

Lecture 1: Introduction to the module

COMP2913 SOFTWARE ENGINEERING PROJECT

Today's session

- Module structure
- Relation to other modules
- Working in Teams
- Assessment
- Summary

Module structure

5x lectures in weeks 1-3 plus 1x Ethics lecture

- 2x (week 1) – Introduction and teamwork
- 2x (week 2) – Git (by Ban Al-Jassani) and project brief (inc. deliverables/deadlines)
- 1x (week 3) – Guest lecture from industry on agile and best practices
- Plus 1 drop-in session (week 3) - optional for initial questions you may have

1 ethics lecture on teamwork

- should appear in your timetable in either week 2,3 or 4

3 End of sprint meetings with a member of staff in weeks 5,7,9

- Progress review and feedback (partial demo in the meetings of ongoing work)

1 demonstration in week 11 for the final product

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What previous modules do you think will be useful?

 0/1

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What skills do you think are needed for the software engineering project?

 0/0



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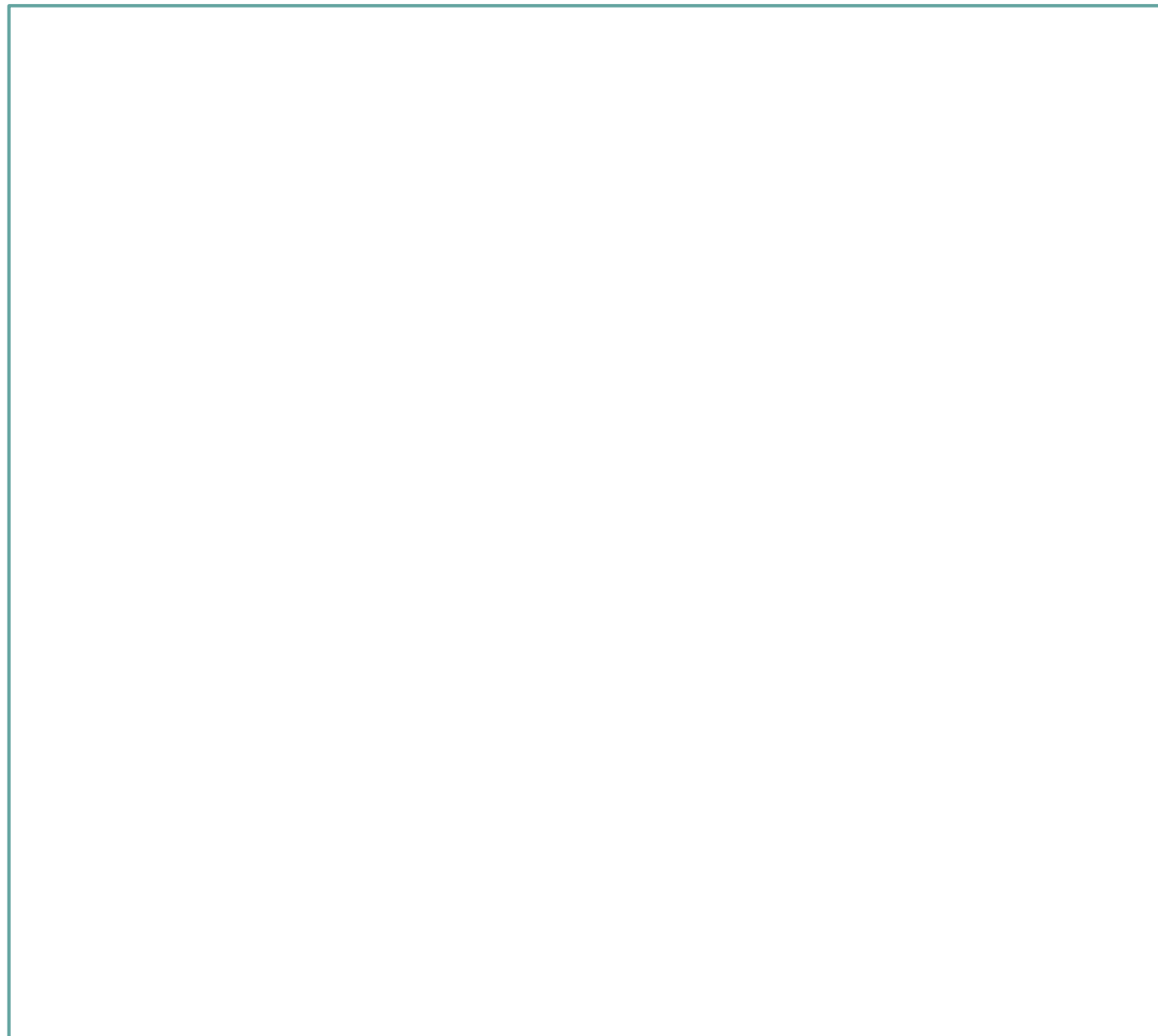


What skills do you think are most important?

0 / 0

Least

Most

A large, empty rectangular box with a thin teal border, intended for users to list skills they consider important.

Working in teams

Communication is key

X more people does not mean X times faster

Buying vs building

Bespoke development vs. off-the-shelf software

- Advantages?
- Disadvantages?

