton of information that needs to be passed in
- D3 (d4?) & others: cost/features
- Does it meet requirements
- Begin user manual, but it will not be finalized
- Live matrix what we are working towards so we can go back and reiterate if necessary

Prototype 1: 3/22

- Updates to current docs
- Working prototype of simple theme
- Complete code base for implementing prototype
- Initial documentation for using prototype

Prototype 2: 4/5

- updates to current docs
- two or more working prototypes

Prototype 3: Final

- Multiple themes on multiple prototypes
- Copies of all final versions



Chris Larsen

## Object Definition

Only 2 fields are required:

- Id
- Name

Important field, but may not be filled:

- States

Other object information:

- Specific themes for what will be viewed or displayed (just name, description/more details/colored states/etc.)
- Expect object coming in well-defined and we are theming/visualizing it
- When creating a new workflow/state - increment id by 1 is okay but without id (or temp) would be most appealing

Mikal Callahan

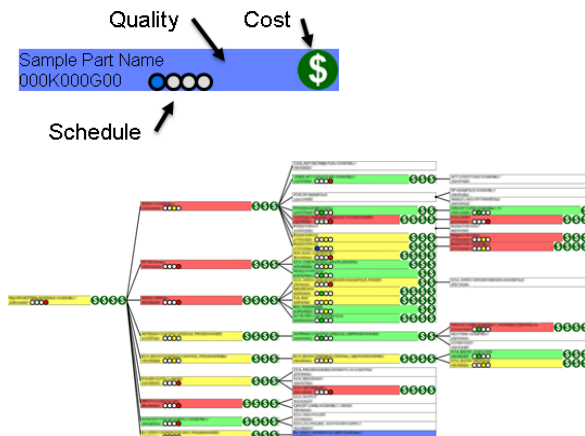
## Design

Rough layout:

- Have clock and hours (2/4 hours), cost, schedule, iteration through (rev) around each state
- Quality always defines background color of the box
- Time (2/4), cost (\$\$), iteration - cycle number(rev)
- Ranking system (1,3,5) so quickest pop up faster

Part workflow (Slack 2/21)

- New workflow (from slack 2/21) can exist without existing workflow in place





## Cost = Elapsed Hours/Standard Hours

Elapsed hours are less than or equal to standard hours	\$	Perfect: Cost ≤ 100%
Elapsed hours 1x to 1.5x standard hours	\$ \$	Good: 100% < Cost ≤ 150%
Elapsed hours 1.5x to 2x standard hours	\$ \$ \$	Good: 150% < Cost ≤ 200%
Elapsed hours more than 2x standard hours	\$ \$ \$ \$	Bad: Cost > 200%

## Quality = WO's with QN/Total WO's

No WO's have a QN against them	Perfect: Quality = 0%
None to 25% of WO's have a QN against them	Good: 0% < Quality ≤ 25%
25% to 50% of WO's have a QN against them	Good: 25% < Quality ≤ 50%
More than 50% of WO's have a QN against them	Bad: Quality > 50%

## Schedule = Days of QN RW on a WO/Total Open Days of a WO

No days of RW operations related to a QN	● ● ● ● ● ● ● ●	Perfect: Schedule = 0%
0% to 10% of WO open days had RW operations	● ● ● ● ● ● ● ●	Good: 0% < Schedule ≤ 10%
10% to 20% of WO open days had RW operations	● ● ● ● ● ● ● ●	Good: 10% < Schedule ≤ 20%
More than 20% of WO open days had RW operations	● ● ● ● ● ● ● ●	Bad: Schedule > 20%

Brock Corbett

*Project Technologies*

Find ≥ 5 libraries to look at

- Why did we choose it?
- Order by which seem most doable
- Decision tree

Our decision tree will help explain why we chose what we did considering cost, functionality, and integration features.

*Feasibility*

IEEE SRS requirements

- Both:
  - Workflow tree theme (simple)
  - Product Structure Tree theme (components list of each state)
- Can the client manipulate object slightly (new attributes for different theme - specific to theme e.g. Cost, time, schedule)?
  - What is the process to add more objects or aspects of states?
- Customization is high priority
- Create state - draw arrows
- State should be black box (once one is done the other should just work)
- We are going to map requirements