1   Project Checkpoints

You are required to create four discrete checkpoints for your semester project.

Time management is an important part of long-term projects. The graduate students of this class are developing this skill as they work on their thesis. If you save most of the work until the end, you will not succeed. Estimation is an important skill you must learn in industry, so we will practice for the semester-long project.

Agile development methodologies espouse a concept of dividing work into chunks called sprints. A sprint is an arbitrary length of time, typically a number of weeks. You have roughly 12 weeks left until your project is due. We will break the time into four three-week sprints.

I will hold you accountable to these checkpoints.

(a) **Formulate a plan for the following checkpoint dates:**

Oct 04, what new functionality or technical hurdle will you have complete?

Oct 23, what new functionality or technical hurdle will you have complete?

Nov 08, what new functionality or technical hurdle will you have complete?

Nov 27, what new functionality or technical hurdle will you have complete? By this point, your project should meet your initial requirements.

(b) **Check in a digital copy of your plan to your github repo**

Created in LaTeX