CMPT 475 Project
May 12, 2014

Dr. Herbert H. Tsang

Team 1

	1	2	3	4	5
A	Tom Dryer	Jamie To	Silvery Fu	David Yan	Martin Pelikan
B	Jienan Chen	Kathy Shi	Petr Krakora	June Wang	Yue Li
C	Yi Ding	Justin Si	Kaylyn Garnett	Jack Yan	Calvin Lii
D	Derek Ho	Joyce Ling	Kelvin Lau	Jordon Tseng	David Li
E	Eunice Ban	Shawn Dhawan	Kenny Chetal	Maria Kaardal	Erick Costigan

Team 2

	1	2	3	4	5
F	Haisba Arshad	Erik Ross	Daniel Chappell	Shery Sumal	Alex Hon
G	Chris Niu	Yujie Zeng	Frank Yang	Meng Zhao	Tony Yang
H	Jack Anderson	Wenyang Li	Liang Dong	Ellen Wong	QiQi He
I	Ning Chai	Yong Guang Li	Hao Chen	Yaduo Liu	Yuan Huang
J	Ying Chen	Danhui Wu	Sen Lui	Ben Zhou	Affan Malik

What?

- To build a virtual learning system that support instructors and students interaction.

System Overview

Instructor workstation

Instructor workstation

Server

Student access via iPhone

Student access via iPad

Basic components

- Class materials (e.g. text, video, or other)
- Attendance
- Class participation
- Quiz / daily worksheet module
- Account management (different roles: instructor, student, and??)
- Client: iPhone / iPad (iOS only)

