



So... how does this
class work anyway?

Discussion 1: CSE 112 SP20



College projects



On the job

Goal: To try and teach you best Software Engineering practices by simulating how a company

What do you think this entails?

KEEP IN MIND THAT I'M SELF-TAUGHT, SO MY CODE MAY BE A LITTLE MESSY.

LEMMIE SEE-
I'M SURE
IT'S FINE.



...WOW.
THIS IS LIKE BEING IN A HOUSE BUILT BY A CHILD USING NOTHING BUT A HATCHET AND A PICTURE OF A HOUSE.



IT'S LIKE A SALAD RECIPE WRITTEN BY A CORPORATE LAWYER USING A PHONE AUTOCORRECT THAT ONLY KNEW EXCEL FORMULAS.



IT'S LIKE SOMEONE TOOK A TRANSCRIPT OF A COUPLE ARGUING AT IKEA AND MADE RANDOM EDITS UNTIL IT COMPILED WITHOUT ERRORS.

OKAY, I'LL READ A STYLE GUIDE.



How many times have you read code and thought to yourself
Which idiot wrote this?









Takeaways?

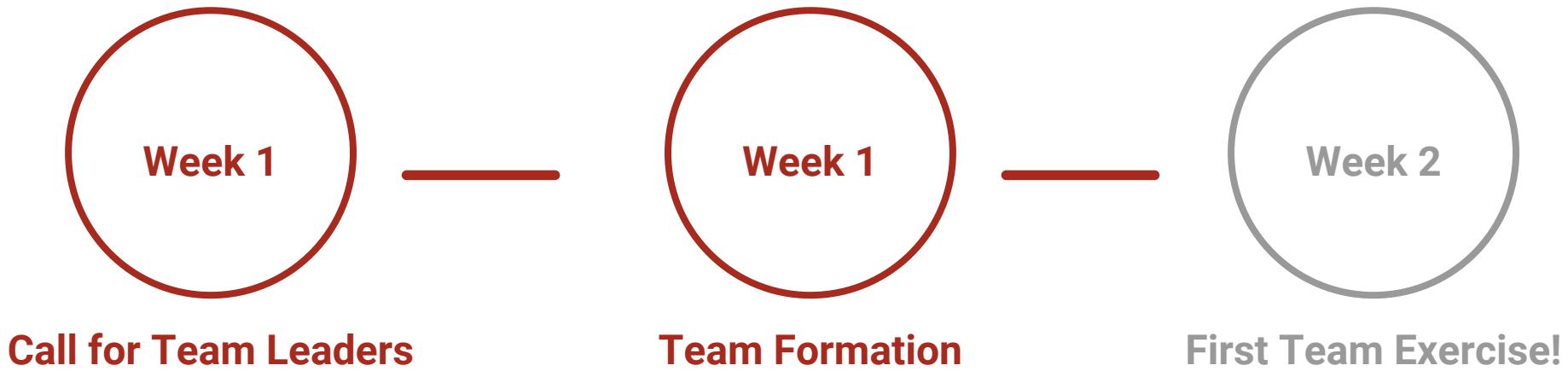
This is your project. We are only here to help show you the ropes, but by all means, the ownership is yours!

Shoot for the sky; you never know how much you can achieve unless you explicitly aim to push the bar. In this course, our sky is **production ready** open source software. If things go well, perhaps more!

