Learning Goals

Software Factory Group 1

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1 Introduction

This document contains the database structure and the constraints which apply to the entities.

2 Nils

Learning Goal	
Title	Improve my Latex skills
Description	Learn to use the textframework Latex
Measurement	There are lots of documents to create during the project and i have to create everything using Latex
Success Criteria	My final report is created using Latex

Learning Goal	
Title	Learn a new development framework
Description	I want to learn a new framework to create a softwareproduct
Measurement	The code should be reviewed by a group member
Success Criteria	The group thinks my quality of code improves over time

Learning Goal	
Title	Improve project management skills
Description	Improve project management skills
Measurement	Assessing whether the project plan is proffessional and complete
Success Criteria	If the group found my project management documents useful

3 Sjoerd

Learning Goal	
Title	Independently create good software
Description	By being able to create software Independently my value for the team goes up as less time is wasted by asking others to inform me. Help can be asked if there's a risk of getting stuck and thus wasting more hours in total. But the focus lies on being able to create good quality software independently
Measurement	Ask less and less help in the creation of software. measure points is: counting how many times I asked help in beginning, in mid and in the end
Success Criteria	The times asked for help should be less in the end than in the beginning.
Success Criteria	If the team finds my independently created code more useful then in the beginning.

Learning Goal	
Title	Understandable software
Description	The benefit of having understandable software is that software can be understood in less time. This is most valuable if other have to understand the written code. This can also save time if one has to read his own code after a year of absence from that code.
Measurement	Group members who review my code can give feedback if its good or not. The amount of feedback measured is a measurement.
Measurement	Understandability of my code and documentation.
Success Criteria	If the amount of feedback is lower in the end in the beginning it's a success.
Success Criteria	If my team finds the code and documentation more understandable. than in the beginning.

Learning Goal	
Title	Improve software structuring
Description	Having a good software structure can help finding certain code documents faster. Putting similar documents together creates a natural feel of where to find something and thus shorten searching time.
Measurement	Measurement is the amount of feedback by fellow students.
Measurement	Software structuring is clear to other students.
Success Criteria	If the team finds my way of structuring more useful then in the beginning.

4 Loek

Learning Goal	
Title	Improve quality management skills
Description	Improve quality management skills
Measurement	Assessing whether the document is thorough and complete
Success Criteria	If the quality management plan adressess all of the group's issues
Success Criteria	If the group found the quality management plan useful
Success Criteria	Every project artifact is according to the quality standards

Learning Goal	
Title	Improve versioning skills
Description	Improve versioning skills by being a useful and productive member of a team
Measurement	Checking all mine commit messages and branch names
Success Criteria	If my commits and branches at the end of the project describe the changes within better than in the end

Learning Goal	
Title	Improve Scrum skills
Description	Improve Scrum skills
Measurement	Measuring group's satisfaction with our implementation of Scrum
Success Criteria	If the group was happy with our implementation of Scrum
Success Criteria	After each sprint the product is in a working state and is of high quality. Not all backlog items have to be implemented.

5 Tobias

Learning Goal	
Title	Improve Git collaboration skills
Description	My skills using the git collaboration features should be increased. This includes the use of branches, pull requests and tags. Furthermore Github provides some extra features on top of the git functionality.
Measurement	Regular use of pull requests and branches and let them be reviewed by someone else.

Learning Goal	
Title	Production of high quality documents
Description	There are a lot of documents and code to produce during the module. These documents and code should be reviewed by at least one other group member. Furthermore the documents should be accord with our quality standard defined in the quality plan.
Measurement	Reviewers need to mark documents as reviewed using the configuration plan or the review document template.
Success Criteria	All documents produced by me has been reviewed by someone else.

Learning Goal	
Title	Creation of a software architecture
Description	Create a software architecture which meets the requirements, identified and agreed upon. The architecture can consists of multiply layers and multiple technologies to use.
Measurement	Architecture meets the non-functional requirements as agreed on by the customer.
Success Criteria	Architecture meets at least 85% of the non-functional requirements.

Learning Goal	
Title	Working with Scrum
Description	Developing an application using the Scrum agile way of developing. By utilizing Scrum to develop the software our team will be more flexible to requirement changes and can deliver a high quality product at several instances during the development. This will help us to deliver a useful and tested application.
Measurement	Definition of Product Backlog, Sprints and Sprint Backlogs will be assessed.
Success Criteria	After each sprint the product is in a well-defined and deployable state. It is not needed that all user stories of a sprint has been implemented or that all planned sprints has been carried out successfully. The main focus is to deliver a functioning and tested product.