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 <= 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!

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