Progress Presentation

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www.mwftr.com/SD2425.html

Progress through increments

Agile Workflow & Weekly Development Tasks: <u>sprints</u> & <u>increments</u>

EECE404 Seni	or Design	n II	
404 Agile We	ekly Pro	ject Implementation Plan	
Team Name			
Final			
Solution			
Product			
Starting			
Date of Week	Sprint	Increment (or intermediate	
	#	working component)	Weekly development tasks
1/27/2024			
2/3/2024	1		
2,3,232.	1		
2/10/2024			
2/17/2024			
2/24/2024	_		
	2		
3/3/2024			
3/10/2024	-		
3/17/2024			
3/1//2024			
3/24/2024	3		
3/31/2024			

Project Tracking and Review

Purpose of Tracking and Review

- Need appropriate measurement of project progress
- Need to identify and mitigate <u>project failure risks</u>

Tracking and Review

- How is it going with the agile project management?
- What's the increment ?
- Which tasks were successfully completed and which tasks were not?
- Show/demonstrate the increment
- How to resolve any issues in the unsuccessful tasks?

Vehicle for Tracking and Review

- Progress presentation for each sprint
- 3 sprints → 3 progress presentations

Progress Presentation

Frequency

- Every 3 weeks
- Check the Website for the presentation schedule
- In-person Team presentation
- Contingency Plan Online/Zoom presentation
 - Share and present the slides in the Zoom/Online platform

Format

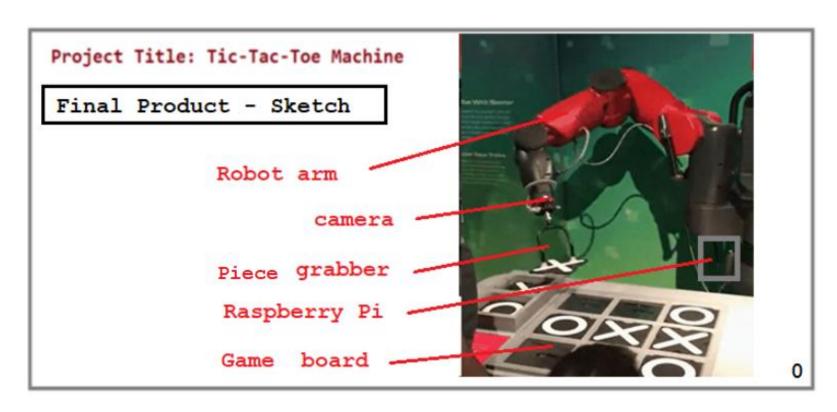
- 5 slide pages & 2 minute per slide (a total of 10 minutes)
- Q&A 5 minutes
- Every member should equally participates in the presentation

Progress Presentation

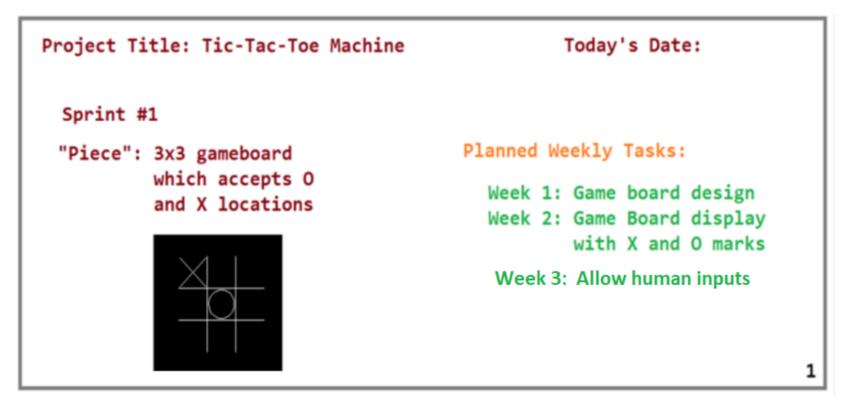
- Start from the Agile Workflow & Weekly Implementation Plan: <u>sprints</u>
 & <u>increments</u>
- EXAMPLE (slightly revised one)

