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CSC 424 – Software Engineering II

Spring 2017

Prof. Lindy Nelson

Release Plan

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I. Release Name

The project name has not yet been decided, but is currently being referred to as "Paddle Racers". The release name is current Paddle Racers_directorRelease.

II. Release Goals and Dates

Paddle Racers_directorRelease will comprise of five one-week sprints, beginning Monday, 20 March 2017 and ending Monday, 24 March 2017. The aim of the first release is to have the race director functionality completed and shippable.
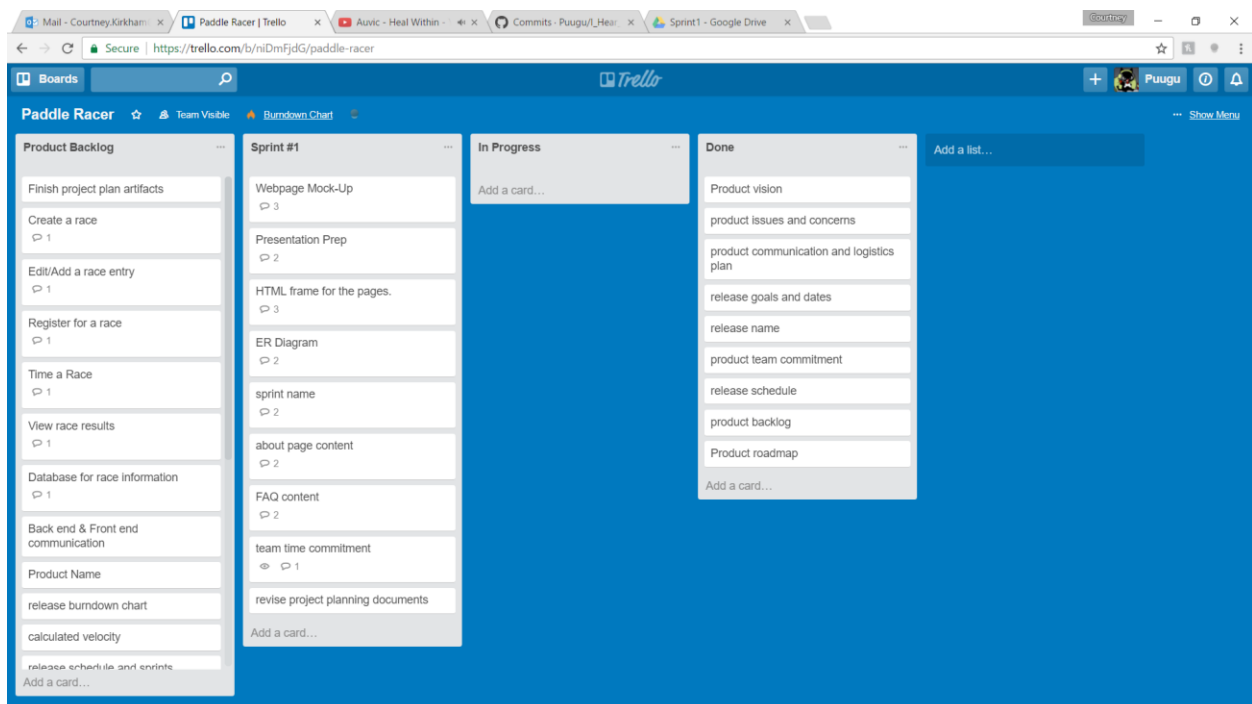
III. Definition of Done