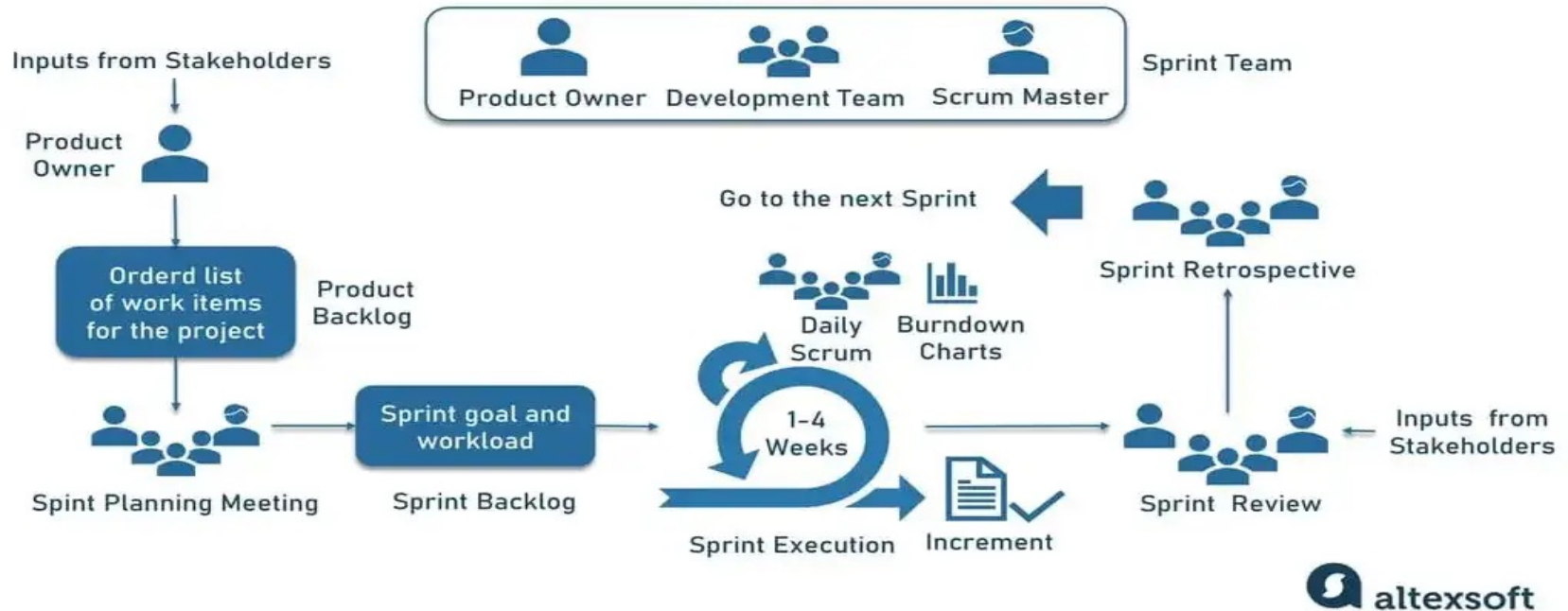
Examples within the University?

Elements of the project process

- Teamwork – meetings, communication, dividing the workload, deciding on the work pattern, coding style decisions, resolving conflicts
- Github Repository – frequent commits through the sprints, issue tracker, use of branches, milestones, code
- Documentation – Github wiki - design documents, meeting minutes, plan and outcomes of the sprint meetings, user manual, testing plan.
- Reflection at the end of the process - as a group and individual.

Could be a good idea to look into Github markdown for writing wiki pages.

HOW SCRUM FRAMEWORK WORKS



Scrum-inspired

Product Owner represented by module staff

One team member acts as Scrum Master

3 two-week sprints for main cycle of development

- Planning meeting at the start of sprint
- 2 to 4 stand-up status meetings during each sprint
- Review meeting at end of sprint – can (should?) include a demo
- Other communication / meetings as needed

Scrum master role

Not a Project Manager

Role is to facilitate the process, by

- Organising and chairing meetings
- Ensuring that things get documented in wiki, etc.
- Helping to ensure smooth communication and collaboration of team members
- Contacting team members to investigate absences or lack of engagement
- Communicating any serious problems to module staff

Can (should?) cycle this role

Project structure

Project brief

- Outline
- Set of requirements: functional and non-functional - backlog
- Approach

Project group preparation – End of week 2/start of week 3

- Set up the group GitHub repository
- Initial meeting (introduction as a team)
- Discuss potential ideas - listen to all group members

Project starts in week 3

- Three development stages (sprints) – each sprint is two weeks in length = Project is 6 weeks for the main work
- Review meeting at the end of each sprint

Assessment considers:

- Management of the delivery of project
- Product delivered by the group
- Individual contribution

Summary

We have considered:

- How this module links together with modules you have previously studied
- How teamwork will be critical to a successful project
- How the project will be structured – more details next week

Reminder:

Check when your ethics session is scheduled in your timetable.

Check the next three weeks, it should appear in one of those weeks.