Progress Presentation

EECE404 Senior Design II Department of Electrical and Computer Engineering Howard University

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www.mwftr.com/SD.html

Progress through increments

• Agile Workflow & Weekly Implementation Plan: sprints & increments

EECE404 Senio	n Dosian	TT	-
404 Agile Wee	kly Proje	ct Implementation Plan	
Team Name			
Final Solutio	n Product		
Date of Week	Sprint #	Increment (or intermediate working component)	Weekly development tasks
1/30/2024		y i i	
2/5/2024	1		
2/12/2024	-		
2/19/2024			
2/26/2024	1		
3/4/2024	2		
3/11/2024			
3/18/2024			
3/25/2024	3		
4/1/2024			

Project Tracking and Review

Purpose of Tracking and Review

- Appropriate measurement of project implementation progress
- Identification of <u>project implementation failure risks</u>

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

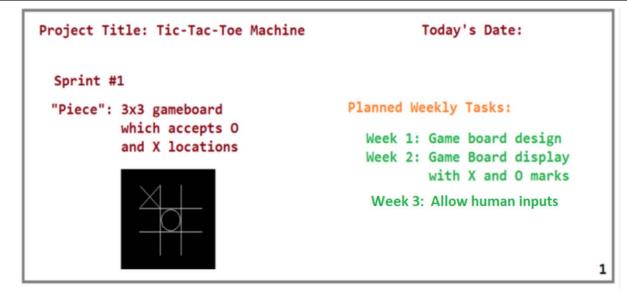
- Start from the Agile Workflow & Weekly Implementation Plan: <u>sprints</u>
 & <u>increments</u>
- EXAMPLE

EECE404 Senior			
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
1/30/2024		3x3 game board	Game board design in Python
2/5/2024	1	which accepts O and	Displaying O and X in the board
2/12/2024		X Locations	Human input
2/19/2024		Game with Human	Minimax Algorithm implementation
2/26/2024	2	Player	Winning Strategy implementation
3/4/2024			Game playing, playing, playing
3/11/2024			Assembly of Robot Arm with Camera
3/18/2024		Robot Arm playing	Recognition of Game board
3/25/2024	3	againt Human player	Recongition and placement of O and X piece
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



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

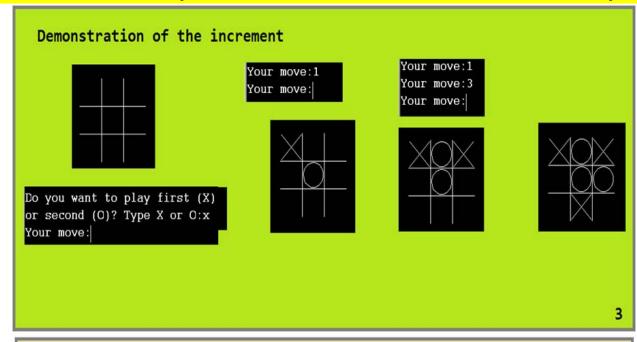
- Display with graphic mode not working
- 2. Conversion of the grid identification from 1 - 9 to 3x3 array not done

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Progress Slide Format (4x2 4 slides 8 minutes)

• Page 3:

Show and demonstrate the increment



Page 4:

- 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

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

Progress Presentation - Schedule

1st 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