

CIS*3750 - System Analysis and Design in Applications

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Assignment 1 - due Friday

- Group assignment
 - Builds on all the labs so far
- Team details
 - Name, logo and contract
- Project goals and users
 - Goals, ITS focus, ML component, users
- Requirements list



Paper Prototyping Demo

- Next week, during your regular lab
- Read Chapter V (Paper Prototyping section) from Course Manual
- What you need
 - Your team
 - Your paper prototype
 - 5 use cases (simple to complex)
- Practice before the demo

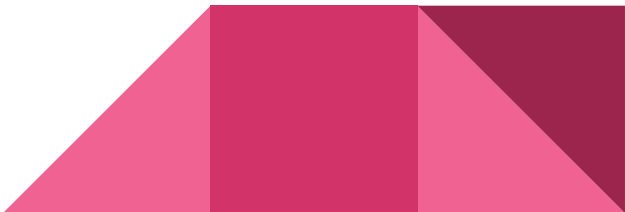


Next Week's Demo

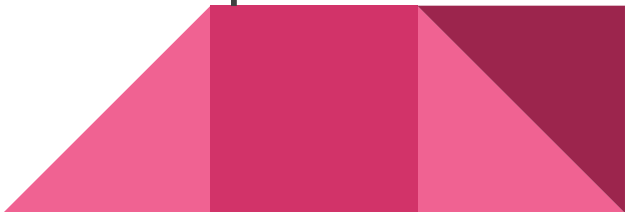
- What do you want to learn from that session?
 - do users understand your model?
 - does it offer the functionality that is needed to perform the planned use cases?
 - can users navigate through your model?



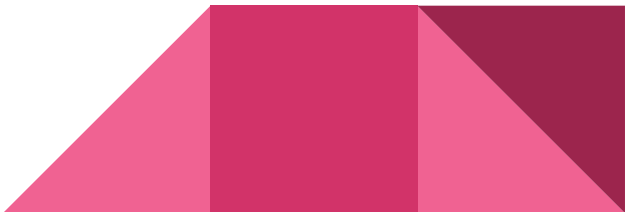
Next Week's Demo

- How will it be graded?
 - You will see 2-3 volunteers who will interact with your prototype and document their experience
 - I will be wandering around taking notes
 - Grading will be done based on the volunteer feedback and my notes.
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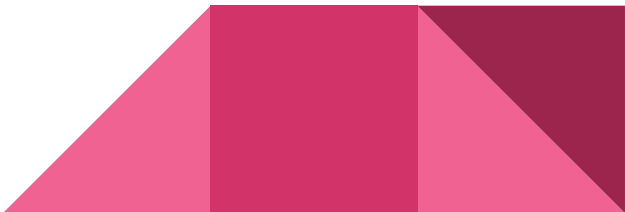
Next Week's Demo

- Points will be deducted if:
 - you fail to introduce yourself and your team
 - you fail to ask the volunteer their name
 - you fail to ask about their computer science experience
- 


Next Week's Demo

- Points will be deducted if:
 - you do not explain the project in a manner that is easy to understand
 - you do not explain what a paper prototyping session is and the role of the volunteer in a manner that is easy to understand
- 

Next Week's Demo

- Points will be deducted if:
 - you use unexplained technical jargon
 - you perform the use cases for the volunteer
 - you provide feedback - in any form - to the volunteer while they are trying to complete a use case
 - you do not attend the demo
- 

Next Week's Demo

- Points will be deducted if:
 - you get frustrated to the volunteer
 - you get angry with the volunteer
 - you are rude, or unprofessional
 - more than one person speaks at a time
 - anyone aside from the facilitator talks to the volunteer
- 

Post Mortem

- Due October 10 (submit PDF through Dropbox)
- The document should include the following:
 - Use Cases:
 - Your post mortem should include a list of the Use Cases you presented during each prototyping interaction. You should also indicate who took part in the session, and what each team member did. Indicate information you learned about the person taking part in the session. You could include information such as age, computer skill level, and whether they are a representative of a user or not. [2 pages maximum]
 - Stop/Start/Continue
 - Your document must include a summary of the findings from the paper prototyping participants, identifying the common things that they thought didn't work or should be changed (e.g., things to stop doing), things they thought you should add to the design (e.g., things to start doing), and the things they thought worked with your design (e.g., things to continue doing). Summarize the results and present any trends or outliers. [3 pages maximum]



**Requirements are
done.
Now what?**





- Requirement
- Iteration
- Timeline
- Milestone





- Requirement - *1 thing the system does.*
- Iteration
- Timeline
- Milestone



- Requirement - *1 thing the system does.*

- Iteration

- Timeline

- Milestone

15 days
or fewer





- Requirement - *1 thing the system does.*
- Iteration - *a set of requirements completed in some short period of time.*
- Timeline
- Milestone



- Requirement - *1 thing the system does.*
- Iteration - *a set of requirements completed in some short period of time.*
- Timeline 20 working days (WDs)
- Milestone



- Requirement - *1 thing the system does.*
- Iteration - *a set of requirements completed in some short period of time.*
- Timeline
- Milestone

For CIS3750
10 WDs

Of course,
full-time in our
course
is different than
real-world
full-time hours.
For us, full-time
hours means 2
hours/day.



