

PROGRAMMING COURSE SUBMISSION SYSTEM

PROJECT PLAN

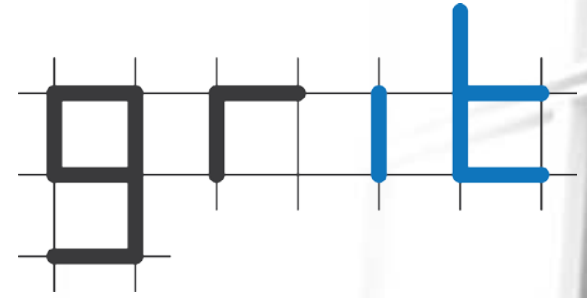
Overview

- (1) Team name, members and roles
- (2) Product
- (3) Project organization and methodologies
- (4) Milestones
- (5) Progress tracking
- (6) Issue tracking
- (7) Revision control
- (8) Customer inclusion

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Members



Marvin Gülzow

- E-Mail: Marvin.Guelzow@uni-konstanz.de
- Role: Project Manager, Scrum Product Owner



Gabriel Einsdorf

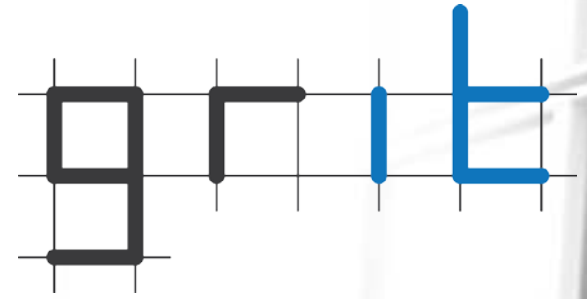
- E-Mail: Gabriel.Einsdorf@uni-konstanz.de
- Role: Infrastructure Manager, Scrum Master



David Kolb

- E-Mail: David.Kolb@uni-konstanz.de
- Role: Developer, Graphics

Members



Eike Heinz

- E-Mail: Eike.Heinz@uni-konstanz.de
- Role: Developer , I/O



Fabian Marquart

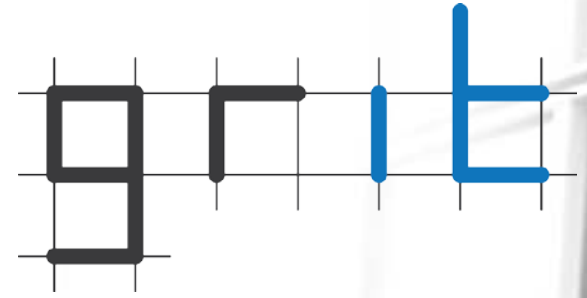
- E-Mail: Fabian.Marquart@uni-konstanz.de
- Role: Developer, UI



Marcel Hiller

- E-Mail: Marcel.Hiller@uni-konstanz.de
- Role: Developer , Documentation

Members



Stefano Woerner

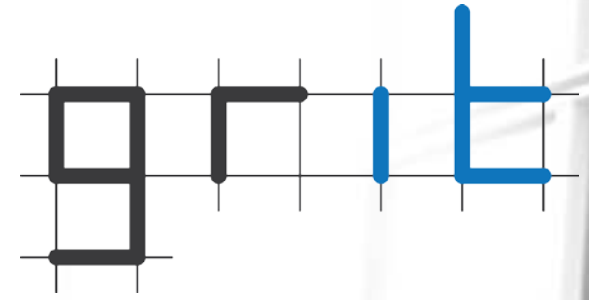
- E-Mail: Stefano.Woerner@uni-konstanz.de
- Role: Domain Expert and Web Development



Thomas Schmidt

- E-Mail: Thomas.3.Schmidt@uni-konstanz.de
- Role: Developer, Testing

Our product

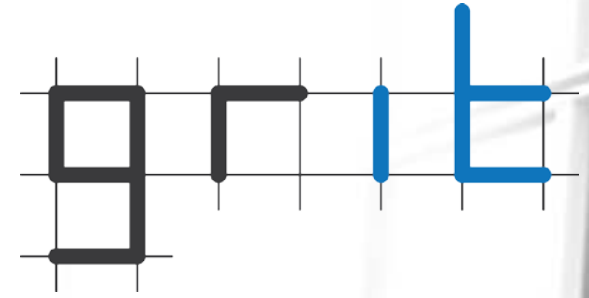


Programming Course Submission System (PCSS)

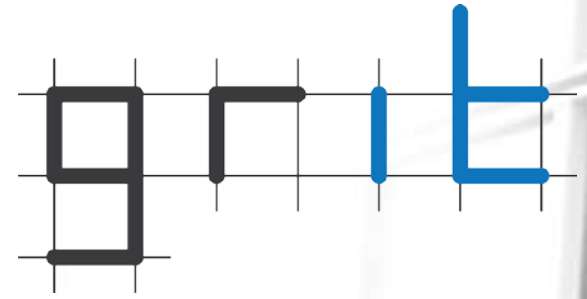
Our product



**Details will be discussed with
the customer tomorrow.**



Project organization and methodologies

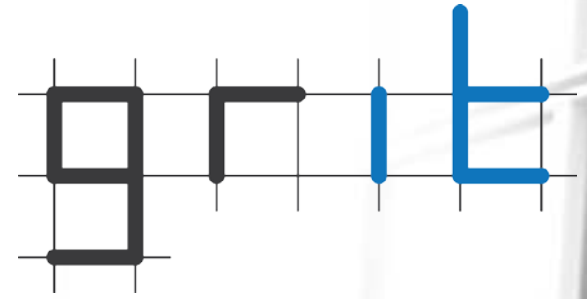


We are using the SCRUM agile software development framework to deliver an excellent product to our customer.

