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| Class | Instructor | Topic | Pre-class preparation | Deliverables |
| 20/09 | Kalvis | Product Develoment Framework | **Team Working Agreement:** (Draft) Document. It provides answers to these questions: (1) Where you will learn about the statuses from other people in your team; (2) Where you will keep project files and deliverables; (3) Where is the “backlog” - the list of things you still need to do for your project; (4) How do you keep track on who is responsible for which task; (5) Where do you keep the “latest and greatest” version of your prototype, in case an instructor or a customer wants to see it. (BTW, we do not ask you to measure hours spent or show the burn-down charts.) | (1) **Team Working Agreement**.  (2) **Version control** configured and accessed by everyone in your team; all deliverables checked in. Read access to the instructors. |
| 04/10 | Kalvis | Quick and Dirty Prototyping | **Two use-cases** per each team (major work items, stories tasks) documented as the functional (not yet technical!) design - what you want to happen from the end-user’s perspective. | (1) **Mock UI** to make screenshots and to communicate with the customer. (2) **Functional testing approach:**  Automated, if possible. |
| 01/11 | Kalvis | Planning your iterations | Your backlog thoroughly reviewed and checked in. | **Iteration Plan:** for the nearest iteration. |
| 15/11 | Kalvis | Code review and acceptance testing | Two finished iterations ready for hand-over (checklists will be provided). | (1) Peer-review for your code.  (2) Peer-review for your design. |
| 29/11 | Kalvis | Post-launch Iterations | Task analysis for the TOI (Transfer of Information). Which tasks the user of your solution has to learn and what will enable him/hear to start using the prototype.  Your plan to deliver TOI sessions. Approaches depend on your situation - formal classroom training, on-the-job training, manuals and job-aids. In any case it has to be properly planned and documented. | (1) **TOI Presentation**: About 15 minute presentation explaining your prototype to the end-user and to the technical support team, if any. |

Prototipa un galīgās prezentācijas vērtēšanas sadaļas/rubrikas:

**Prototype grading (max 300 points):**

(1) Requirements, functional design and technical design documents are readable and traceable to the communication by the customer (50 points).

(2) Delivered product matches the functional design (50 points).

(3) The ease of project configuration: The ability to run it on any developer’s machine, ability to make changes, ability to create releases and to ship them to the customer (50 points).

(4) Testability of the solution (50 points).

(5) Customer satisfaction (100 points).

**Final Presentation grading (max 300 points)**

(1) Orderly communication of statuses, assigned tasks and basic transparency (50 points).

(2) Various team reports assigned during the semester and Iteration Reviews (50 points).

(3) The contribution of each team member clearly attributed, traceable to the prototype, its documentation and other deliverables (50 points).

(4) The presentation itself and various other planning documents actually match the product prototype being delivered (50 points).

(5) Final Presentation (as done in the classroom) matches the professional standards for technical communication, avoids pitfalls and anti-patterns that would make it less useful for the listeners (100 points).