1. Ask why we are here.
• This is a quick reminder about why we are here, who our customers are, and why we decided to do this project in the first place.

Teacher, Instructors

To create a team based on students' preferences to create teams that are productive and happy.

2. Create an elevator pitch.
• If we had thirty seconds and two sentences to describe our project, what would we say?

For teachers or instructors, Who needs to place their students in groups/teams. The Happy Teams Software is a program that organizes students into teams based on preferences. Unlike Canvas our product takes into account the student's preferences and the overall team happiness.

3. Design a product box.
• If we were flipping through a magazine and we saw an advertisement for our product or service, what would it say, and, more importantly, would we buy it?

Teams you enjoy being on
HAPPY
TEAMS
PRODUCTIVITY INCREASED

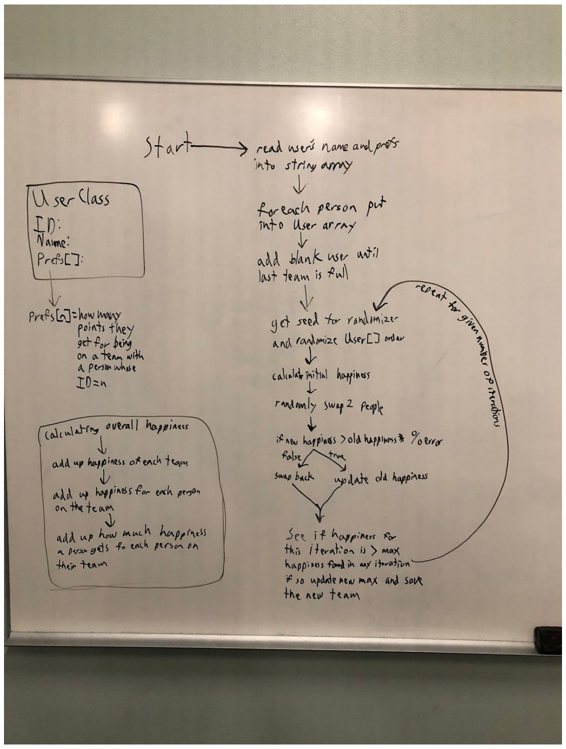
4. Create a NOT list.
• It’s pretty clear what we want to do on this project. Let’s be even clearer and show what we are not doing.

- Abi’s idea of arrays
  - Basically parallel arrays that were way too complicated (I tend to complicate programming assignments)
- Rely on one person
- Procrastinate (even though it is in our name)

5. Meet your neighbors.
• Our project community is always bigger than we think. Why don’t we invite them over for coffee and introduce ourselves?

Ben, Sam, Reeves, other teams with the same project.
We introduced ourselves and also we (the class) have created a community on Group Me for when we need help!!

6. Show the solution.
• Let’s draw the high-level blueprints of the technical architecture to make sure we are all thinking of the same thing.


Start
read user's name and prefs into string array
for each person put into User array
add blank user until last team is full
get seed for randomizer and randomize User[] order
calculate initial happiness
randomly swap 2 people
if new happiness > old happiness * %error
false
true
swap back
update old happiness
See if happiness for this iteration is > max happiness found in any iteration if so update new max and save the new team
repeat for given number of iterations
User Class
ID:
Name:
Prefs[]:
Prefs[n] = how many points they get for being on a team with a person whose ID=n
Calculating overall happiness
add up happiness of each team
add up happiness for each person on the team
add up how much happiness a person gets to each person on their team

7. Ask what keeps us up at night.
• Some of the things that happen on projects are downright scary. But talking about them, and what we can do to avoid them, can make them less scary.

WORK ON IT, pulling all-nighters
Having trouble understanding the assignment

Solution:
Preparation
We just need to talk through with reeves, ask questions in class to reeves.

8. Size it up.
• Is this thing a three-, six-, or nine-month project?

A couple of weeks max

Week one:
Random swap
Make sure it works

Week two:
Happiness preferences
Make sure it works

9. Be clear on what's going to give.
• Projects have levers like time, scope, budget, and quality. What's most and least important for this project at this time?
Most:
Fulfilling the A proposal

- t - team size, minimum 2 maximum (class / 2)
- v - verbosity level 0 - 4 information / debugging output
- n - number-of-swaps to attempt
- l - number of times to perform N swaps
- r - percent of sub-optimal swaps allowed (2 means 2 %)

Least:

- The way it looks
- Working the most efficiently
- Anything not in the proposal

10. Show what it’s going to take.
• How long is it going to take?
How much will it cost?
Time and Energy and whatever Software Engineering Cost

And what kind of team are we going to need to pull this off?
Understanding
Communicating team
Responsible
Reliable