

# Progress Presentation

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**[www.mwftr.com/SD.html](http://www.mwftr.com/SD.html)**

# Progress through increments

- Agile Workflow & Weekly Implementation Plan: sprints & increments

EECE404 Senior Design II			
404 Agile Weekly Project Implementation Plan			
Team Name			
Final Solution Product			
Date of Week (M)	Sprint #	Increment (or intermediate working component)	Weekly development tasks
1/30/2024	1		
2/5/2024			
2/12/2024			
2/19/2024	2		
2/26/2024			
3/4/2024			
3/11/2024			
3/18/2024	3		
3/25/2024			
4/1/2024			

# Project Tracking and Review

- Purpose of Tracking and Review
  - Appropriate measurement of project implementation progress
  - Identification of project implementation failure risks
- Tracking and Review
  - How is it going with the agile project implementation?
  - What's the piece (which is to be implemented)?
  - Which tasks were successfully completed and which tasks were not?
  - Show/demonstrate the increment (the piece)
  - 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**
  - 4 slide pages & 2 minute per slide ( a total of 8 minutes)
  - Q&A 2 minutes
  - **Every member equally participates in the presentation**

# Progress Presentation

- Start from the Agile Workflow & Weekly Implementation Plan: sprints & increments
- **EXAMPLE**

EECE404 Senior Design II 404 Agile Weekly Project Implementation Plan			
Team Name		Terminator	
Final Solution Product		Tic-Tac-Toe Machine	
Date of Week (M)	Sprint #	Increment (or intermediate working component)	Weekly development tasks
1/30/2024	1	3x3 game board which accepts O and X Locations	Game board design in Python
2/5/2024			Displaying O and X in the board
2/12/2024			Human input
2/19/2024	2	Game with Human Player	Minimax Algorithm implementation
2/26/2024			Winning Strategy implementation
3/4/2024			Game playing, playing, playing
3/11/2024			Assembly of Robot Arm with Camera
3/18/2024	3	Robot Arm playing against Human player	Recognition of Game board
3/25/2024			Recongition and placement of O and X pieces
4/1/2024			Practice Game

# Progress Slide Format (4x2 4 slides 8 minutes)

- **Page 1:**

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


Project Title: Tic-Tac-Toe Machine Today's Date:

Sprint #1

"Piece": 3x3 gameboard  
which accepts O  
and X locations

Planned Weekly Tasks:

Week 1: Game board design  
Week 2: Game Board display  
with X and O marks  
Week 3: Allow human inputs




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- **Page 2:**

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

HIGHLIGHTS

1. Gameboard Display with text mode
2. Initial and ahead-of-schedule computer response



LOWLIGHTS

1. Display with graphic mode not working
2. Conversion of the grid identification from 1 - 9 to 3x3 array not done

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# Progress Slide Format (4x2 4 slides 8 minutes)

- **Page 3:**
  - Show and demonstrate the increment

Demonstration of the increment

```
Do you want to play first (X)
or second (O)? Type X or O:x
Your move:|
```

```
Your move:1
Your move:|
```

```
Your move:1
Your move:3
Your move:|
```

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- **Page 4:**
  - Resolution of the Issues
  - Reduction of failure risk

Resolution of the issues

1. Good progress so far and no major issues
2. 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

- Observance of the 4x2 rule (4-page slide with 2 min per page) with the required contents [20]
  - 20
  - 10
- Amount of achievement in delivering the incremental product [40]
  - 40
  - 30
  - 20
  - 10
- Clear communication with good slides and direct eye contact [20]
  - 20
  - 10
- Presentation balance (or equal presentation) among team members in the amount of time and/or in the number of pages [20]
  - 20
  - 10



## Progress Presentation - Schedule

1<sup>st</sup> Progress Presentation: (T) Feb 20

Time	Program /Team
12:40 – 12:50	D2
12:50 – 1:00	PCC
1:00 – 1:10	Photon2
1:10 – 1:20	UAV
1:20 – 1:30	UGV
1:30 – 1:40	POWER
1:40 – 1:50	SLAM