Team Project - Sprint 0

Due: Friday, June 2nd @ 23:59

The main goal of this deliverable is to give you a chance to:

1. Refine and articulate your project idea(s)
2. Think about your collaborative work process
3. Review your work and reflect on your decisions

In addition to that, it gives us a chance to ensure that your plan is reasonable (i.e. neither too much, nor too little) and that everybody (team members and TA's) is on the same page in terms of the expectations.

Declaring your team

the following must be done by **May 19th** at midnight to declare your group.

● **Think of a name for your product:** After finding team members, you should discuss initial ideas and agree upon a name.

● **Register your team repo on GitHub. Link:** https://classroom.github.com/a/-2raFLIe
Choose a meaningful name and name should reflect your project. **Do not use placeholder names** like "cscc01-project" or "csc301group".

● **Declare your team members on team.md** which you need to put in your team project's repository folder doc/sprint0.

● Sign up on **JIRA** to track product back log, and start filling in your user stories.

● Sign up on **Slack** for conducting stand-ups. Stand-ups SHOULD be conducted in official slack channel, where your TA may join to provide mentorship and advice.

Template for team.md

Full Name	UtorId	Student Id	Email	Best way to Connect	Slack User Name

Also keep in mind, in your team.md you **MUST** include some contact method that your team can use to quickly contact you (phone number, whatsapp, etc) in case you become unresponsive at key moments, hurting you and your team's marks.

We understand that sharing personal info is not preferred by some people, but here we are in a work environment. Also, your repos are private so no one but your teammates and instructors can see your personal information.

Instructors and TAs will NOT use it to contact you. The only way we will contact you is your school email.

Deliverables

The following files should be submitted to your team repo, in a folder called `doc/sprint0` (You will need to create this folder):

1. `team.md`
    - See the instruction provided above.
    - Use GitHub Classroom invite link provided above to register your team.

2. `team_contract.pdf`
    - Prepare and sign a team contract. Sample contract is provided on the Quercus

3. `product.md`
    - Describe what your product is, who the users are and why they would choose to use your product. Also, present the key insights and decisions that led to your planned product.

4. `Setup`
    - You should create the initial foundation for your project, so that when Sprint 1 begins you can immediately start developing features.
    - Work should be completed to show connectivity between your model, view, and controller
    - Example: clicking a button or form that creates an object in a database

5. `product_backlog.md`
    - List all the important user stories
    - You should have around 20-25 stories, which will give you and us an idea about the scope of the project. If you have less than 20 but feel the size of your stories justifies the scope. Please reach out to a TA to confirm.
    - User stories should follow the format as taught in the lecture, along with proper acceptance criteria. For this stage, there’s no need to story point the stories and will be done in upcoming sprints.
    - All user stories should be documented in JIRA or Trello.

6. `user experience / Interface`
    - An artefact that gives a visual indication of how you imagine the user interface of your system will implement the key scenarios listed in your short form creative brief.
    - Focus on the logical flow of the application and the user’s experience while going through the key scenario(s), don’t worry about “making things pretty” or getting the widgets exactly right.

- Use mockups, storyboards, wireframes, fake command-line sessions, etc.
- Feel free to use any tools that are best fit for your designs. As long as it is easy for the TAs to evaluate and understand your software/product.
    - Storyboarding: http://www.storyboardthat.com/
    - Interface designs: https://www.figma.com/

7. `README.md`
    - A high-quality README file explains what your application does and why you used the technologies that you did. At a bare minimum, a README needs a title and a short description explaining the what, why, and how of the project.
    - Motivation: provide a short detailed description of the motivation behind the project: what is it, what problem(s) does it solve, and why it exists.
    - Installation: provide a list of required tools/programs to run your project, and a procedure for how to build and run your project.

    - Contribution: describe the process for contributing to your project.
        1. Do you use git flow?
        2. What do you name your branches?
        3. Do you use github issues or another ticketing website?
        4. Do you use pull requests?

    - Resources:
        1. https://www.makeareadme.com/
        2. https://dev.to/merlos/how-to-write-a-good-readme-bog

    - Look at open source Github repositories and study their process!

To make things a little easier on you, we created starter templates for all three deliverables:

- product.md
    - Complete all sections of the template (indicated by “YOUR ANSWER GOES HERE …”).
    - Focus on *what* the product does, and not on *how* it will be implemented.
    - Clearly identify a user’s problem/need, and present a plan for a viable solution for that specific problem/need.
    - Demonstrate insight into the problem you are solving.
      Research the problem, talk to potential users and/or use any other way to find your users’ most important problem/need.

- Teamcontract.pdf – Available on Quercus as well.

In addition to that, we expect all deliverables to have a high-quality presentation.

- Clear and concise writing.
- No typos and/or grammar mistakes.
- No placeholders and/or instructions from the template.
- Make good use of images, videos, links and/or any other aid that makes your deliverable easier to read and understand.
- The deliverables may seem “light”, but require a lot of thinking.
    - The main point is to articulate the value of your project.

    - This phase is crucial to the success of your project. It will be difficult to “go back and fix it” later during the term.
    - The evaluation will be based (more or less evenly) on presentation and content

Evaluation

Your TA’s will use the following rubrics to evaluate your deliverables:

Component	**0**	**1**	**2**	**3**	**4**
`product.md`					
`productbacklog.md`					
`user experience /interface`					
`Software setup`					
`readme.md`					
`Overall presentation quality`					

We will compute your mark by converting each component to percentage (according to the table below) and taking the average.

4	100%	Outstanding, above expectations
3	85%	Good, meeting all expectations
2	70%	OK, but some expectations were not fully met
1	50%	Below expectations
0	0%	Missing (or extremely low quality) work

IMPORTANT: We expect all team members to contribute to the project.

The deadline will be enforced by checking the initial commit date and time on the file doc/sprint0/team.md and your Jira or Trello sign up. Any delay in declaring your team, will delay the whole process and impact your grade on the sprint0

Students who do not participate are risking not earning a mark for this deliverable (keep in mind that, throughout the project, we will look at the graphs of your repo to determine individual participation).