


## 3. Project Schedule and Risk



CSE 498, Collaborative Design

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### Project Schedule and Risk

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- Risk
- Project Schedule
- Teamwork

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### Identifying Risks

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- What You Don't
  - Know
  - Understand
  - Know How to Do
- Normally
  - Major Project Features
  - “Showstoppers”
- Varies From
  - Not Familiar With But (Probably) Can Learn to
  - Absolutely No Idea How to Implement

What are you worried about?  
Or, what should you be worried about?

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### Example Risks

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Including but not limited to...

- Programming Languages
- Development /Programming Environments
- Software Systems
- Hardware Systems
- Key Application Features
- Etc...

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### Prioritizing Risks

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- Classify Difficulty
  - High                      Showstopper, No Idea How to Do
  - Medium
  - Low                        Not Hard, Probably Doable
- Classify Importance
  - High                       Showstopper, Must Have
  - Medium
  - Low                        Not Vital, Nice to Have
- Prioritize
  - High                        Work On \*Now\*
  - Medium
  - Low                         Work on Later

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### Case Study: Basketball App

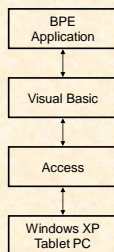
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- For Each Player, Track
  - Minutes Played
    - Game Clock Time
    - Consecutive & Total
  - Minutes Rested
    - Wall Clock Time
    - Consecutive
- Must Be Usable
  - On the Bench
  - In Real Time

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## S Basketball App Architecture

### Basketball Play Effectiveness



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## S Basketball App Risks?

- How do I program in VB?
- How do I make a GUI in VB?
- What SDK should I use?
- How do I interface VB with Access?
  - Write Records?
  - Read Records?
  - Traverse Records?
- How do I do clocks?
  - Game Clock?
  - Wall Clock?

How would you classify these difficulties?

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## S Mitigating Risks

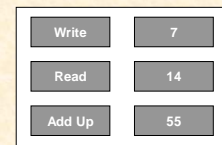
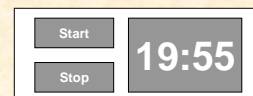
- Use Existing Resources
  - Including But Not Limited To
    - Product Demos
    - Book Sample Code
    - Downloadable Examples
    - Etc...
  - Test Drive
    - Install
    - Compile
    - Extend
    - Etc...
- Build New Prototypes
  - Single Purpose
  - Quick-and-Dirty

Nota Bene:  
 1. Check license if including in project.  
 2. Document.  
 3. Inform client.

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## S Basketball App Risk Mitigation

- Game Clock
  - Start / Stop
  - Counts Down
  - By Minutes/Seconds
- Access Interface
  - Write Number
  - Read Number
  - Add Up Numbers



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## S Recent Examples

- Women's Fashion Patents Project
  - tiff Images (Bitmaps) of 600+ Patents
  - Wanted
    - Website
    - Search (Find Patent) by Keyword
- Hockey Practice Software
  - Web Based
  - Used to Build Hockey Practice Plan

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## S CSE498 Examples

- Team 1: Accident Fund
- Team 2: Ford
- Team 3: IBM
- Team 4: Motorola
- Team 5: Sircon
- Team 6: TechSmith

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## S Project Schedule and Risk

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## S Where do you start?

- Technical Specification
- Prioritized Risks
- Feature Set(s)
- Fixed Milestones
  - Course
  - Client

Tradeoffs...  
Features  
vs  
Time

Are there fixed milestones in the "real" world?

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## S Course Milestones

Week	Date	Deliverables
4	Sep 17	Technical Specifications
7	Oct 08	Prototype Demo
10-14		Progress Reports & Demos
15	Dec 03	Project Video
15	Dec 05	Everything (Including Documentation)

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## S Building A Project Schedule

- Start With Fixed Course Milestones
- Identify
  - Tasks
  - Risks
  - Dependencies (Particularly Risk Dependencies)
  - Priorities
- Estimate Times for Tasks
- Assign Task to Team Members
- Use "Short" Deadlines (E.g., 2-3 Days) Why?
- Document and Track
  - Microsoft Project?
  - Collaboration Tool?

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## S Estimating Time for Tasks

- Rough Estimate
  - Intuition
  - Experience
- Refined Estimate
  - Prototype or Partial Build
  - Extrapolation
  - E.g., 2 Days to Build 1 → 6 Days to Build 3
- Keys
  - Be Realistic
  - Include Buffer Time if Unsure
- Adjust Schedule Accordingly

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## S Typical Build Cycle

Until Project Done Do

1. Divide Next Big Task Into Little Tasks
2. Assign Little Tasks to Team Members
3. Complete Little Tasks
  - a. Implement
  - b. Test
4. Integrate Little Tasks Into Big Task
5. Test Big Task

