Project Kickoff
Project Structure
Structure

- **3 Scrum Sprints (2 weeks long each)**
  - Start with new user stories being posted
  - Ends with teams delivering working software
  - Retrospective done in class

- **Scrum roles**
  - chosen by the team,
  - changes each iteration
  - everyone expected to code:
    Scrum roles should be $\leq 10\%$ of your time
Practical scrum roles

- **Scrum Master**
  - make sure meetings are organized and happen.
  - ensure team works together, solves problems, and communicates.

- **Product Owner**
  - asks customer (TA/Instructor) for clarifications.
  - takes lead in ensuring all required features for the iteration are being developed.

- **Repo Manager**
  - helps everyone work with Git/GitLab.
  - responsible for accepting merge requests, and ensuring code reviews happen.
Marking

- **Mark as a team**
  - TA marks delivered project
  - Everyone earns same ‘base’ marks

- **Peer Feedback**
  - You give each of your team members
    - a score
    - formative feedback (to help them)
  - Each team member’s ‘base’ marks scaled +/- 15% based on peer-feedback score.
Project Description
Data

- Restaurant health inspection browsing app.
  - Surrey publishes data set we’ll use!
  - Example: https://www.healthspace.ca/Clients/FHA/FHA_Website.nsf/Food?OpenPage&

- Show Published Data
  - List of Restaurants
  - List of Inspections
Inspection details

- Each Restaurant has a Tracking Number
- Inspection data includes
  - Restaurant tracking number
  - Inspection date
  - Inspection type (routine / follow-up)
  - # critical violations
  - # non-critical violations
  - Hazard (low, medium, high)
  - Violations “lump” ( | separated)
Example Violations

- **201**, Critical, Food contaminated or unfit for human consumption [s. 13], Not Repeat
- **202**, Critical, Food not processed in a manner that makes it safe to eat [s. 14(1)], Not Repeat
- **205**, Critical, Cold potentially hazardous food stored/displayed above 4 °C. [s. 14(2)], Not Repeat
- **206**, Critical, Hot potentially hazardous food stored/displayed below 60 °C. [s. 14(2)], Not Repeat
- **209**, Not Critical, Food not protected from contamination [s. 12(a)], Not Repeat
Example Violations (cont)

- **210**, Not Critical, Food not thawed in an acceptable manner [s. 14(2)], Not Repeat
- **301**, Critical, Equipment/utensils/food contact surfaces not maintained in sanitary condition [s. 17(1)], Not Repeat
- **302**, Critical, Equipment/utensils/food contact surfaces not properly washed and sanitized [s. 17(2)], Not Repeat
- **304**, Not Critical, Premises not free of pests [s. 26(a)], Not Repeat
Example Violations (cont... again)

- **305**, Not Critical, Conditions observed that may allow entrance/harbouring/breeding of pests [s. 26(b) (c)], Not Repeat
- **306**, Not Critical, Food premises not maintained in a sanitary condition [s. 17(1)], Not Repeat
- **308**, Not Critical, Equipment/utensils/food contact surfaces are not in good working order [s. 16(b)], Not Repeat
- **401**, Critical, Adequate handwashing stations not available for employees [s. 21(4)], Not Repeat

Note: All this from one inspection!
FYI: Full inspection report

- For context, you may want to look at full inspection reports.
  https://www.healthspace.ca/Clients/FHA/FHA_Website.nsf/Food?OpenPage&
  - (Show PDF of report)
- Project does not (currently?) use these full reports.
What do you think?

- What sounds easy?
- What sounds hard?
- For each Scrum role, what could be hard?
  - Product Owner?
  - Scrum Master?
  - Repo Manager?
Expectations for Everyone
Expectations

- if going to be done late (or early)
- reply to messages in timely manner
  (1 business day or less; group discusses)

- No disrespectful language / jokes; be on time

(≈3 days/week, every 2 hours)
- MR couple times an iteration.

- Take on reasonable amounts of work
- don't take over other’s work
Breakdown

• If you have challenge getting going:
  ..
  Everyone pulls together

• If your team has a problem
  – SM helps resolve issue
  – TA and Instructor help

• DROPPING THE BALL
  – Put on probation
  – Failure to resolve issue: offender is removed from the team and has 25% penalty
Getting Started
Suggested Steps

- **Team**
  - Setup team collaboration tool (Slack?)
  - Pick in-person meeting time / location (SM)
  - Email all team members, even those not present (SM)

- **Product**
  - Design the UI (paper-prototype)
  - Design Model: OOD and public interface (needed to support UI)
  - Implement mock public interface on Model returning fake test data
Team Time

- **Goals**
  - introduce yourself, exchange emails
  - pick communication mode (slack?)
  - pick roles (Scrum master, Product Owner, Repo Manager, Team mate)

- **Complete team Expectations and Accountability**
  (I’ll bring one to each team)
  - SM holds onto page for dysfunctional team exercise
Go find your group

Group names are taped to walls / rows (first letter)