EECE404 Senior	Design	II	
404 Agile Week	kly Proje	ct Implementation Plan	
Team Name		Terminator	
Final Solution	n Product	Tic-Tac-Toe Machine	
Date of Week	Sprint #	Increment (or intermediate working component)	Weekly development tasks
1/27/2024		3x3 game board	Game board design in Python
2/3/2024	1	which accepts O and	Displaying O and X in the board
2/10/2024		X Locations	Human input
2/17/2024	2	Game with Human Player	Minimax Algorithm implementation
2/24/2024			Winning Strategy implementation
3/3/2024			Game playing, playing, playing
3/10/2024			Assembly of Robot Arm with Camera
3/17/2024		Robot Arm playing	Recognition of Game board
3/24/2024	3	againt Human player	Recongition and placement of O and X piece
3/31/2024			Practice Game

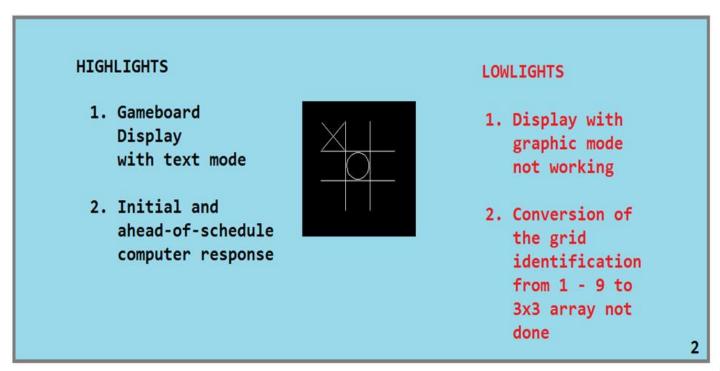
- Page 0:
 - 1.Project Name
 - 2.Date
 - 3. Final Product-Sketch



- Page 1:
 - 1.Project Name
 - 2.Date
 - 3.Sprint #
 - 4.Increment (piece)
 - 5.The 3-week tasks

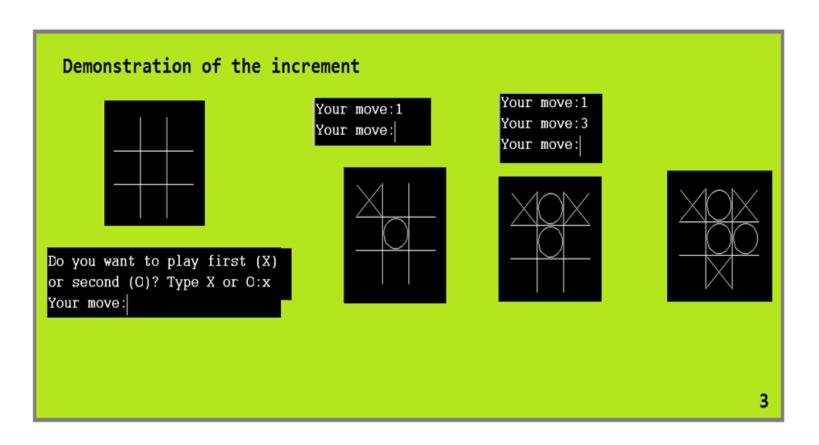


- Page 2:
 - Highlights
 - 1. What's achieved
 - 2.What went well
 - Lowlights
 - 1. What's not achieved
 - 2. What's the issue



Page 3:

Show and demonstrate the increment



Page 4:

- Team Leader
- Resolution of the Issues
- Reduction of failure risk

Resolution of the issues

- 1. Good progress so far and no major issues
- One issue Graphic display of the board and O/X marking
- 3. Resolution Search for Python libraries
 - Search for example codes to learn from
 - Practice of Python array
- 4. Failure Risk: Presently very low
 - No mitigation is needed this time

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Grading Rubric for Progress Presentation [15 points]

- Observance of the <u>5 10 rule</u> (5 pages, 10 mins) with the required contents [2]
- Amount of achievement in <u>delivering</u> the increment [10]
- Presentation <u>balance</u> (or equal presentation) among team members in the amount of time and/or the number of pages covered [3]

Progress Presentation - Schedule

- 1st Progress Presentation:
 - (T) Feb 18
 - AEMD, BisonBots, CoPilots, CTRL, Drone
 - (T) Feb 25
 - EMFdetector, GlowGarments, IdealB, Rescuer, Sensor