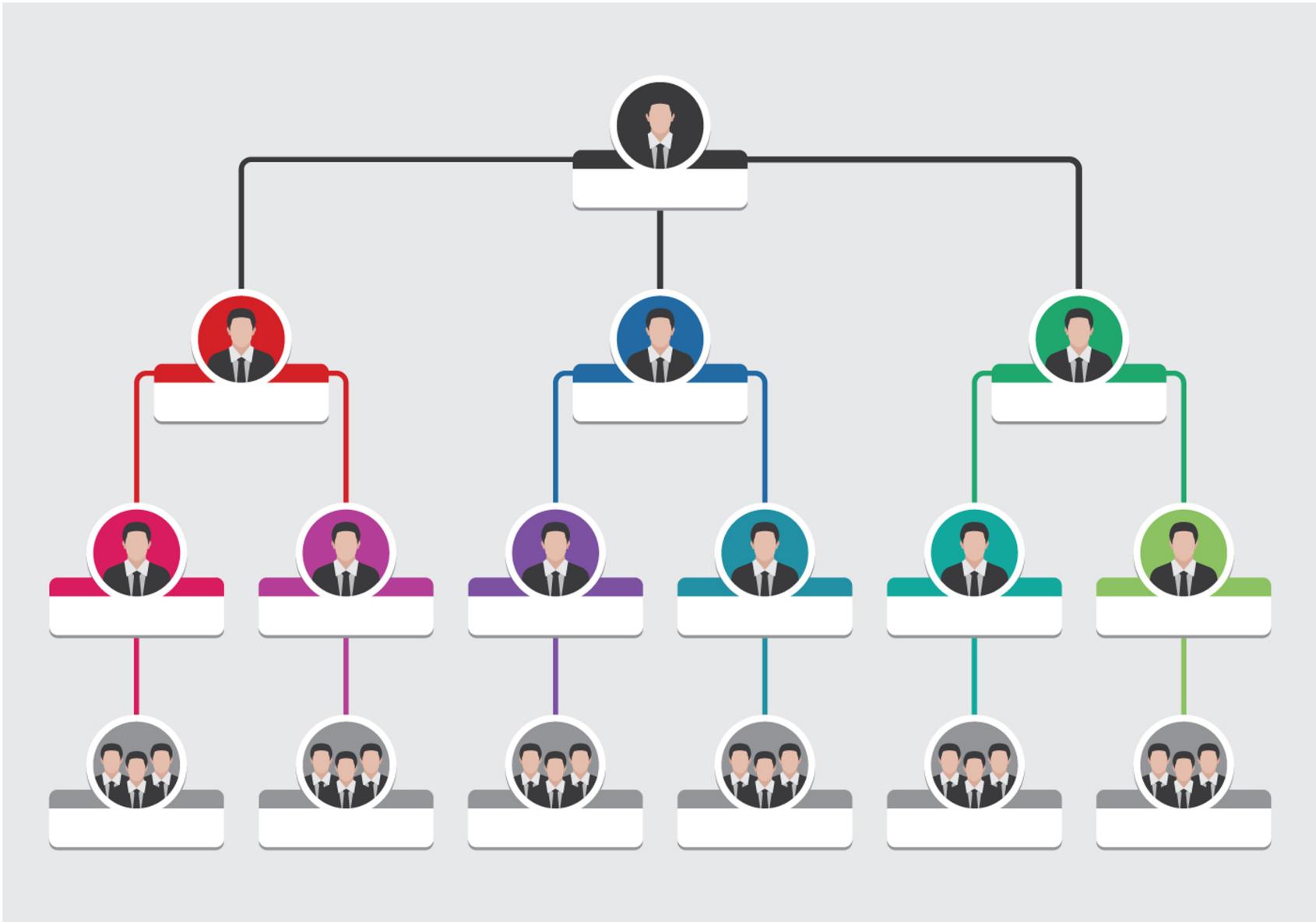
He does not know what makes for a good world, but just by looking at body language, he can tell you if the world is good; teamwork is *critical*; our experience too!

Where do we go from here?

The plan for the coming week, and the course in general



Warning! This is very much a team driven class. This means that a large chunk of your grade is determined by how your team does. Think about it; if you were in a team that lost a match, seldom does it matter how well you played alone. The same goes for software too.



WHAT ARE WE GOING TO BUILD???

Not so fast...

The Starter Kit



Rod:
Choose a soft and flexible rod, 4.5 to 5 feet in length.

