University of
Salford
MANCHESTER

Salford HackCamp 2018

Software Projects with Agile Techniques

CS2, CSSC2, SE2 and WD2

Base Camp

Salford HackCamp 2018

Welcome

Julian Bass

Session Overview

- HackCamp overview

  - Objectives

  - Roadmap

  - Deliverables

- Meet your client (arriving 10:00am – maybe?)

Module Objectives

Aims of Module

- to give students a broad overview of software development methods and techniques and the various stages of the software development life cycle
- to provide students with an opportunity to put into practice what they have learnt about programming by working in a group to design, develop, document and demonstrate a solution to a significant-sized problem, working to a professional standard and in a professional manner
- to introduce the vocabulary, concepts and principles of agile techniques and methodologies, critically highlighting the features common to agile development methodologies and their variations to traditional software development methodologies
- to provides an opportunity for applying, evaluating and reflecting on various agile techniques

Agile Resources

- Cockburn, A., "Agile Software Development", Addison Wesley, 2002.

- J. Newkirk (Author), Robert Martin, "Extreme Programming in Practice (XP)", Addison Wesley (Jun 2001)

- Kent Beck, "Extreme Programming Explained: Embrace Change", Addison Wesley; 2Rev Ed edition (31 Dec 2004)

- Mike A. Beedle, Ken Schwaber, "Agile Software Development with SCRUM", Prentice Hall (28 Feb 2002)

- Cockburn, Alistair, "Crystal Clear: A Human-Powered Methodology for Small Teams", Addison Wesley, 2004

- Schwaber, Ken, "Agile project management with Scrum" Microsoft Press, 2004

- DSDM : business focused development / the DSDM Consortium / edited by J. Stapleton - 2nd ed . - London : Addison-Wesley, 2003

Assessment Breakdown

- **Assignment 1**   – **20%**

- **Agile Project**   – **80%**

  - Group Report   – 40%

  - Presentation and Demo   – 20%

  - Weekly progress and attendance – 20%

Does everyone know their group number?

- Do you know your group number?

- Show of hands!!

- First, walk through names

Does everyone know their group number?

- Show of hands!!
- Do you know your group number?

- Group 1
- Group 2 …
- Group n

Group Project Allocation

- Youth Charter (Event Portal, Graphical Display)
  - Groups 1 and 3
- International Labour Organisation (Platform Worker Feedback):
  - Groups 2 and 4
- Competa bv Book of Faces
  - Groups 5 and 11
- BCS Manchester Student Placement Link
  - Groups 6 and 8
- Energy House
  - Groups 7, 9, 10, 12, 14, 15, 16, 17, 18 and 19

Daily Schedule

- 9:00am Daily kick-off session
  - Guest speakers to include
    - Friday, James Lewis, ROQ Ltd, Testing
    - Thursday, Eduard Tache, DevOps
- 10:00am Group Stand-up meeting
- Twice daily attendance register (around10:00am and 3pm)
- Base Camp Room 245
- Every scrum master to report in, everyday

Hack Camp Roadmap

- Day 1
  - Review requirements
  - Elicit requirements
  - Perform Skills inventory
  - Discuss and agree Group Rules of Conduct
  - Contact Group members and obtain contact details (e.g. scrum master(s) only)

Group working

Hack Camp Roadmap

- Day 2
    - Submit Skills inventory
    - Submit Group Rules of Conduct
    - Submit Group members and (optional) contact details (e.g. scrum master(s) only)
    - Discuss release plan and timings of customer demos
- Day 3
    - Submit Customer demonstration schedule
    - Submit Release plan (a plan that might change!)

Online working

Hack Camp Roadmap

- Wednesday 24th January 4pm

  - Final Report

- Demo Day (Thursday 25th January)

  - Demonstration of working code (every should attend 10:00am to 4pm)

  - Self-running (looping) slide show presentations Rooms 242/245