

# launch code

- Liftoff
- Class 1
- November 17, 2021

# Agenda

- Introduction
- Liftoff Overview
- Lecture
- Group Intros
- Exercise

# Who am I?

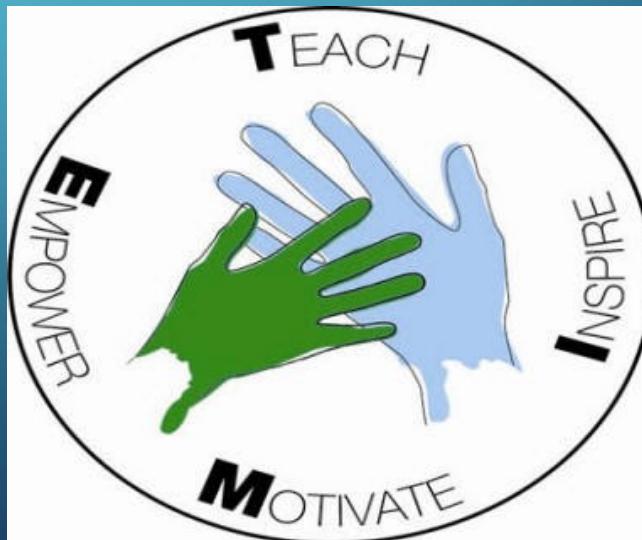
## Chetna Aggarwal

1. Launch Code Instructor/mentor since 2019
2. Developer at Bayer
  - . Developer, Tech Lead, Agile Coach, Developer
  - . JavaScript, Node, React, AWS
3. Math Instructor, Avatar



# Group Mentors

- Mario
  - Veleria
  - Lucas
  - Kasey
  - Jamie
  - Carrie
  - Mary
  - Mike
  - Olivia
  - Terence
- Tyler
  - Zach
  - Sam
  - Katie
  - Ted
  - Shaw



# Liftoff Overview

- Interview and Job Readiness
- Work toward completing a capstone project

# Liftoff Overview

- Job Readiness
  - Resume Reviews
  - Mock Interviews
  - Live Coding
  - Networking
  - Online profiles
  - Software Licensing
- Professional Processes and Tools

# Liftoff Overview

- Capstone
- Demonstrate marketable skills
  - Demonstrate your ability to learn
  - Solve a problem
- 3-5 new features
- Checkout example projects

# Liftoff Overview

- Project Ideas
- Look around you!
  - What are your interests?
  - What would simplify your life?
  - What can help others?

# Liftoff Overview

- User Accounts
  - Secure Login\*
  - Profile Management
  - Access Levels
  - “Friends” Network
  - Single Sign-on
- 3rd Party API Integration
  - SMS (Twilio)
  - Personal Metrics (Fitbit)
- Dynamic Front End
  - JavaScript
  - Mobile Responsive
  - Google Maps Integration
- Graphs & Dashboards
- Photo Upload and Sharing
- Social Media Integration