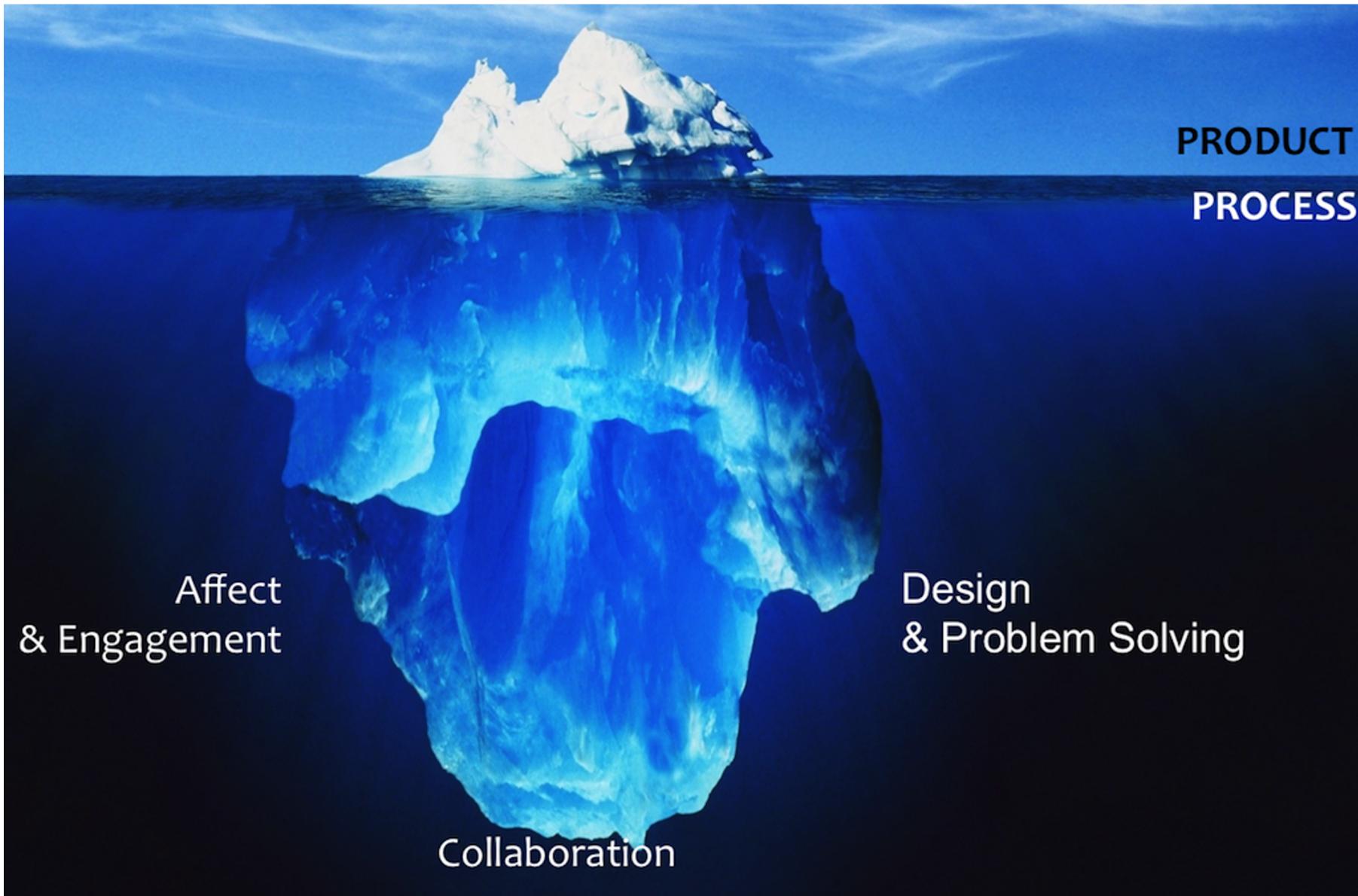
Reel:
Push button spin caster or undercast reel with a trigger system.

Lures:
Small lures, 1/32oz & 1/16oz sizes, aim for low prices and a good variety of colors/shapes.

Misc:
Leatherman style multitool for the adult for unhooking fish, de-barbing hooks, & cutting tangled fishing line.

Polarized Sunglasses:
Child or adult, any polarized sunglasses will do.





PRODUCT
PROCESS

Affect
& Engagement

Design
& Problem Solving

Collaboration

MENTAL MODELS
TOOLING
PIPELINES
TESTING
SOFT SKILLS
IDEATING
PLANNING
DESIGNING
DERISKING
PITCHING
NON-CODE ARTIFACTS
END-TO-END
PROCESS

Bracing for remote

Last year's "Assignment 1" was a team building activity.
Some teams went out drinking (and came back with
hilarious stories, and their team name)

Some played board games (very competitively!)

Some went on hikes

The possibilities were endless!

This year around, what do we do?

You are not alone!

Bracing for remote

Letting you in early on the assignment to help give you some extra time to think of what you can do.

Some thoughts:

1. Online gaming sessions
 - a. Get on a Zoom call, and play games that have apps (eg. Cards against humanity, AirConsole, Exploding Kittens, Skribbl, JackBox, etc.)
 - b. Play MMORPGs? If majority of your team is into that.
2. Movie Night (Or 300 vines that make me forget I'm a failure...?) - Several platforms that let you stream

Bracing for remote

3. Ice Breakers

- a. There's this trend where folks come up with a slide deck full of questions (eg. If you had a superpower, which would it be and why? - It doesn't have to be quite as cliched, but you get the idea!) Check out streams by various comedians who did this!

4. TikToks?

5. Branding! Think of team names, and team logos. It's CRITICAL to have the best laptop sticker. Were we really even a team if we don't have amazing laptop stickers?

More team building coaching as the quarter progresses!

Further Discussions

Last year, we did all the ‘Scrum Meetings’ in discussion.

This time around, we may consider breaking classwide discussion into team-specific discussions, so as to give flexibility to the team to find a time that works best for them given the geospatial challenges we face.

Will decide once we have the teams formed!