

# Project Management

Web Development Boot Camp  
Unit 7





What is a project?



**Project:** Any undertaking, carried out individually or collaboratively and possibly involving research or design, that is carefully planned (usually by a project team) to achieve a particular aim.



How do we carefully plan a project?

# Project Management

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The practice of initiating, planning, executing, controlling, and closing the work of a team to achieve specific goals and meet specific success criteria at the specified time.

The primary challenge of project management is to achieve all of the project goals within the given constraints.





What is the definition of *agile*?

# agile [ aj-uhl, -ahyl ]

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01

Quick and well-coordinated in movement; lithe: an agile leap.

02

Active; lively: an agile person.

03

Marked by an ability to think quickly; mentally acute or aware: She's 95 and still very agile.



# What is agile software development?



# Agile Software Development

Agile software development is an iterative approach to [software development](#).



# Agile Software Development

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01

## **Deliver Value**

Teams deliver value to their customers faster by working incrementally rather than working towards a big launch.

02

## **Respond to Change**

Teams improve and respond to change by continuously evaluating project plans, requirements and user needs.



# What is iterative development?

# Iterative and Incremental Development

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Working software is the primary measure of progress

Not like this...



...instead like this!





What is an MVP?

# Minimum Viable Product

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A product with just enough features to satisfy early customers and provide feedback for future product development

## Minimum Viable Product:



## Product Vision:





How do we determine our MVP?

# Determining a Minimum Viable Product

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Ask Questions!



Who is your audience?



What is the problem that the product will address?



How does the product solve that problem?






What is a user story?

# User stories

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As a <type of user>

Who are we building this for?

AS A marketing analyst



I want <some goal>

What is the user trying to achieve?

I WANT to see referral traffic




(so that <benefit>).

Why do they want to achieve this?

SO THAT I can convert more leads

# User stories

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What is acceptance criteria?

# Acceptance Criteria

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GIVEN some precondition



GIVEN I am an authenticated user



WHEN I do some action



WHEN I request a range of referral traffic



THEN I expect some result



THEN a chart is generated

# Acceptance Criteria

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THEN a **chart is generated**






What is an Issue?




# Issues

Use issues to track ideas, enhancements, tasks, or bugs for work on GitHub.

## Audit and update requirements #36

 Open  Bookmark  Pre-release · octocat opened this issue a minute ago · 0 comments



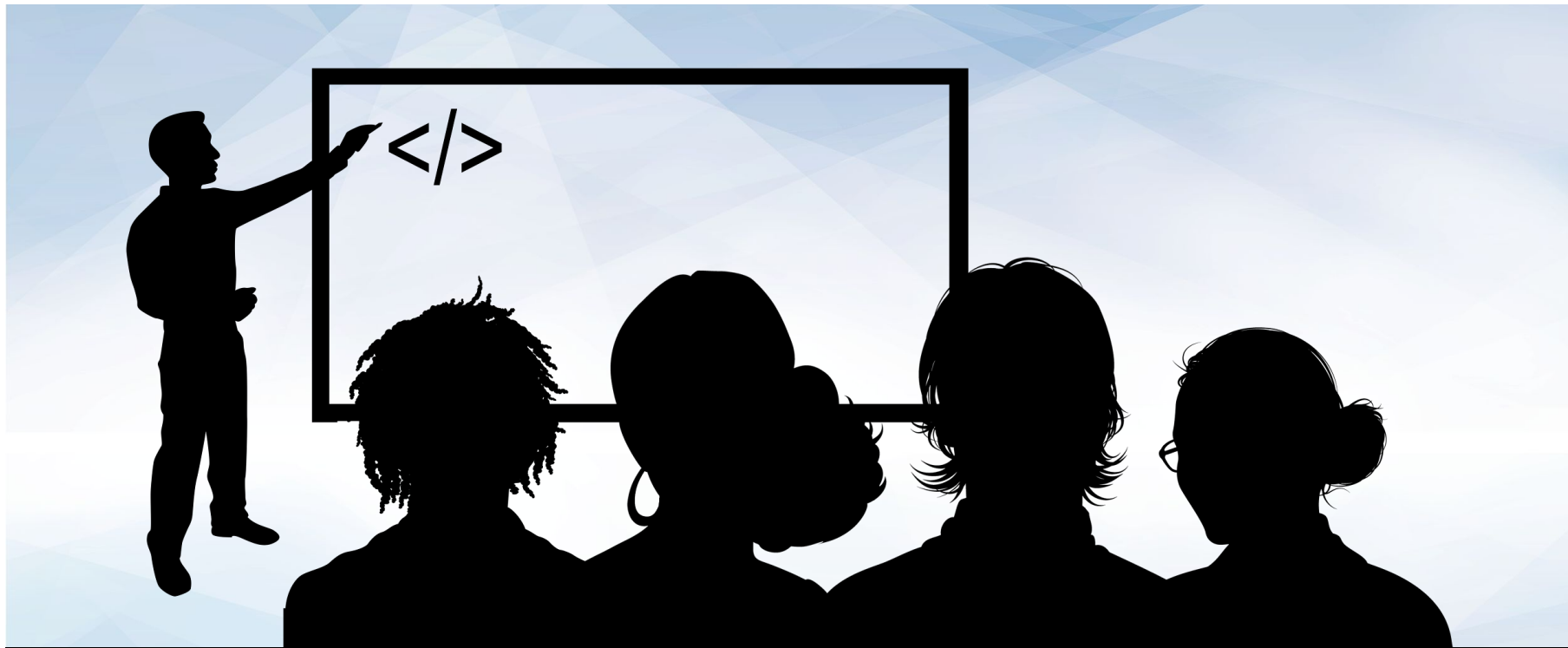
octocat commented a minute ago

Let's make sure to audit and update these requirements.

octo-repo/lib/linguist.rb

Lines 1 to 9 in 1693d33

```
1   require 'linguist/blob_helper'
2   require 'linguist/generated'
3   require 'linguist/grammars'
4   require 'linguist/heuristics'
5   require 'linguist/language'
6   require 'linguist/repository'
7   require 'linguist/samples'
8   require 'linguist/shebang'
9   require 'linguist/version'
```



# Instructor Demonstration

## GitHub Issues



## **Student Activity:**

### User Stories

User stories help provide context for a development team and their efforts moving forward

**Suggested Time:**  
5 minutes



# Student Activity: User Stories

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In a markdown file or with a pen and piece of paper, create a user story for a mock persona using one of the following prompts:

01

A web application that keeps track of a company's payroll.

02

A mobile application that finds nearby restaurants.

03

A reminder app that keeps track of important tasks.

**Suggested Time:** 5 minutes





What is kanban?

# Kanban

Kanban is a project management tool that visualizes work through cards representing User Stories or Issues.

In their simplest form, Kanban boards are broken into three columns:



Cards begin in the To Do column and are moved from left to right as work is started and completed.



# Instructor Demonstration

## GitHub Projects



## **Student Activity:** GitHub Projects

Kanban boards help developers visualize work and keep track of the status of issues.

**Suggested Time:**  
10 minutes





# Student Activity: GitHub Projects

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01

Navigate to [github.com](https://github.com) and create a repository.

02

Create a new project for your repository.

03

Create a card called "Create landing page" and move it from the "To do" column to "In progress".

04

Create a GitHub Issue called "Fix broken button" and attach it to your new project.

**Suggested Time:** 10 minutes





What is daily scrum?

# Stand-Up Meetings

01

What was accomplished?

02

What are your goals?

03

Are there any obstacles to achieving your goals?





Questions?