

Project Kickoff

Today we will...

- **Structure** of our projects to get it done.
- **What project** are we building?
- How can I **make this a success**?
- How can we **get rolling**?

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 time
- 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 person's 'base' marks scaled +/- 25% based on peer-feedback score.

Project Description:
**Co-operative Goals
for Competitive Board Games**



User Stories

- Your team must create an Android app which implements all of the user stories for Iteration 1
- Now, gather project requirements from the customer!



A+

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)
 - Step up and communicate! Each meeting you should say something, even if, “Sounds good to me”
- ..
 - No disrespectful language / jokes; be on time
 - Communicate in a language everyone understands (or ask to switch first if explaining something).
 - No distractions during meetings (texting, ...)

Expectations

- .. (~3 days/week, every 2 hours)
 - MR couple times an iteration.
- ..
 - Take on reasonable amounts of work
 - don't take over other's work

Online Group Work

- It is hard to build trust in a virtual world
 - In first 100% online 276 offering, some students did not form strong relationships; lead to problems
- Tips
 - If possible, conduct meetings..
 - Use a good microphone
 - Have good light on your face
 - Get to know (and pronounce!) everyone's name
 - During meetings, focus on what is being said; contribute
 - .. with each other; smile, laugh, nod

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 (Discord? Slack?)
 - Pick meeting time / “location” (SM)
 - Email all team members, even those not present (SM)
- **Product**
 - **Design the UI** (paper-prototype? Figma?)
 - **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 (Discord? Slack?)
 - pick roles (Scrum master, Product Owner, Repo Manager, Team mate)
- **Complete team Expectations and Accountability**
 - SM: Pickup one from me or find it on project website
 - SM emails to group
 - **By Wednesday: Do 2 ice breakers and SM submit doc (digital or scanned).**

Find your Team

Front of Room

A	B	C	F	H	L
V					M
T	S	P	O	N	