**Project Plan and Alignment with the next 4 Tutes:**

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| **Report task** | **Deliverables** | **Github** | **When** | **Marks** |
| **Problem definition: Objectives, List of Stakeholders** | Instead of interviews, analysis of the document presented and filling in the gap with any assumptions. Any assumptions made should be stated.  In this, Stages 1 and 2 of design thinking executed | * Use Empathy Maps and point of view of statements (POV) as a preparation to create the *backlog*. We want to see everybody on the team involved [will be tracked via the timeline of commits]. | Week 1 | **6** |
| **Your Design Thinking approach to address the problem with artefacts** | Ideation using the above, i.e. using Stages 1 and 2 of the design thinking process.  200-300 word reflections and brainstormed ideas; stating any assumptions made.  Prioritised *backlog* | * Include a reflection (text) that also describes any assumptions you made that was not made explicit in the assignment description. Include your use of POV statements to develop How Might We (HMW) statements. * Create a *blacklog.* This needs to be prioritized. * The backlog is created and this needs to be managed using issues in Github i.e., issues are progressively “closed” as the project gets done. The commit that closes each issue should be clearly stated. * Meaningful commits from every student each week. Interleaving of commits is expected. * Commits should identify when this part of the report was added to or modified in the markdown file. | Week 2 | **6** |
| **Workproducts, models and descriptions.** | Prototyping and models  Iteratively complete:  - Use case diagrams  - Activity diagrams  - Class diagrams  - Collaborative Diagrams | * Issues get removed as their corresponding models are added to the markdown file [use cases are developed from the backlog (1 to 3 or 4) user stories can be used to create a use case. The use cases are then used to create activity diagrams. These are then used to create class diagrams and collaboration diagrams. * Commits should identify when this part of the report was added to or modified in the markdown file | Weeks 3-4 | **12** |
| **Competitive advantages and possible effects if the project fails** | E.g. Potential benefits to the call center (in terms of reducing cost and being able to carry out more effective calls).  - Around 500 words |  | Week 4 | **4** |
| **Using Github to role-play agile methodologies** | Explanation and outline of Scrum activities used | Recording the intention, rationale, and focus of each system’s development iteration using commit messages, project boards, and issue tracking (opening/closing) capabilities | Weeks 1-4 | **7** |
|  |  |  | **TOTAL** | **35** |

Internal Notes Only:

Reference from Daniel DT Lecture 2: Use POV statements to develop How Might We (HMW) statements

“Explanation and outline of Scrum activities used” derived from Assignment Task 4: Explain the Agile methodology namely Scrum, you have used to carry out the procedure. In your explanation, ensure that you outline activities from Scrum that you use