

Grace Shopper

Development Team Simulation Game

Some of the requirements . . .

- E-commerce web application
- Visitors can browse and buy with or without an account
- Ordinary users can see their order history
- Admins are elevated users with authorized actions
- Tested and deployed
- Full requirements and further description available in workshop

What kind of product?

(your choice)

...keep it clean

Focus

- Education (synthesis)
- Collaboration
- Planning/Agile
- Fun!

Logistics

- Teams of ~4
- Starts today
- Evaluation next Wednesday

Fellow as Project Manager

- A simulation of an “Agile” project
- Standup every day (usually morning)
 - 10 - 15 minute-long meetings
 - Yesterday? Today? Obstacles?
 - Quick demo
- Planning meetings, code reviews, demo presentation, retrospective
- Will pair with you on your code occasionally (and randomly)

Code Reviews

- **Code Review #1 (Instructor-Fellow/Back-end)**
 - Models
 - Routes
 - Testing
- **Code Review #2 (Self-Driven)**
 - Pending pull requests

Working In Groups

- Rotate: pair with each member of your team
- Assign work by feature, not technology
- Git responsibly
- Properly use and maintain your project board (waffle.io)
- Challenge yourself!

Production

- Deploy your app to Heroku or Digital Ocean
- Practice Continuous Integration
- ...we will provide more guidance in a couple days

Tips

- **Uninterrupted focus**
- **Do not specialize**
- **One task at a time**
- **One PR / feature**
- **One review / PR**

Senior Phase Help Tickets

- Can take longer and be more complicated
- Keep using the queue
- Do your research
- Beware when using technologies that aren't part of FSA's fore curriculum

Evaluation

- You will be presenting your project to the instructors on the scheduled final day of the project
- Evaluation of team's work based on the following and more:
 - Feature completeness
 - Code quality and general best practices in front-end and back-end
 - Effective use of Git
 - Effective use of project management board (waffle.io) to track project
 - Quality of unit tests
 - Schema design
 - REST
 - DRY
 - Effectively separating functionality with controllers/factories/directives/etc.
 - UI/site usability
 - Security
 - Design/visual appeal

Grace Shopper Koans

- Pair Program for at least 2 hours every day, unless you are short on time. Then, Pair Program for 6 hours.
- Embrace Repetition (...but Don't Repeat Yourself)
- The deepest mysteries of our universe can all be looked up on Stack Overflow, we just haven't discovered the proper search query.

Getting Started

- Find your assigned team, grab an area to sit together
- Read the workshop
- Formulate a plan of attack with your teammates
- Bones training this afternoon after lunch