Organization

- 50 students / 5 students per group = 10 groups
- Two competing teams, each team has 5 groups.
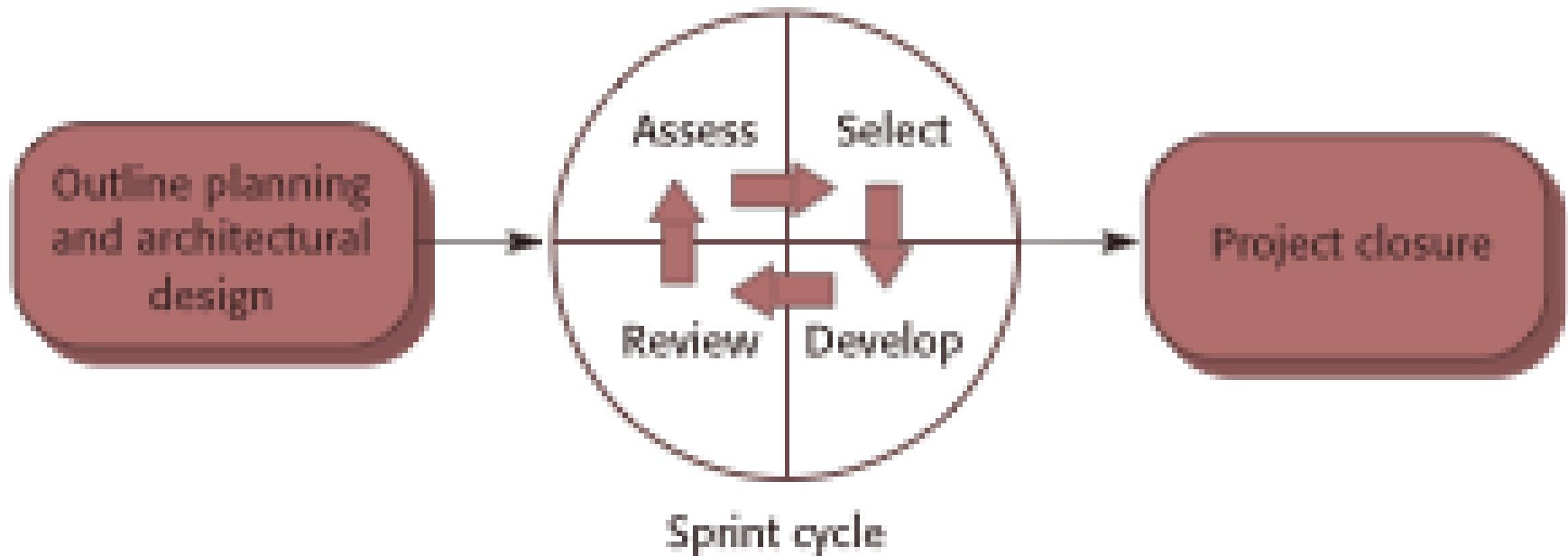
One possible organization – Team A
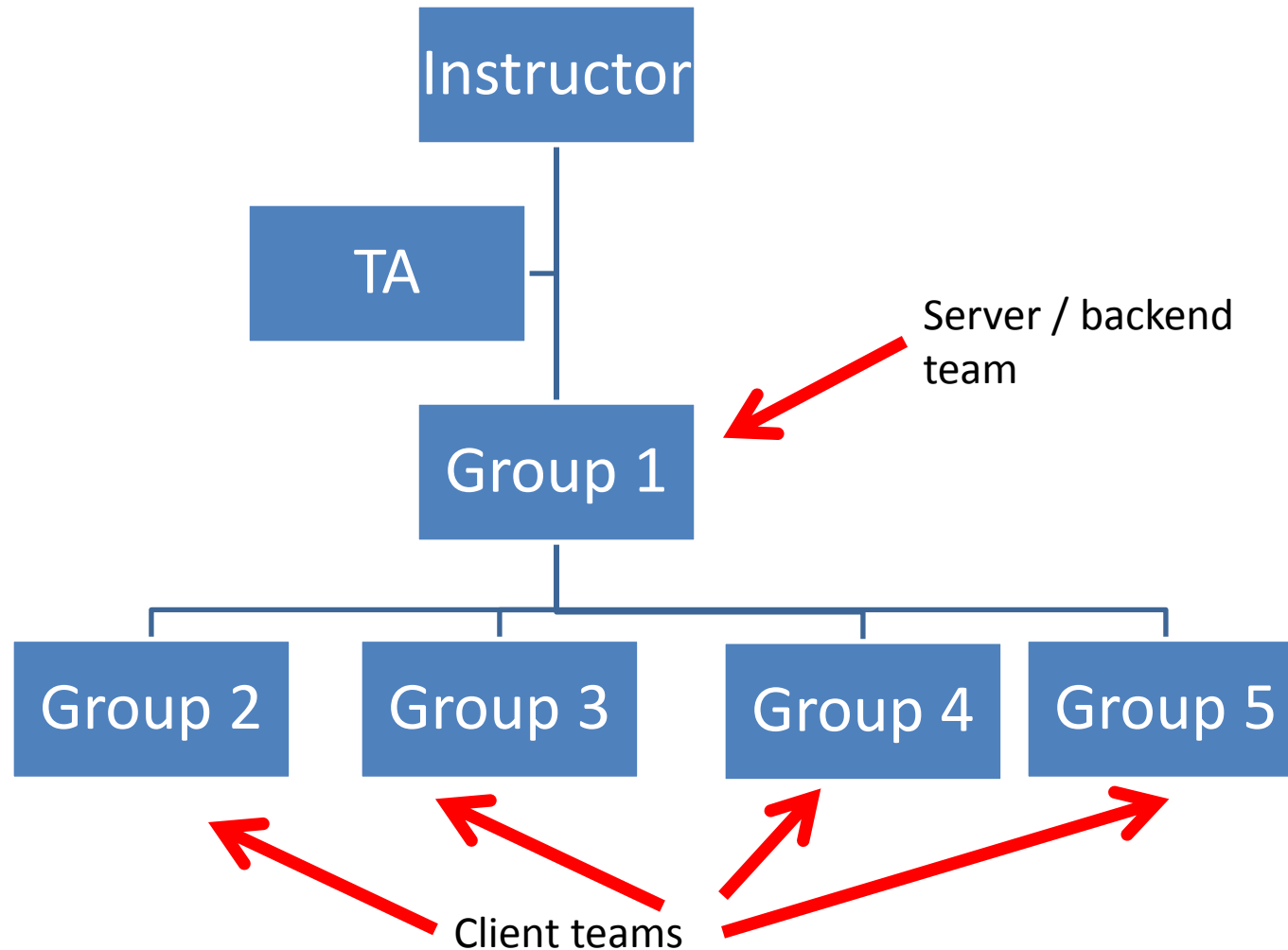
Tools

