Term Project: Time-log & Task Estimate

1. Time-log

When we first assigned the term project, we said one of its purposes is to give you a first-hand experience of developing a software system in a multi-person group. One of the problems associated with such a software development is various overhead costs, such as communication, administration, etc. To give you a concrete record of how much time is spent to produce how much, we would like you keep a time-log. A time-log entry should contain: date, duration of time spent, task description, and the result accomplished. Also, you may want to jot down comments on the state of the project, etc. For example, a time-log may look like:

5/25/97

Duration	**Task**	**Result**
0.5 hrs	Read e-mails from Joe asking me about how to use my module with multiple instances of records.	Explained to him the issue comes from the differences between shallow cloning vs. deep cloning, and best to be dealt with in his module.
4 hrs	Trying to repair bug #12345.	Taking too long and not getting anywhere. Reclassified as "postpone."
2 hrs	Team meeting to discuss how we will go about the presentation.	Agreed on a basic division of labor.
0.25hrs	Writing this time-log	Done.

Comments: I'm concerned about the stability of the system. At this point of the game, things should be stabilizing. But instead, it seems to be getting more unstable each day. When we fix one bug, the fix introduces more bugs or breaks some other parts of the system. I wonder what we can do about it...

You will be asked to turn in your time-log at the end of the quarter, with a team summary and analysis. The whole purpose of this time-logging exercise is to give you something concrete that shows what kind of overheads working in a team setting entail and how they impact your productivity. You will not be judged how quickly you accomplished your task. So, BE HONEST!!!

2. Task Estimate

In the same vain, we would like you to put together a task list upon completing your design work. The task list will show all the tasks necessary to bring the project to completion, their duration and the assignments. The initial one is to be turned in with your system design document. As the project progresses, we would like you to mark the actual duration each task took against the

estimated one. Also, you may end up adding new tasks. Our suggestion is to think the level of granularity that each individual will be able to complete two tasks a week. Again, this is for you to reflect on the reality of multi-person software development. At the end of the quarter, you will turn in the marked up task list and your summary and analysis.