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Total 75/100
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Notes: Marked 72582ae

Personas: \_16\_\_ / 20

Format: 2 / 4

must contain: gender, age, personality, skills, environment, attitude towards technology in general, attitude towards computer software, goals when using the system

Too many irrelevant details are not useful!

-2 Does not contain gender, age, personality for all personas

Information content: 6 / 8

The purpose of each persona is clear. Personas suggest different system requirements.

-2 Need to mention all personas (in)ability to use git / github

Coverage: 8 / 8

personas must include at least two of the following type of users:

- -- "Hanno type"
- -- Hanno's grad student: can approve modifications to the data, but cannot add other such users (only Hanno can)
- -- A less tech-savvy astronomer: Sure, Hanno is the client who makes the order, but the software will be released as open-source, so other types of users are 100% realistic.

Product Backlog: \_37\_ / 50

- \_10\_ / 10 : User stories follow the format

  "As \_\_name\_\_ (\_\_role\_\_), I want \_\_something\_\_."

  ("so that \_\_benefit\_\_" is optional)

  AND each \_\_name\_\_ corresponds to one of the personas.
- 3 / 10 : User stories, together, reflect all the user

## requirements (from all prospective users).

-7, Good start but there's still plenty of user stories that were missed that relates to how, when and why the updates are made

User story that describes how updates are generated, i.e. will you generate an update if the same update exists already but not merged? Will you generate an update if the data isn't formatted correctly/?

User Story that describes dealing/fixing disparities in how the data is represented (other catalogues might not have the same format)

User Story that describes how you deal with the issue where a planet from 2 different sources may have different names but are the same

User Story that describes what happens if the update contains data that doesn't correspond to your databases

Also for email notifications, need to possibly specify if you send the email every day / week, how would you avoid spamming the client? Would it be one email per update? Or one email per batch of updates? Etc etc.

Also not very clear about Betty's role, could clarify why she's there (is she like an admin for the software?)

 $_{-9}$  / 10 : User stories correspond to actual requirements (no "invented" features).

Not sure about 8

\_8\_ / 10 : User stories contain enough information for devs to estimate how long it would take to implement it.

-2

- 1 Which catalogues? Are talking about scraping or clicking a download button?
  - 4 What does changes mean? Changes to OEC? Changes in updates?
- 7 Could be clearer as to explaining if it's part of the 'update' or not, how do you get attributes and references?
- 14 Is this done through a web interface? Command line? Uploading a file? Complexity varies depending on how it's done. Makes it hard to estimate

 $_{-7}$  / 10 : Each user story addresses one specific requirement (no "world peace" stories).

-3

- 1 Which catalogues?
- 4 What does changes mean? Changes to OEC? Changes in updates?
- 7 Could be clearer as to explaining if it's part of the 'update' or not
- $\,$  8 What do you mean by my data? Do you mean the database / local copy of data?
- 14 What do you mean by manually, how do you edit, does it create a pull request? Does it need to be approved? Can Betty / Prof edit a the information as well?)

Presentation: \_\_13\_ / 20

- $\_4\_$  / 4 : well-presented, is easy to read and to navigate
- $2_{2}$  / 4 : spelling and grammar Need to spell check some user stories
- $\_5\_$  / 10 : looks professional Some of the apostrophes were like  $\hat{a} \in \mathbb{T}^m$ , report did not look very professional, was relatively plain
  - $2_2$  / 2 : quality of the README file

Interview: 9 / 10

- 1. Come up with idea of what's expected
  - a. Used slides, wrote down user stories individually
  - b. Met up with TA (myself) and got feedback
  - c. Final editing was delegated to someone
  - d. Putting it on the website was done by one person.
- 2. Process for coming up with personas
  - a. Majority of persona was done in tutorials
  - b. Checked out Hanno's website
  - c. Decided certain personas based on authority / roles.
  - d. Was able to explain persona differences
- 3. Process of coming up with the user stories
  - a. Had a total of 12 user stories at first

- b. Found out a lot of overlap, removed a lot of them, found that it was a bad idea
- c. Figured out a couple of scenarios and turned them into user stories.
- 4. Details of User Stories: -1
  - a. Was able to explain ¾ of the user stories
  - b. Struggled and had help from teammates for the last one
- 5. Sprint backlog
  - a. Prioritize merge & pulling data
  - b. Would factor time it takes into consideration