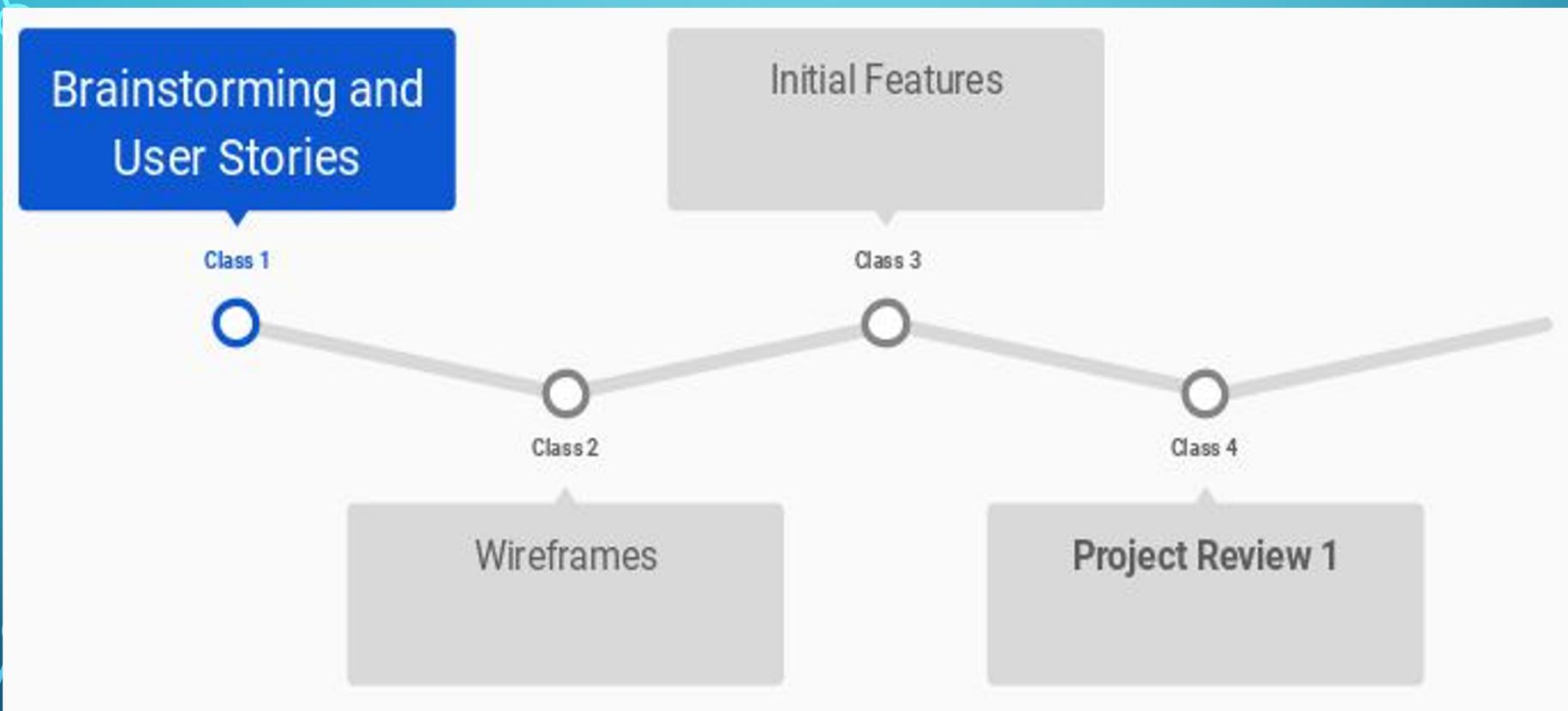


# Liftoff Schedule

Class 1	11/17/2021	Unit 3 Start
<b>Holiday Break (Thanksgiving)</b>	<b>11/24/2021</b>	<b>no class</b>
Class 2	12/1/2021	
Class 3	12/8/2021	
Class 4	12/15/2021	
Class 5	12/22/2021	
<b>Class / Holiday Break</b>	<b>12/29/2021</b>	<b>no class</b>
Class 6	1/5/2022	
Class 7	1/12/2022	
Class 8	1/19/2022	Unit 3 End!

