# Starting the project

Programming 4



# **Agenda**

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- 1. Vision
- 2. Glossary
- 3. The first sprint



# Vision



#### Vision document / scrum add-on

- High level project definition
  - Use a template document
- Serves as a an executive summary of the project.
  - Quick overview for anyone interested in the project or for new team members
- Input for a go/no-go decision on the project
- New requirements must be in line with the project vision



#### **Vision: contents**

- Positioning
  - Problem statement

The problem of	[short problem description]		
affects	[who (stakeholders) is directly or indirectly affected by		
	the problem?]		
The impact of	[what is the impact of the problem? What are the		
which is	consequences?]		
a successful	[list key benefits of a succesful solution fort he problem.		
solution	Start each characteristic with a verb: 'provides',		
	`supports']		

- Alternative solutions
  - Other approach to solve the problem for the product owner?
  - Larger or smaller scope
  - alternative solutions on the market



#### **Vision: Contents**

- Stakeholders
- Product overview
  - Product Perspective: How does the result of your project fit in the business environment? Interactions of your product with other systems (internal and external). Draw a model.
  - Short summary of capabilities, characteristics and constraints



#### Vison: extra's

- You do not have to limit yourself to these elements. Add any other information that is essential for the project:
  - Cost/benefit analysis
  - Return On Investment
  - Risks
  - Architecture or technical differentiators
  - Project organisation (staffing, roles and responsibilities)



#### **Vision: living document**

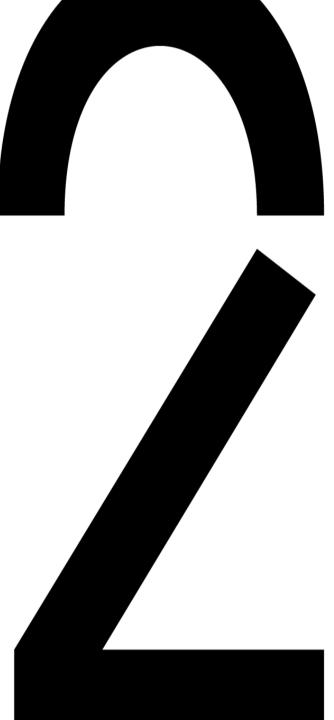
 The vision document is adapted as the project evolves. It provides an accurate description at all times







# **Glossary**





## **Ubiquitous language (DDD)**

- For each concept (abbreviation) in the bounded context
  (DDD) in which the team works, there is one official term
  - Adopt business terms, speak the language of the customer
  - the domain model will be the backbone of the ubiquitous language
- Everybody in the team uses the same terms everywhere (business, analysis, design, code) to facilitate communication
  - -Common words have multiple meanings (e.g. course). Specify their meaning within the bounded context
  - –Also contains composite elements e.g. sale (has a date, shop ...)



#### **Glossary**

 Do not lose time because people use the same name for different things / different names for the same thing
 What do we mean by train in our project?



Type 12 Steam Locomotive (1939), Trainworld, Tervuren



#### **Glossary**

 Do not lose time because people use the same name for different things / different names for the same thing

Discuss

What do we mean by train in our project?

- The 8.15 from Antwerp to Brussels

- The train on Tuesday, 22/9 from Antwerp to Brussels that

departed at 8.28 (13' delay)

- Train Nr 248562 that is in repair



Type 12 Steam Locomotive (1939), Trainworld, Tervuren



#### **Glossary entries**

- name
- Definition
  - In another project this may have another meaning
- Synonyms (optional)
  - List synonyms you might find in documents, hear in discussions...
  - In the project we'll use the official name everywhere, also in code
- Business rules (optional)
  - A train that is canceled has no delay
  - All totals are rounded to €0.05
- Remarks (optional)
- Examples (optional)



# Glossary / add-on



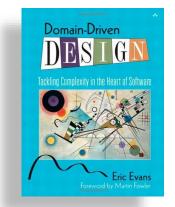
Review the domain model workshop of integrated project 1

Concept	Definition	Synonyms	Description Remarks
availability	product status indicating if it can be borrowed		Possible values: Available, Temporary Unavailable, Unavailable
cancel	Remove a reservation		A compensation needs to be payes if a reservation is canceled less than a week before it starts,
supplier	Registered user offering products	lender	



## **DDD: Domain Driven Design**

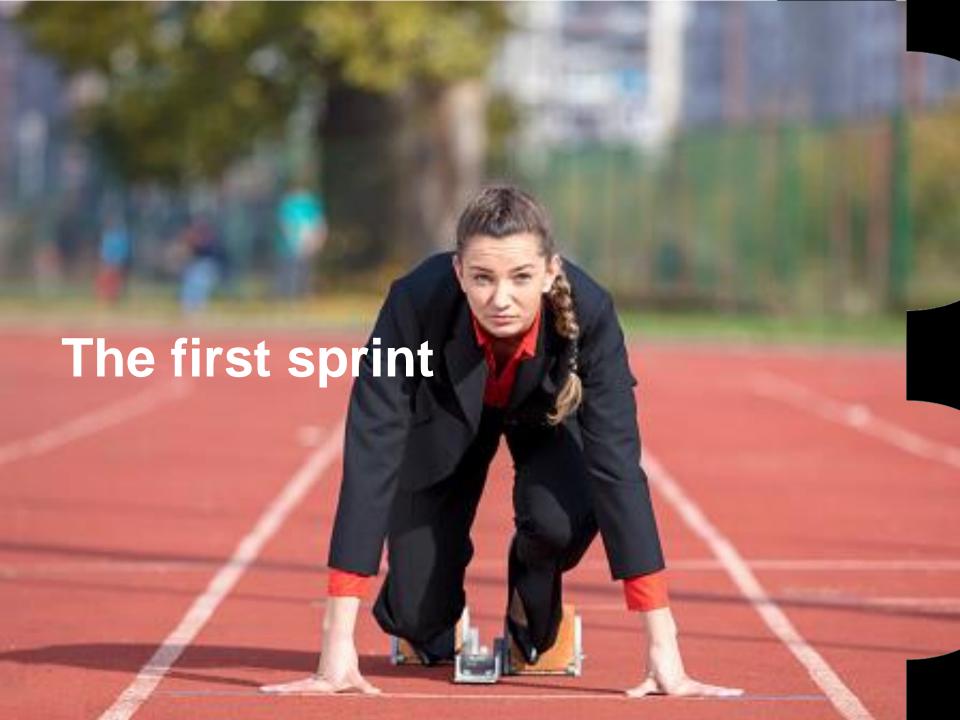
- Ubiquitous language is a Domein Driven Design (DDD) pattern
- DDD designs software based on domain concepts
  - domain concepts use a uniform language (DDD: ubiquitous language)
- We will **not** handle DDD in detail, but use some popular DDD patterns
  - Many DDD patterns are shared with other pattern catalogues (GRASP, GoF, SOLID...)
  - DDD will be used as a label for DDD patterns/equivalents





#### **DDD:** some patterns





#### **Starting the project**

- How do you start a sprint without a backlog?
- Project setup conflicts with the continuous nature of iterative development
- Unified process uses an inception phase
- Scrum
  - make a backlog with tasks to be done to get started
  - Start a typical sprint
  - Early sprints will have more "early project disciplines": setup, requirements gathering, analysis, architecture...
    - produce less working code
    - That's OK. Velocity will increase as you progress
- Based on the Vision
  - Go/nogo?
  - Build/buy?





#### **Tracer bullet / Scrum add-on**

- Very basic user story that cuts through all architectural layers
  - Early in the process
  - Architectural proof of concept





### **Samenvatting**



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