The first release will be finished when race directors are able to create and edit races, publish races to the webpage, and add, edit, and remove race participants.
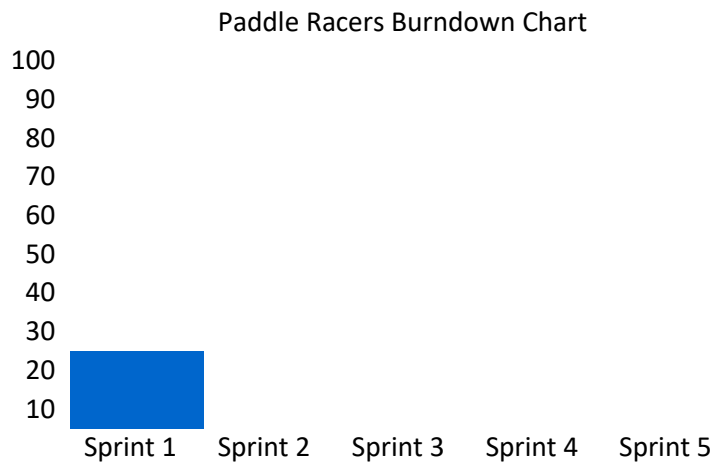
IV. Product Backlog

V. Release Burndown Chart

Paddle Racers Burndown Chart

VI. Calculated Velocity

In the team's first sprint, 20 story points were completed. The team has completed 1 sprint. This results in a calculated velocity of 20.

VII. Sprint Schedule

Sprint one will begin on Monday, 20 March 2017 and end on Monday, 27 March 2017. Sprint two will begin on Monday, 27 March 2017 and end on Monday, 3 April 2017. Sprint three will begin on Monday, 3 April 2017 and end on Monday, 10 April 2017. Sprint four will begin on Monday, 10 April 2017 and end on Monday, 17 April 2017. Sprint five will being on Monday, 17 April 2017 and end on Monday, 24 April 2017.

VIII. Issues and Concerns

Our team is concerned about the proficiency of the team regarding html, javascript, css, and bootstrap. Another concern is the need to build the database and figure out the logic for creating the races and

editing the results. Coordinating the time keeping is another concern, as is making a secure database for user accounts. The team still needs to figure out what language to use for the backend of our project. We are optimistic about being able to learn these skills throughout the lifetime of the project, but recognize they represent a wide variety of skills we need to develop.

IX. Team Roles

Our first release is divided into five sprints. For each of those five sprints, we rotate who will represent the product owner and who will represent the product owner. For all five sprints, all of the group members, including those fulfilling the roles of scrum master and product owner, make up the development team. For the first sprint, Nicholas Kinderman will be the product owner and Courtney Kirkham will be the scrum master. During the second sprint, the product owner will be Mark Lero and the scrum master will be Nicholas Kinderman. The product owner for the third sprint will be Jonathan Bowie, and the scrum master will be Mark Lero. The fourth sprint will see Dean Dixon as the product owner and Jonathan Bowie as the scrum master. The fifth and final sprint will have Courtney Kirkham as the product owner and Dean Dixon as the scrum master.

X. Team Commitment

The team commits to showing up for every meeting and class. If a team member cannot show up for some reason, they will let the team know as soon as possible. They will also get in touch with a team member to find out what they missed before the next meeting commences. The team commits to commenting code, and will sign code they contribute so code reviewers know who is responsible for what portion of the final code. Finally, the team commits to naming variables using camel case and prioritizing descriptive variable names over brief ones.

XI. Meeting Schedule

The team will meet Monday nights after class, on Wednesday evenings at 10:30 PM via Discord, and on Sunday afternoons at 1:00 PM at Quickly Asian Fusion Café in D'Iberville.

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XII. Collaboration Tools

The team will use Trello for keeping track of the product and sprint backlogs. GitHub is used for version control. Discord, text messages, and e-mail will be used for communication between in – person meetings. Google Drive will be used for keeping track of project files in addition to GitHub.

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XIII. Communications and Logistics Plan

The Monday night meetings are for sprint reviews and sprint planning. The Wednesday evening meetings are to check on the team's progress and address any roadblocks in the midst of the week, as well as serving as a hand-off timeline if any of the tasks for the sprint are scheduled to change hands in the midst of the sprint. The Sunday afternoon meetings are for the team to go over what they have completed and provide an overview for what will be presented in class on Mondays. Throughout the week, the team members will communicate via text messages and e-mails if they need to ask the team for feedback or assistance. All team members are to check e-mail daily. Text messages and e-mails will be responded to within a twenty-four hour time period to at least let the other team members know that their message has been received and is being considered.

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