- Code depository
  - http://www.bitbucket.org
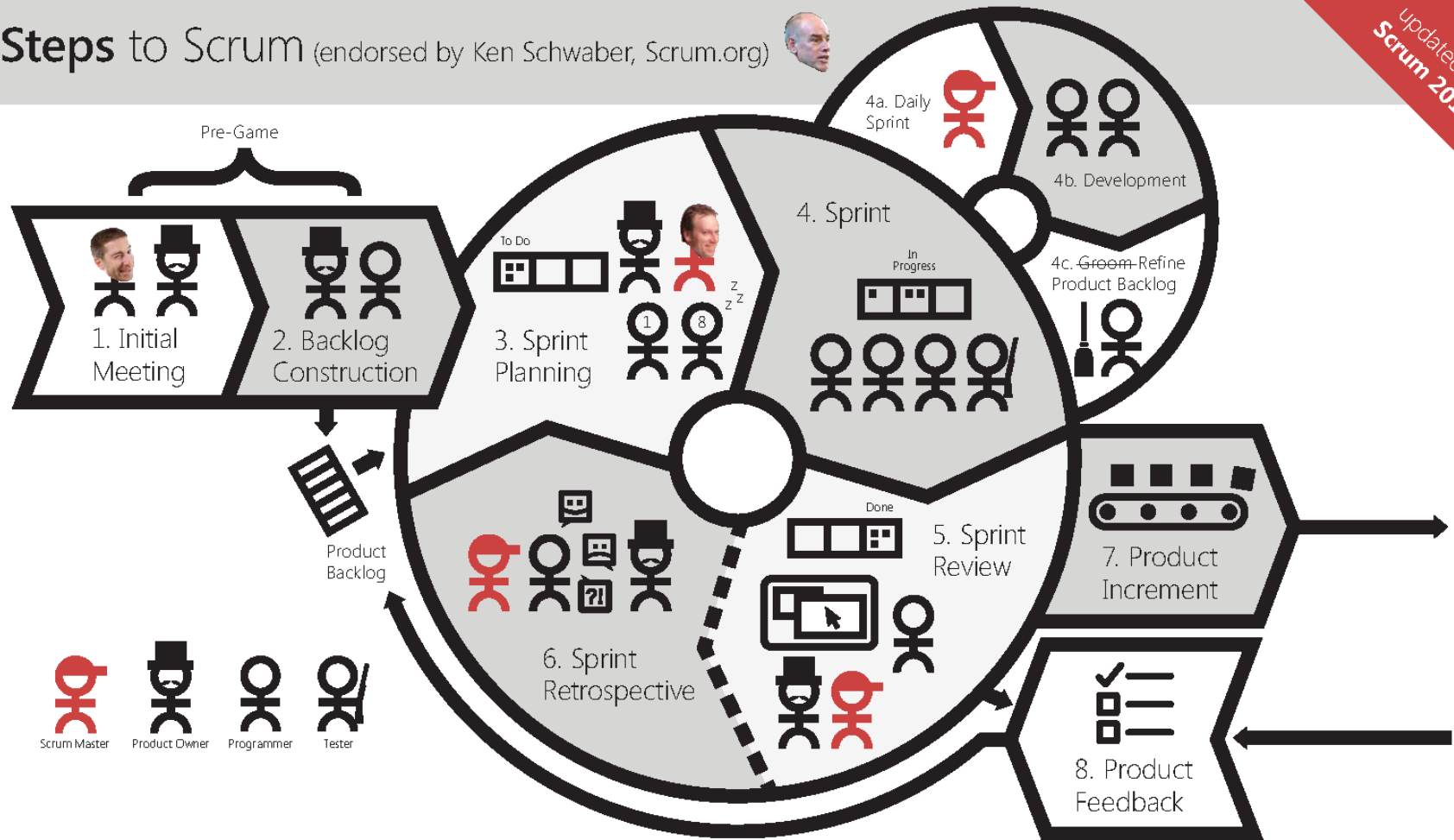- Project management
  - http://www.liquidplanner.com

