The Group Project

This assignment is to be done by a team approved by the Keller.

Description:

Your team, who clearly looks like a batch of software developers, is approached on the street by a pair of travelers who just happened to find one of the wonders of Ypsi while traveling along US 23. They comment to you that it was difficult to use tools like Yelp and Google Places to find places to stop along the route of their frequent trips. They ask your team (clearly you are looking for a project – why else would you be walking down the street as a team) to develop a tool to find places "along the way".

You agree to spend some time on it. First, taking a week to investigate and plan, and then delivering useful software to them every 2nd week after that until you run out of time because you have to present your project in class.

They aren't going to be picky to start. Think about it, now if they use Yelp, they have to do searches along their route by shifting the map view and searching again. So, to start with, they'd be OK having to list a batch of towns or cities along their travel route where they might be willing to stop, and get back a list of all of the things there. They'd eventually like to specify the kinds of places of interest to restrict the lists, and, even further down the line, they'd like to be able to give a route with a maximum distance from the highway they'd be willing to travel. Of course, what they'd really like is to be able to map the route on whatever smartphone/tablet-like device they happen to have and use the touch screen to set the search range relative to the route and explore the choices. And, maybe they wouldn't mind using it to plan errands on the way home from work, or ....

Deliveries:

Week 1. At the end of the first week, submit the following:

- Project mission statement with priority tradeoff matrix
- List of primary actors with use case names (summary and user level)
- Drafts of use cases. May be incomplete, just enough to discover likely surprises and build development estimates
- List of top 5 "risks" you foresee for this rest-of-the-term project. Meaning, the things that are most likely to keep you from turning in the software you are initially promising to turn in.
- A coarse-grained project plan, consisting of either a project network diagram (output of blitz-planning exercise) or an iceberg list showing what will be delivered in each increment's delivery.
- A fine-grained plan for the first delivery.

Weeks 3, 5, 7ish and beyond. Subsequent deliveries should be on a two week cycle, and should include:

- Runnable application
- Source code
- Configuration history, showing all versions with check-in comments
- Automated test suite.
- Runnable test suite that executes all tests
- Description of the design of the system, using any form and format you find suitable

Reflection. Within 5 days of each delivery, submit the following:

- A description of methodology for the previous delivery.
- A reflection workshop output showing what you are keeping from the previous delivery's methodology, and what you are going to try differently for the next delivery.
- An updated scope of work for the entire project
- A fine grained plan for the next delivery

Calendar:

week	Mon		Weds	
0			10/5	life changing encounter
1	10/10	project time – no lecture	10/12	week 1 delivery – lecture
2	10/17	10 minute team meetings with Keller	10/19	lecture
3	10/24	project time – no lecture (no Keller)	10/26	week 3 delivery – lecture
4	10/31	10 minute team meetings with Keller	11/2	project time – no lecture
5	11/7	project time – no lecture	11/9	week 5 delivery – no lecture
6	11/14	20 minute team meetings with Keller	11/16	20 minute team meetings with Keller
7	11/21	project time – no lecture	11/24	classes don't meet
8	11/28	project time – no lecture	11/30	week 7ish delivery – lecture
9	12/5	10 minute team meetings with Keller – no lecture	12/7	team presentations
10	12/12	team presentations; **hard deadline** for all project deliverables at midnight	12/14	exams; no meeting
11	12/19	team presentations		

Note: on shaded days class will meet. Team meetings will be scheduled and all members are expected to attend scheduled time. These meetings will be held in the classroom. On "project time" days, the classroom will be available for team use. All students are expected to attend team presentations and participate in evaluation.