Group 1 Team 3 Final Presentation Outline

1. Overview – Joe—1 minute
   1. Will cover the order of our presentation and a brief “What we did”
2. Requirement Analysis—Amy—5 minutes
   1. User story tracking with pivotal tracker
      1. Can talk about how we relied on user stories more heavily after we had a working product in place
      2. Discuss use case diagram we designed at start of class. If possible, create a new use-case diagram based on our final product and compare the two
   2. Handling requirement changes:
      1. After class meetings
      2. Entry of new stories on a constant basis
3. Software Design—Josh—5 minutes
   1. Use of Django and MVT style
   2. SQLite as a database and possible future integration with MySQL
   3. REST framework
4. Visual Design—Ted—5 minutes
   1. Putting together a site that has a clear theme across all pages
   2. Presentation design and layout
      1. Important to put together clear and effective communications to our business-side partners
   3. Frequent visual updates, oftem made on request (new alignments, number, or reordering of elements)
5. Implementation—Kenny—5 minutes
   1. Tools we used (don’t get too in depth since we’ll cover these in detail in other sections):
      1. Bootstrap for CSS
      2. Selenium for functional testing
      3. Git for version control
   2. Challenge of learning new language and framework
   3. Working together
      1. Setting up remote meetings
      2. Working in pairs or small groups on some assignments.
6. Project Management—Jerrold—5 Minutes
   1. Variable role contribution rather than strict grouping
      1. Everyone learns and does a bit of everything
   2. Contribution:
      1. Don’t shy from the fact that we had one clear expert and a lot of learners…focus on everyone’s willingness to learn and pick up tasks
   3. Quality management:
      1. Strict deploy process to master
      2. Test runs before pushes to staging (more on that later)
7. Testing—Joe—5 Minutes
   1. Use of selenium
      1. Incorporating a page object design
   2. Test Maintenance & Integration with deploy process
      1. Individual testing before pushes to staging
      2. Staging tested before push to master—master untouchable
   3. Unit testing and manual testing.
      1. Unit tests covered by individual developers
      2. Manual testing covered
   4. Future integration with Jenkins.
      1. Automating test runs with deploys
      2. Scheduling regular test runs against the live app
8. Integration—Samer—5 Minutes
   1. OS
   2. Servers
   3. Environment Structure
   4. Fabric Deployment
   5. Jenkins Deployment
9. Demo—Samer and Jerrold—5 to 10 Minutes