HOWEVER, for planning purposes, we'll pretend that everyone is working real-world full-time hours.

That is, plan assuming 8 hour days of work by each team member.





- Requirement - *1 thing the system does.*
- Iteration - *a set of requirements completed in some short period of time.*
- Timeline
- Milestone



- Requirement - *1 thing the system does.*
- Iteration - *a set of requirements completed in some short period of time.*
- Timeline - *a complete set of iterations.*
- Milestone

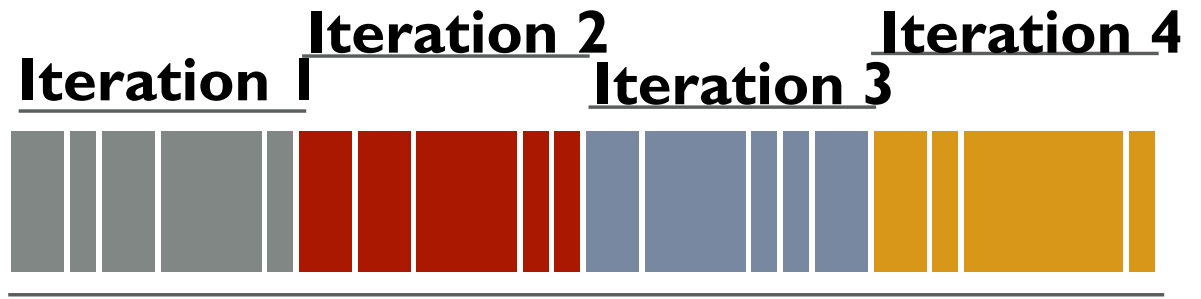


- Requirement - *1 thing the system does.*
- Iteration - *a set of requirements completed in some short period of time.*
- Timeline - *a complete set of iterations.*
- Milestone

many user stories



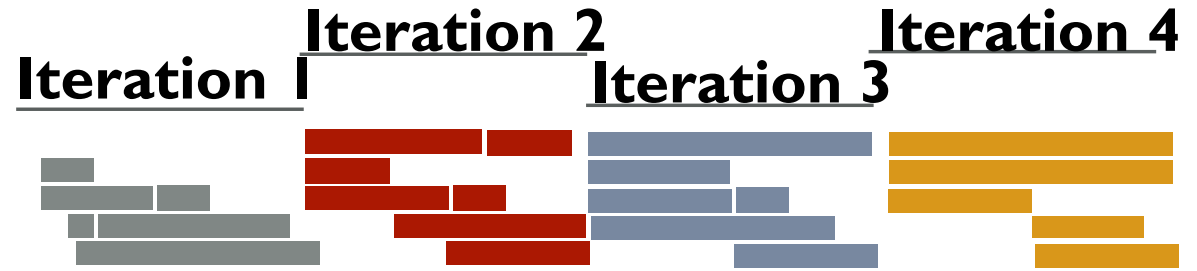
- Requirement - *1 thing the system does.*
- Iteration - *a set of requirements completed in some short period of time.*
- Timeline - *a complete set of iterations.*
- Milestone - *a major release (e.g. version) of the software.*



Timeline

Milestone 1.0





Timeline

Milestone 1.0



**How long is the
Timeline?**





- Identify all dependencies
- Set time estimates for each requirement
- Assign a number of days to each requirement assuming 1 person is doing the work & dependencies complete



- A quick estimate of the project length:

Sum up time estimates
over all requirements

Wait one minute!

This assumes
everyone works
100% productively

Is that really the
case?





**We need to consider
Velocity, but
what is Velocity?**





- Life, skills, meetings, etc. get in the way
- Not a good idea to assume we're as productive today as we are tomorrow
- Need to build this into our calculations



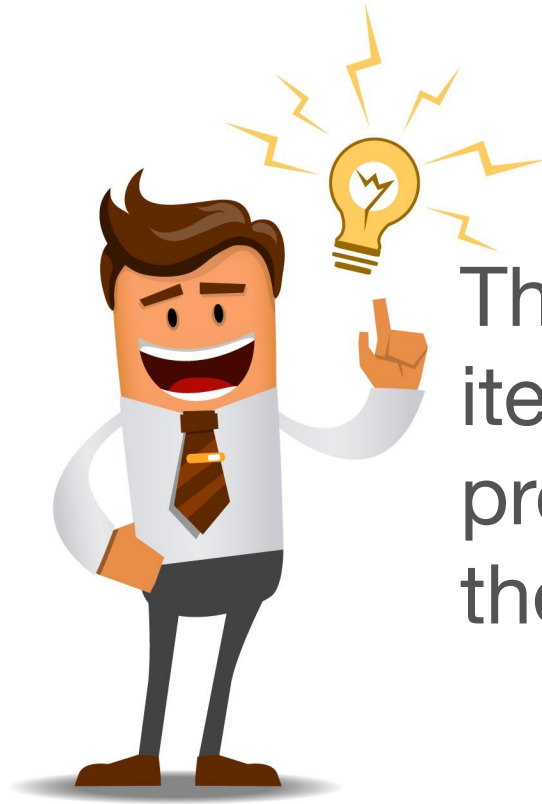
Velocity represents a
measure of
productivity.





We typically assume a
starting velocity of 70%





This means during an iteration one person is productive for 70% of the time

