Capstone Project Expectations

Project Deliverables:

- The project will be delivered in four iterations.
- Project deliverables for this project are due on Friday night of the week of each iteration.
- As with actual Agile projects the deliverables for each iteration will be agreed upon in a sprint planning meeting prior to the start of the iteration.

Team Expectations:

- ASK QUESTIONS!
- When asking a question of your instructors during this phase of the cohort, be sure that you specify which hat we should be wearing for your question. We are your client, project manager, technical lead, and instructor. We need to know who we represent for your question.
- This project will be run as an enterprise development team might run their project.
- We will have daily standups with each team (your instructors will be your project manager or client for these meetings).
- You can self-organize your teams to decide who is doing development in which areas. Remember, don't gravitate toward the areas you are comfortable with. Stretch yourself and learn something new. Work in areas where you struggle and HELP EACH OTHER!
- Before checking your code in and requesting instructor code review, the team should peer review each other's code.
- The team should maintain a Trello board for the project. The board should start with the following lists:
    - Product Backlog (All user story cards are kept here until committed to a sprint)
    - Current Sprint Backlog (All user story cards committed to in the current sprint)
    - Additional lists can be added to suit the needs of your team to track progress through the sprint (In Progress, In Review, Completed, etc.)
    - A list should be created at the end of each sprint to maintain what stories were delivered during that sprint and to serve as a history of the project.
- Cards should be created to represent each user story. Checklists should be applied to the cards to indicate the development tasks.
- Add your instructors to the boards.
- Use development best practices. Check your code into the team's GitHub repository and share it from there with each other.
- Appropriate project planning means managing your development phases to be able to complete what you commit to. Be sure to monitor your progress and communicate with your "clients/project managers" often. If you hit a roadblock, communicate that.
- You will encounter things that you do not yet know how to do. The best way to handle these situations is to utilize a spike.
    - Research – use google, stackoverflow, etc. to find answers. Talk to tech leads.
    - Prototype – spin up test projects to provide proof of concept of a new technique or technology.

Capstone Project Expectations

SOFTWARE GUILD

*NOTE: a spike is a task or time spent during an iteration aimed at answering a question or gathering information, rather than producing a shippable product.

Project Quality Expectations:

To successfully complete the project the following metrics must be met.

- The planning sprint should result in a reasonable project plan and design documents including flow charts, database schema design, wireframes (screen mockups), and completed user stories in Trello.
- Each iteration following planning should result in a fully functional application. Not all requested features will be available, but the delivered product should work.
- The project is appropriately unit tested
- The project utilizes an enterprise level architecture and appropriate layers.
- The project is visually appealing utilizing Bootstrap and CSS styling.
- The project provides the user with a seamless experience without excessive page refreshes.
- The project utilizes appropriate technologies and techniques that we have covered in this course.