Group Project Layout

Each student will have a change to come up with a idea for a project and announce it. Students will form into groups of two or three based on similar project interest. Your group will work on this project throughout the semester, meeting milestone deadlines and working iteratively.

Each student is expected to work on code; there will be no roles like “tester”, “asset manager”, etc. As a team, you are all programmers working on a product.

Project Management and Milestones

There are simple project management tools in **BitBucket** that will allow you to assign tickets, which may be used as a “to-do” list. Additionally, your team could also set up a **Trello** account to keep track of tasks.

At the end of each **milestone**, we will have a **postmortem**, where students reflect on what went well, what could have been done better, their own performance and the performance of their team. Additionally, the instructor will review the code (which should committed to the repository) at each milestone and give feedback and a grade.

Collaboration with Source Control

I will create a private repository for each team using the Git source control solution and the BitBucket repository hosting website. Each student will receive an invitation to their student account. We will go over how to use Git from the command line during class.

Teammates

For this semester project, you should have one other person in your group; three total people at a *maximum*. Everybody is expected to be a programmer – no “tester”, “programmer”, “artist” roles. You should work together either by pair programming or splitting the work, and do code-reviews with each other to become familiar with code not written by yourself.

Grading

50% of your group project grade will be based on your group's performance (meeting the requirements, quality, etc.) each milestone, while the second 50% is for the final product.

Project Suggestions

- E-Commerce
  - Amazon
  - NewEgg
- Social Media
  - Facebook
  - Twitter
- Blog / News
  - CNN
  - Lifehacker
- Forums / User-driven
  - PhpBB
  - Reddit
- Service
  - Library book-lookup database
  - RSS Reader
  - Photography portfolio

The project your team works on must be dynamic – these sites will use a database and a server-side scripting language to populate content to the webpage. A personal webpage isn't quite involved enough, so we're looking for scaled-down versions of webpages that are out there.

You will not be making fully-fledged Facebook-like web applications, but you can copy some of the same functionality from these pages. It is up to your team to decide what features to add.

Milestone Specifications

Project Plan

This is the document that specifies everything about the project.

During the semester, your team may find it possible to cut down on or add features. You may update the Project Plan at any time and re-upload it to your group's repository. Please let me know when you do so. If your plan doesn't match the final result at the end of the semester, points may be taken off.

Spec

1. Team name, project name, and name of all members
2. Brief description of website: Audience, interactivity (how it will be used by online users, customers, and/or employees), goal of website.
3. Comprehensive list of features and description of what it does.

Iteration Tentative Plan

This document is to specify what the team plans on working on for the given sprint. Take features off the main project backlog and estimate how much time they will take to implement.

* Features may include things as simple as, “Design and create layout for home page” or as big as “Implement user sign-in”.

* If you're estimating a feature size as “Large”, try to break down the feature into smaller pieces to implement.

Spec

1. Team name
2. Feature list
    1. Short description (What does it do?)
    2. Size estimate (Tiny, Small, Medium, Large)
    3. Priority (Low, Medium, High)
    4. Teammate(s) responsible for this feature's implementation

Postmortem

At the end of each sprint, each student will be required to turn in a Postmortem. This is not a group document, but an individual document. **These will be turned in via Blackboard or Email**.

For the postmortem, please include:

1. What went well
2. Any challenges experienced, how (if) they were overcame
3. Any items that were not implemented that were on the Sprint plan, and why
4. Any topics that you or your team-mate are unclear on, and may require review
5. Performance of each team-mate, including self:
    1. Did team-mate _____ do an equal amount of work?
    2. Was team-mate _____ helpful in planning?
    3. Was team-mate _____ helpful in documentation?
    4. Was team-mate _____ helpful in programming?

Please write at least one paragraph (excluding team-mate performance).

Showcase

At the end of each sprint, please prepare a series of screenshots of your project. Each group will have 5 minutes to show off what they worked on and discuss challenges or features as they please. Groups will only present the screenshots and not have a live demo (except for the final work).

Please upload the screenshots to the project repository ahead of time so they can be accessed from the instructor's computer.

Milestone Schedule

Sprint 1	
August 22	Turn in sheet of paper with: • Group member names and email addresses • Team name • Tentative project planned – brief description of features
August 27	Sprint 1 Tentative Plan due
August 29	Project Plan due
September 10	Sprint 1 over Individual Postmortem due Screenshot Showcase due
Sprint 2	
September 12	Sprint 2 Tentative Plan due
October 8	Sprint 2 over Individual Postmortem due Screenshot Showcase due
Sprint 3	
October 10	Sprint 3 Tentative Plan due
November 5	Sprint 3 over Individual Postmortem due Screenshot Showcase due
Sprint 4	
November 7	Sprint 4 Tentative Plan due
December 5	Sprint 4 over Individual Postmortem due Showcase due - Showcase is a live-demo this time around Final project due