1	May 5		
2	May 12	Project definition outline	
3	May 19	Design and planning	
4	May 26	Design and planning	
5	June 2	Design and planning	Meeting w/ stakeholders
6	June 9	Sprint cycle 1 begin	
7	June 16		
8	June 23	Sprint cycle 2 begin	Meeting w/ stakeholders
9	June 30		
10	July 7	Sprint cycle 3 begin	Meeting w/ stakeholders
11	July 14		
12	July 21	Final Integration and Testing	
13	July 28	Project closure + presentations	

The Scrum process

8 Steps to Scrum (endorsed by Ken Schwaber, Scrum.org)

Pre-Game

1. Initial Meeting

2. Backlog Construction

Product Backlog

3. Sprint Planning

To Do

4. Sprint

4a. Daily Sprint

4b. Development

4c. ~~Groom~~ Refine Product Backlog

In Progress

5. Sprint Review

Done

6. Sprint Retrospective

7. Product Increment

8. Product Feedback

Scrum Master   Product Owner   Programmer   Tester

1 The Product Owner explains the product vision and scope, and the number of days needed for the "Backlog Construction" is proposed.

2 A "Backlog Construction" is performed listing the features, technologies and an estimated number of Sprints. A cost per Sprint gives the customer a ballpark.

3 Features are ordered by the Product Owner. The Development Team estimates and forecasts which features will be delivered in the Sprint.

4 The Development Team works away ordered by priority, having Daily Scrums and completing the PBIs to the Definition of Done. Tip 1: Use an electronic Task Board. Tip 2: Send "done" emails.

5 The Development Team demos all the features they've completed. Feedback is gathered. This is the real measure of the success of the Sprint.

6 This is the best part: inspecting and adapting. Upon finishing the Sprint, the Scrum Team discusses what went well, what didn't and what to improve.
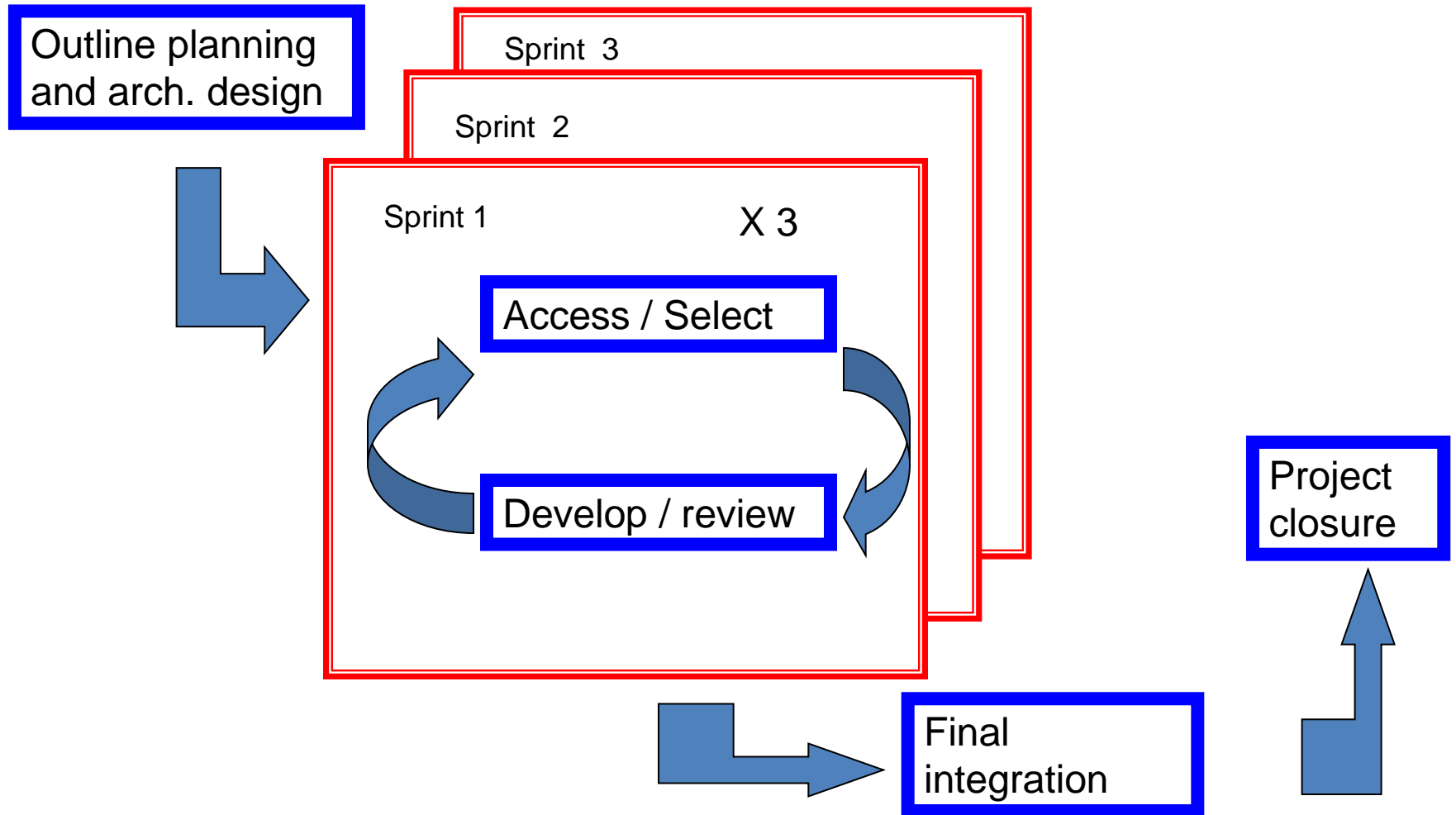
7 Work accepted by the Product Owner can be deployed to production. Each Sprint is a potentially shippable increment of software.