Advantages:

- Easily incorporate the customers' wishes.
- Transparently develop the PCSS.
- Focus on the users of our product.

Project organization and methodologies



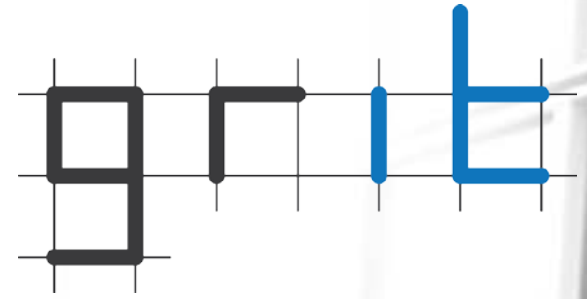
Our development team meets two to three times a week either in person or online to discuss our progress in a stand-up meeting.

We are using the "Test Driven Development" methodology

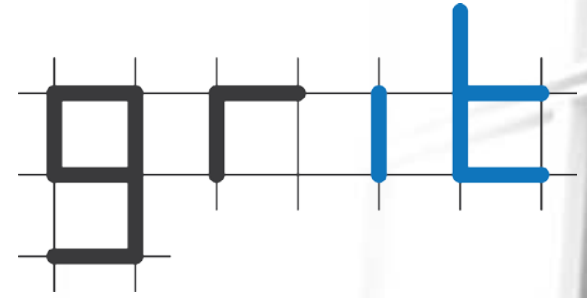
- Write unit test before our code
- Facilitate refactoring adapting to change
- Ensure code quality

Milestones

- Design proposals were already delivered on 2014-05-02.
- We will deliver a first prototype and a design mockup on 2014-05-14.
- Then we will evaluate this prototype with the customer (→ design further development).
- We will deliver an improved prototype **every two weeks**.
- The final product will be delivered on 2014-07-16.

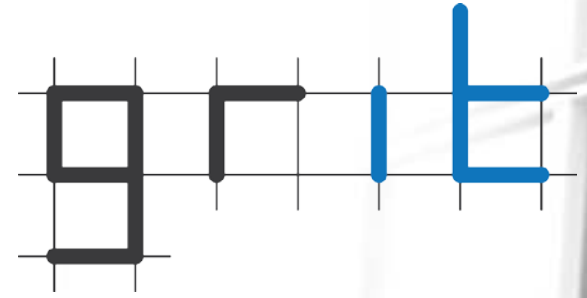


Process tracking



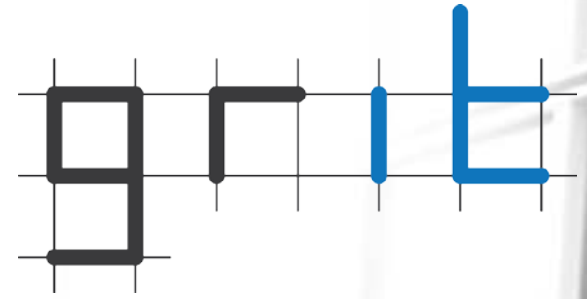
- By using Scrum, we immediately see progress in the releases after each sprint cycle.
- Each cycle attempts to implement a predetermined set of features in the backlog.
- If our sprint backlog is empty after the cycle, we have met all goals.
- The same holds true for total progress in the project (visible in the general backlog).

Issue tracking



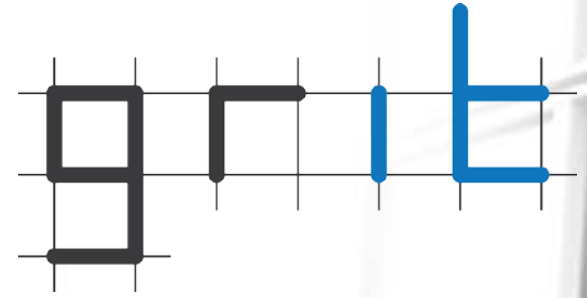
- Issues are tracked using the built-in GitHub issue tracker.
- For each issue, a ticket is opened and assigned to a person and a milestone.
- We use a Kanban board and a burn down chart
 - Visualize our workflow
 - Track our progress

Revision control



- We track revisions using git and a private repository on GitHub.
- We use a modified gitflow-branching model.
- Releases are kept on the master-branch.
- During each sprint circle, a development-branch is used to put the release together.
- During development, a feature-branch exists for each feature.

Customer inclusion



- The customer will receive a release of PCSS after each sprint cycle.
- With this release the customer can easily assess the current state of the product.
- grit then determines together with the customer which features should be implemented next.
- This will lead to customer satisfaction.

**Looking forward
to a successful partnership!**