} Very Important

High Priority Risks Take High Priority

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## S Revision Control

- Versioning
  - Discrete “Internal” Versions (States)
  - May Correspond to Builds
- Revision Control Systems
  - Check Code In and Out
  - Mark Specific States as Versions
- Motivation
  - Build Breaks System
  - Revert to Earlier Build
  - Avoid Bridge Burning
- Examples
  - Visual SourceSafe
  - GNU RCS (Revision Control System)

Can Be  
Serious  
Problem

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## S Living Schedule

- Schedule Is Dynamic
  - Unforeseen Problems
  - Added Features (Avoid Feature Creep)
  - Etc..
- Track Your Progress
  - Microsoft Project?
  - Collaboration Tool?
- Revisit Schedule Often
  - Hold Weekly Triage Meetings
  - Identify Slippage
  - Hold Each Other Accountable (or Contact Matt or me)
  - Set Corrective Action
  - Adjust Schedule

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## S Project Schedule and Risk

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## S Grading Revisited

- Team (70%)
 

– Technical Specification & Presentation	10
– Prototype Demonstration	10
– Status Reports & Demonstrations	5
– Project Video	15
– Project Software & Documentation	15
– Design Day	10
– Team Web Site	<u>5</u>
	70
- Individual (30%)
 

– Technical Contribution	10
– Team Contribution	10
– Team Evaluation	5
– Class Meeting Attendance	<u>5</u>
	30

## S Team Dynamics

- Organize as See Fit
  - Really Hard Stuff
  - Really Important Stuff
- Board of Directors...
  - Hires
  - Fires
- (Be Ready to Discuss During Interviews)

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## S Team Member Roles

- Client Contact
- Program Manager
- Developer
- Tester
- Etc...

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## S Team of Peers

### Effective Team Members

- Relate as Equals
- Have Specific Roles and Responsibilities
- Empowers Individuals in Their Roles
- Have Specific Skills
- Hold Each Other Accountable
- Drive Consensus-Based Decision-Making
- Give All Members a Stake in the Project

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## S Potential Problems

### Over and/or Under

- Bearing
- Qualified
- Achiever
- Etc...

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## S Mutual Responsibility

- You are your brother's/sister's keeper.
- Responsible For
  - Your Contribution
- **And**
  - Your Teammates' Contributions
- What Won't Work
  - "They never asked me to do anything."
  - "They never let me do anything."
  - "He/she never asked to do anything."
  - "He/she never wanted to do anything."
  - Etc...

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## S Team Evaluation Form

- 5% of Final Grade
- Rate Each Team Member
  - Overall Effort
  - Overall Performance
- Other Questions
  - 8. Describe the contributions of each team member, starting with you. Be specific. Include comments about your/their individual technical contributions as well as your/their contributions to the team as a whole.
  - 9. Whom do you feel did the best (either in effort or overall contribution to the team)? Why? Be specific.
  - 10. Whom do you feel did the worst (either in effort or overall contribution to the team)? Why? Be specific.

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## S Team Problems

- Can Be
    - Really Hard
    - Awkward
    - Frustrating
    - Etc...
  - Addressing Problems
    - ASAP
    - Directly
    - Respectfully
    - Maturely
  - Resolving Problems
    - Internally First
    - See Matt and/or Me Now (Don't Wait)
  - "Bad" Team Not an Acceptable Excuse
- Potential For Bad Effect on 70% of Your Grade

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## S What's next? →

- Team Status Reports
- All-Hands Meeting Presentation
- Use PowerPoint Template
- Include
  - Description Points
  - Status Points

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## S Team # Status Report (1 of 4) →

- Client Contact
  - Status Point 1
  - Status Point 2
- Team Meetings
  - Status Point 1
  - Status Point 2
- Team Organization
  - Description Point 1
  - Description Point 2

Team #: Team Name

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## S Team # Status Report (2 of 4) →

- Server Systems / Software
  - Description &/or Status Point 1
  - Description &/or Status Point 2
- Development Systems / Software
  - Description &/or Status Point 1
  - Description &/or Status Point 2
- Web Site
  - Status Point 1
  - Status Point 2

Team #: Team Name

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## S Team # Status Report (3 of 4) →

- Project Definition
  - Description Point 1
  - Description Point 2
  - Description Point 3
  - Description Point 4
- Technical Specification Document
  - Status Point 1
  - Status Point 2
  - Status Point 3
  - Status Point 4

Team #: Team Name

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## S Team # Status Report (4 of 4) →

- Risks
  - Risk 1
    - Description
    - Mitigation
  - Risk 2
    - Description
    - Mitigation
  - Risk 3
    - Description
    - Mitigation
  - Risk 4
    - Description
    - Mitigation

Team #: Team Name

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## S What's next? →

- Email to Me
- By 12:00pm EDT, Monday, September 10
- Dr. D. Will Combine into Single PowerPoint
  - To Speed Things Up During Meeting
  - Do NOT Modify Master Slide Page
- Each Team Presents
  - Using Dr. D.'s Laptop
  - At Most 8 Minutes (Rehearse Timing)
  - Single or Multiple Presenters (Your Choice)

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