8 Bugs & small changes are added to the current Sprint. Other requests are added to the Product Backlog if approved by the Product Owner.

version 4.1

@Adam Cogan - retweet https://bitly.com/ovuYRm   SSW   www.ssw.com.au/8Steps

CMPT 475's Development Process

Outline planning and arch. design

Sprint 3

Sprint 2

Sprint 1   X 3

Access / Select

Develop / review

Final integration

Project closure

The principles of agile methods

Principle	Description
Customer involvement	Customers should be closely involved throughout the development process. Their role is provide and prioritize new system requirements and to evaluate the iterations of the system.
Incremental delivery	The software is developed in increments with the customer specifying the requirements to be included in each increment.
People not process	The skills of the development team should be recognized and exploited. Team members should be left to develop their own ways of working without prescriptive processes.
Embrace change	Expect the system requirements to change and so design the system to accommodate these changes.
Maintain simplicity	Focus on simplicity in both the software being developed and in the development process. Wherever possible, actively work to eliminate complexity from the system.

Project Marks Breakdown

Due date	Deliverables	%
June 2	Initial planning - Planning document (Requirements scenarios + Task card + Test case description)	10%
June 23	Sprint cycle 1 end (Revised requirements scenarios + Revised task card + Revised test case description + demo)	7%
July 7	Spring cycle 2 end	7%
July 28	Project closure and final presentation (5% attributed to the integration of the overall product)	16%
	TOTAL	40%

SUN	MON	TUE	WED	THU	FRI	SAT
May 4	5	6	7	8	9 Team formed	10
11	12 TODAY	13	14	15	16	17
				Design and planning		
18	19 **Victoria Day**	20	21	22	23	24
				Design and planning		
25	26	27	28	29	30	31
			Design and planning			
June 1	2	3	4	5	6 Technical report due	7
Design and planning						

SUN	MON	TUE	WED	THU	FRI	SAT
June 1	2	3	4	5	6 Technical report due	7
	Design and planning					
8	9	10	11	12	13	14
			Sprint Cycle 1			
15	16	17	18	19	20	21
			Sprint Cycle 1			
22	23 Midterm	24	25	26	27	28
		Outline planning and Arch. design			Sprint Cycle 2	
29	30	July 1	2	3	4	5
			Sprint Cycle 2			

SUN	MON	TUE	WED	THU	FRI	SAT
29	30	July 1	2	3	4	5
			Sprint Cycle 2			
6	7	8	9	10	11	12
		Outline planning and Arch. design			**Sprint Cycle 3**	
13	14	15	16	17	18	19
			Sprint Cycle 3			
20	21	22	23	24	25	26
Sprint Cycle 3		**Final integration and testing**				
27	28	29	30	31	1	2
	Final presentation					
3	4	5	6	7	8	9

Questions?