1. Are we on schedule and completing tasks that we need to complete?

As far as deliverables go, we are 100% on schedule. We have not missed a deadline yet and don’t expect to be pushing any deadlines going forward. As far as specific tasks go, there is some variance. Some tasks have taken longer than estimated, such as setting up and testing development environments. The 2 main factors this can be attributed to are inexperience and inadequate communication. This has led to misunderstanding the scope of certain tasks. While this has added some unexpected duration, this also has meant that many development tasks have been overestimated, making up for the added time from other tasks. We’ve also had more version control problems than expected, adding a decent amount of time.

2. Are we within budget?

Yes, we are still well within budget. So far we have spent 225.3 hours on the project, and our success criteria allows for a 20% overage, meaning we are not critically over budget until we pass the 400 hour mark. However, we are projecting to be very close to our 345 hour estimate and are at risk exceeding it.

3. Risks?

Source control problems continue to be a major risk. A universal solution has become hard to find, meaning developers may be at risk of having to do work over again if they are not careful. The unknown has seemed to plague us more than usual, as well, as we’ve gone from a team of 4, to a team of 3, back to a team of 4, and now a team of 5 again. Life and other school priorities are still probably our largest risk.

4. Product under control?

Yes. We have received much constructive feedback from Commerce and have already implemented a lot of their suggestions. They also have not reported any issues monitoring the project and their feedback is guiding much of the planning and design that is not covered by the project charter or requirements documentation. Despite source control issues, changes have been easy to implement quickly and, thanks to Jorge, we have been keeping good track of pushes, changes, and rebasing them properly. Our master repository reflects these changes