

Project Kickoff

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Project 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 (SM)**
 - 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)
 - Peer-review score accounts for another 20% or so of your mark.

Project Description:

Restaurant Health Inspection Data

- Restaurant health inspection browsing app.
 - Surrey publishes a 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



Search Food Establishments

Go

- Abbotsford
- Agassiz
- Aldergrove
- Anmore
- Belcarra
- Boston Bar
- Bradner
- Burnaby
- Chilliwack
- Clayburn
- Coquitlam
- Cultus Lake
- Delta
- Deroche
- Dewdney
- Fort Langley
- Harrison Hot Springs
- Harrison Mills
- Hatzic Lake
- Hope
- Lake Errock



Previous Facility



Up to List



Next Facility

Blenz SFU Kiosk

Facility Location:

250 - 13450 102nd Ave
Surrey

Facility Information:

Facility Type: Restaurant
Current Hazard Rating: ◆ Low

Facility Inspection History:

Click on an inspection link below to see additional details

<u>Inspection Type</u>	<u>Inspection Date</u>	<u>Hazard Rating</u>
Routine Inspection	22-Nov-2019	◆ Low
Routine Inspection	4-Dec-2018	◆ Low
Routine Inspection	6-Apr-2017	◆ Low
Routine Inspection	21-Jul-2016	◆ Low
Routine Inspection	27-Jul-2015	◆ Low

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/dispalayed below 60 °C. [s. 14(2)],Not Repeat
- 209,Not Critical,Food not protected from contamination [s. 12(a)],Not Repeat

More Example Violations

- 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

Even More Example Violations

- 305, Not Critical, Conditions observed that may allow entrance/harboring/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

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&
- Project does not (currently?) use these full reports.

What Do You Think?

- What sounds easy?
- What sounds hard?
- For each Scrum roll, what could be hard?
 - Product Owner?
 - Scrum Master?
 - Repo Manager?

Expectations

- Communicate!
 - If going to be done late (or early)
 - Reply to messages in timely manner (1 business day or less; group discusses)
- Respect!
 - No disrespectful language / jokes; be on time
- Commit Often (~3 days/week, every 2 hours)!
 - Merge request several times an iteration.
- Do Reasonable Amounts Of Work!
 - Take on reasonable amounts of work
 - Don't take over other's work

Breakdown(s)

- If you have challenge getting going:
 - Ask your teammates! Everyone pulls together
- If your team has a problem
 - Scrum Master helps resolve issue
 - TA and Instructor can help
- **DROPPING THE BALL**
 - Can be put on probation
 - Failure to resolve issue: offender is removed from the team, must complete project solo (and forfeits peer review marks)
 - In extreme cases only, someone may volunteer to be removed from a dysfunctional group.

Suggested Steps

- Team
 - Set up a team collaboration tool (Slack? Discord?)
 - Pick face-to-face meeting time / location (SM)
 - Email all team members, even those not present (SM)
 - Create a GitLab project shared with the whole team (RM)
- 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 over email
 - Pick communication mode
 - Pick roles (Scrum master, Product Owner, Repo Manager, Team mate)
- Complete team Expectations and Accountability (linked on course website)
 - Scrum Master holds onto page for dysfunctional team exercise