

RIVERSIDE JS WORKSHOP SPRINT

PROBLEM:

The client, Group X, is an upstart technology user group that meets monthly in the greater Riverside area. Group X is experimenting with different *learn-by-doing* exercises that will challenge and reward all of its attendees. To that end, the group wants to try doing breakout sessions where group members split into a number of small teams to solve challenge problems independently.

The makeup of this user group is quite fluid, and it changes from month to month. Also, the experience levels vary significantly among the attendees at any given meeting, so there are a number of challenges to this team formation process. First, the team assignment process has to happen quickly with minimal disruption to the flow of the workshop. Second, the teams have to distribute experienced and inexperienced members across teams in a balanced fashion.

To make that happen, Group X has decided it wants to create a simple web app that will take all the names of meeting attendees and form teams of some size automatically. As stated the teams should be balanced, including both experienced and inexperienced members.

CHALLENGE

Using the Simple App-Development Process outlined in the handout, work through the various stages (Analysis, Modeling, Pseudo Coding, Development and Testing) to create a solution to this problem. Be careful in the problem analysis, don't assume that everything you need to know is laid out in the problem statement.