**Topic: Into to the Capstone Course** (Previous topic: None)

Welcome to the class!

* Syllabus:
  + Attendance is required and graded
  + Weekly agile tracking reports
  + Pull requests
  + Everyone needs a client (web dev) or testers (game dev)
* Resubmit design documents:
  + Go over grading criteria for project
    - Does it need to be modified for game projects?
  + Tell me how often you will meet with your client (weekly or bi-weekly)
  + Tell me what each person’s role will be
* Use Agile methodology.
  + User Stories, Sprints, Backlog, Burn-down charts
  + Each person will be Scrum Master for 2 or 3 weeks
  + Use a web site for Agile project management
    - Visual Studio Online: [https://www.visualstudio.com](https://www.visualstudio.com/)
    - Pivotal Tracker: <http://www.pivotaltracker.com>
* Teamwork:
  + No one gets to be the “boss”. Decide on a decision making process (vote, unanimity, flip a coin?)
  + What are each person’s strengths? Each person should both work to their strengths and be stretched in some way as well. List how each will happen.
  + How will you ensure that the workload is evenly distributed?
  + When and where will you meet?
    - If online, when and with what tools
    - If physical, when and where?
  + Who will meet with the client? (or focus group or alpha testers)