1:    Do you have any questions about the CSwap Demo that we presented to you.

Could I go home and go to CSwap on my own?

No.   This is in the development stage.   We have not published any of our development for the public.

2:    What do you think about the roles and agile development model? (Product owner, Scrum Master, Developer).

I always thought that people that made programs like Facebook Marketplace were just a bunch of coders.   After you showed me this I see that coding is only one part of making a program.

3:    What do you think about our project description?   Did it paint a clear picture of what you were going to see in the demo?

It didn't really need to be that long.   You could have just said that you were making something like Facebook marketplace for college students.   Then there could have been a small list of differences.

4:    What do you think about these user stories?   Is there a user story that you would like to add?

Those are like the user stories that we needed to fill out when we were in deliveries on the first phone.   I didn't think that they were such a big part of making updates to the website.

5:    What do you think about the product backlog?

It is kind of a ranked list of the user stories.

6:    What do you think about the sprint backlog?

It is kind of like picking how much you are going to try and do for that two weeks.

7:    What do you think about the SRS (Software Requirements Specification)

The SRS was a lot.   I never really thought of everything was needed for a website to work.   It would have been cool if the images were in the project description.

8:    What do you think about the Architecture Document?

I do not know what other models look like but I think it is cool that you have one.   I never thought of models for websites I use or games I play.

9:    What do you think about the Use Case Models and descriptions?

The use case models are very in-depth.   Do you need to do this for every case?

We need to create a Use Case Model for every system that is interacted with by a user

How many use case models would you need for something like Cod?

I do not know but I imagine many.

10:    What do you think about the sequence diagrams?

I am having a hard time reding it but I see the general idea.   I didn't know that there was so much stuff going on in the background when I just tried to log into a website like Facebook.

10:    What do you think about the demo?

That is really awesome that you got to make that for a class.   You should definitely try and make money off of it this summer.

1: Do you have any questions about the CSwap Demo that we presented to you.

When are you going to make this open to the public? I am looking for a new laptop.

We do not have any intention of continuing this project after the end of the semester.

2: What do you think about the roles and agile development model? (Product owner, Scrum Master, Developer).

I do not understand why the Scrum Master and Product Owner are not the same person. I have never been a coder, but in my experience being a manager normally I would need to facilitate what everybody was working on and set everything up myself.

The scrum master has the least work to do every deliverable, however we think that if we were working on a real project the scrum master would have more work to do.

3: What do you think about our project description? Did it paint a clear picture of what you were going to see in the demo?

You guys did a great job sticking to that plan you made.

4: What do you think about these user stories? Is there a user story that you would like to add?

Are those like the ones that we fill out at the Millwork Desk?

Yes. Those are just for the door and window programs that we use

I will write my comments like you have them here.   Maybe then it wont take as long to load every day.

5: What do you think about the product backlog?

The product backlog is like the list of things that the department needs to get done every season.

6: What do you think about the sprint backlog?

It's like the plan that Don makes every week.(Note Don is the name of our manager)

7: What do you think about the SRS (Software Requirements Specification)

There are a lot of requirements just to get my Facebook to work. It looks like a full time job just coming up with one of these.

8: What do you think about the Architecture Document?

I never looked at a program like this. It is a good way to break it down.

9: What do you think about the Use Case Models and descriptions?

I didn't think that there was so much going on when I just clicked a button. Do I just need to wait for the longest one to finish before I can do anything?

Yes. While it is loading you logging in for example you will not be able to do anything else. Even if it is between the controller and the GUI.

10: What do you think about the sequence diagrams?

I do not understand why the words above the lines are written in code for the second one.

That helps the developers understand what is going to be designed.

10: What do you think about the demo?

Are you going to keep working on this over the summer?

No we are only doing it for this class

1: Do you have any questions about the CSwap Demo that we presented to you.

I don't have any questions.

2: What do you think about the roles and agile development model? (Product owner, Scrum Master, Developer).

Sounds like you should just have a manager and workers.

3: What do you think about our project description? Did it paint a clear picture of what you were going to see in the demo?

That was a long explanation for basically making your own craigs list.

4: What do you think about these user stories? Is there a user story that you would like to add?

Are those like the Millwork ones

Yes.

This is a long way to give feedback.

5: What do you think about the product backlog?

It is like a season checklist.

6: What do you think about the sprint backlog?

Its just the weekly check list.

7: What do you think about the SRS (Software Requirements Specification)

That is a lot more than just having a good computer.

8: What do you think about the Architecture Document?

I think that the picture was enough.

9: What do you think about the Use Case Models and descriptions?

That is a lot of stuff that goes into logging in.

10: What do you think about the sequence diagrams?

How the heck will that help a worker? It is just too much.

This helps paint a picture of the order that things happen in the system.

10: What do you think about the demo?

It was really cool that you guys can do that. Was it worth paying for college?

Yes.

1: Do you have any questions about the CSwap Demo that we presented to you.

Will you guys actual make this a website people can use?

No it is just for one of our classes.

2: What do you think about the roles and agile development model? (Product owner, Scrum Master, Developer).

Who is more important the scrum master or a developer?

The scrum master is normally paid more than a developer so a developer, however without developers no work gets done.

3: What do you think about our project description? Did it paint a clear picture of what you were going to see in the demo?

That is similar to the projection models that we need to do in aerospace engineering. I know that they help us in development. Did help you guys?

It helped us all get onto the same page. Obviously if the team all had different ideas of what was being do there would be a problem.

4: What do you think about these user stories? Is there a user story that you would like to add?

I think that at one point you should make it interactive. Like when you hover over a listing it should pop up a little bit, or make a sound when you click on things so that it is not silent.

5: What do you think about the product backlog?

It seems like an effective way to make a list of what needs to be completed.

6: What do you think about the sprint backlog?

It is a good way to keep everybody on the same page like you said earlier. Especially if the product owner needs to check the work themselves.

7: What do you think about the SRS (Software Requirements Specification)

That is a lot like the equipment and manning requirements and individual equipment specification documents we have. It is well organized. I like that there is a part that said what part different types

of workers should focus on. It definitely saves time and makes sure that they know the pertinent information so that they can do their job.

8: What do you think about the Architecture Document?

I never really thought about there being different designs for the system. Did you guys make this one yourself or pick from a group based on your program needs?

We picked from a group of eight different architectures that we learned about.

9: What do you think about the Use Case Models and descriptions?

That is a very effective way to show how different users are going to interact with the system. It is very in-depth to make sure that there is no confusion.

10: What do you think about the sequence diagrams?

I never really thought about the different systems that I was interacting with whenever I was using a program. Typically is there one system that is slower than the others? I would imagine that the controllers would be.

I am not sure what ones are typically slower. I would imagine that it would have to do with whatever one has the most data to send and most to process.