MIS 321 notes-

Git notes:

Git help: offers list of words you can use

Waterfall method/Full-time cycle:

Scope- what is the focus

Requirements- the kind of jelly (grape), detail

Design- how do we build it, the right way to build it

Build-

Test-

Deploy-

Final Group Project- Scope through Build for group final project

Kick-off meeting-

1.Establish relationships, with team and business executive

2.Decide high-level role decisions for company

Come prepared for meetings, don’t force executives to make decisions on the spot at meetings, dress business casual for meetings, treat it like a business meeting, ask clarifying questions to executives

Proactively talk to executive about how detailed they want to know about the project at meetings

Have a piece of paper with the agenda for the meeting, meeting should have a logical flow stated at beginning of meeting

Bullet point summary vs. Details for presenting to executive

Reach out to client with several potential dates (they will go to executive), give them at least a weeks’ notice for meetings

Team:

Fred Perkinson

Peter Hunton

Michael Mundy

Wagner Osborne

Title town cards

Broc Bozeman

Meeting order-

1. Meet just as a team
2. Meet with client
3. Meet with client and executive for kick off

Ask client- What does success look like for the project

Close off last stage and start next stage with each executive meeting

Project charter- what questions to prepare for meeting, but go into kick off meeting with intention to learn from them not dictate plan

How to save to Git Hub:

Git add . (selects which to have saved)

Git commit -m”Any words” (names it)

Git push (to save)

Notes-

Dependency Inversion Principle-

Each class has a single responsibility, does one thing and one thing only (like a method)

Keep classes small

Open for extension, closed for modification

Avoid implementation of methods that will not be used

Code to the contract not adding more than needed

Parkinson’s Law- work fills the time of its available

09/13/22 Notes-

Testing for code probably should be kept in local server

PA 2 notes- due 10/06 at 12:30 pm (just before class)

Pirates of Caribbean,

Need to get UML’s checked off (need to get designed signed off on by TA)

Check each player’s health each turn and if one is at or below zero then the other wins

Make an if else for if the character should get a bonus for the attack based off who they are attacking, attack power – defense power equals the damage taken

Can get extra credit for adding more stuff

Fire a cannon but only hits 60% of the time, makes it more of a gameplay and less sure who wins