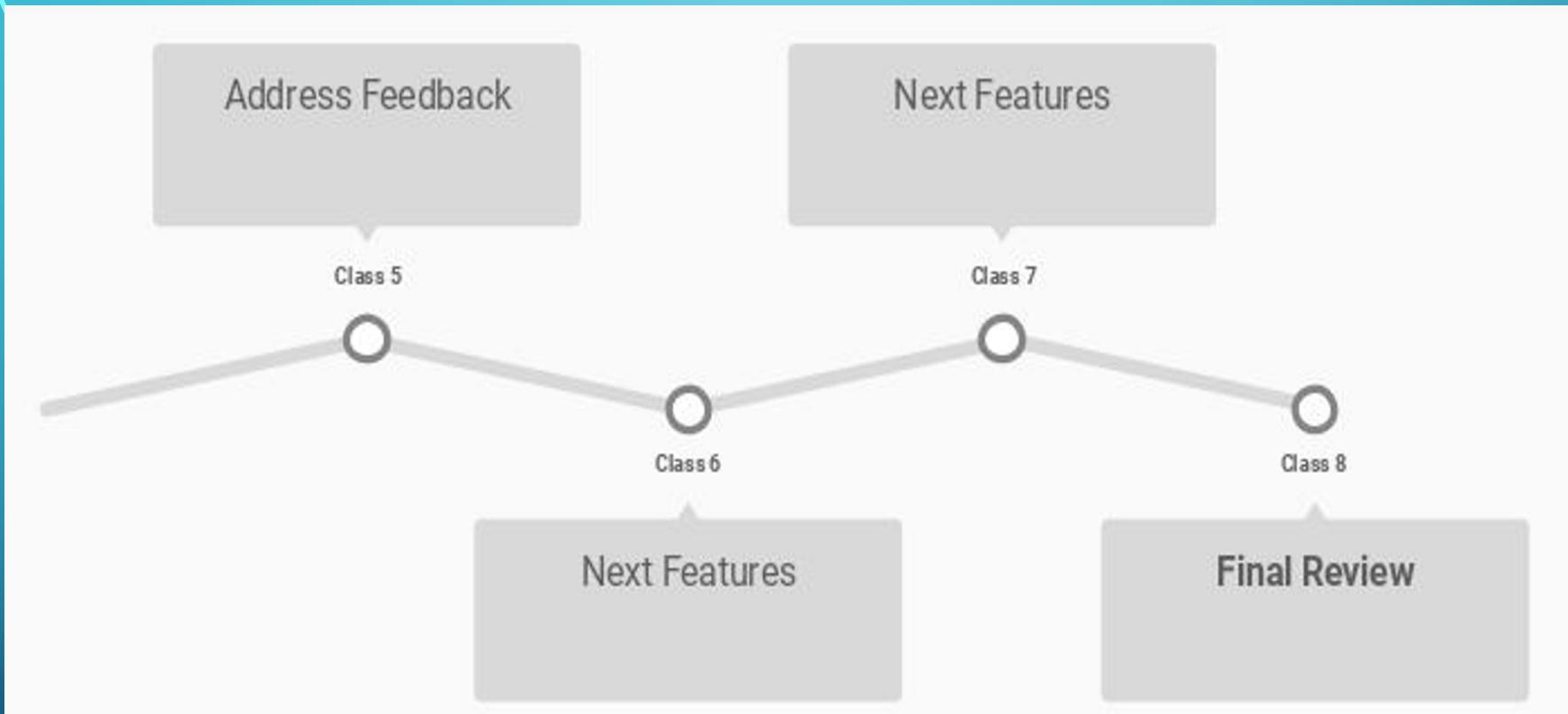
# Liftoff Overview

## Project Timeline



# Liftoff Overview

## Project Timeline



# Liftoff Overview

## Expectations

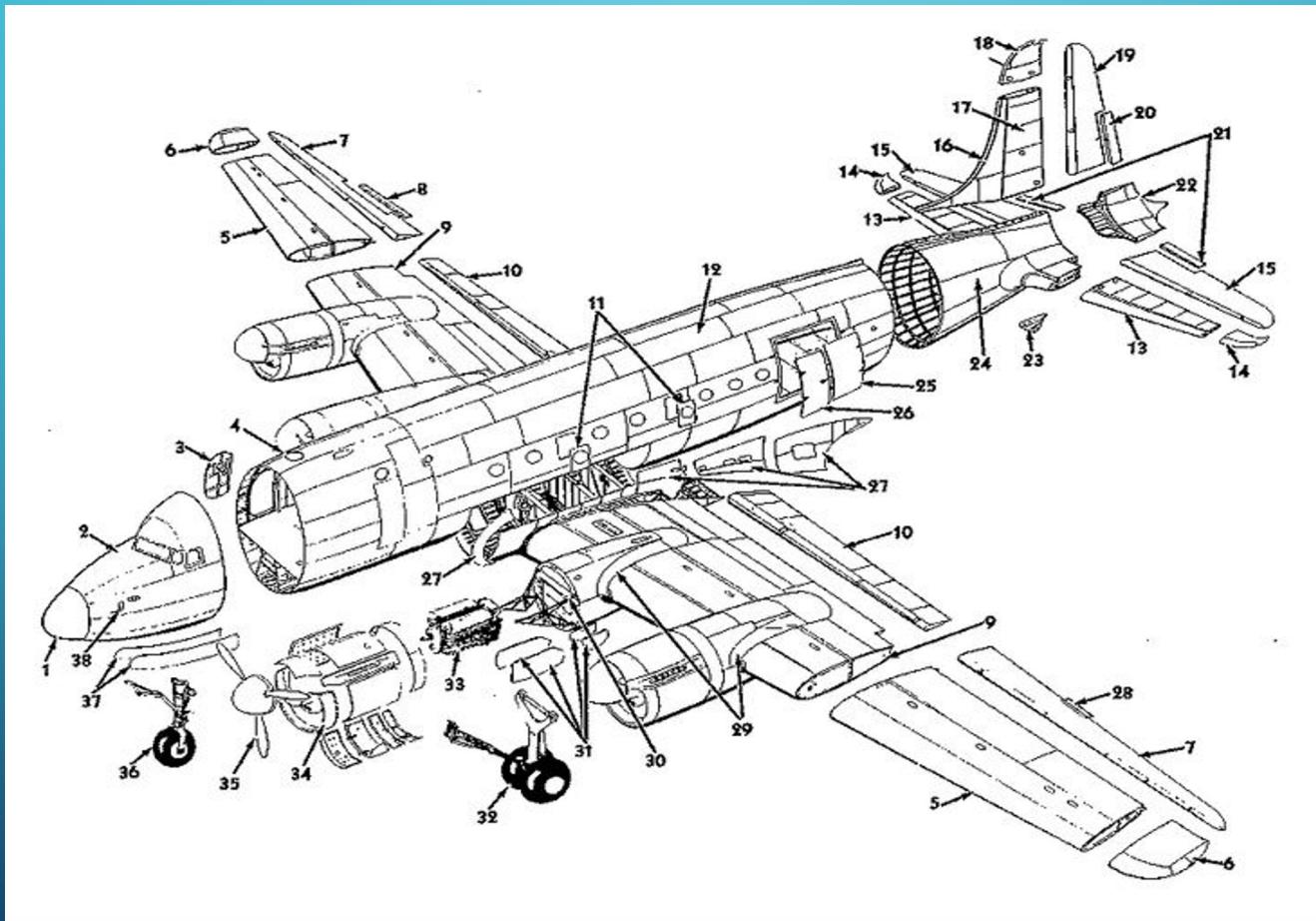
- Spend at least 20 hours a week
- Complete all prep work
- Provide a weekly update (stand up)
- Engaged in lecture and activities
- Communicate with team and mentor

# Liftoff Overview

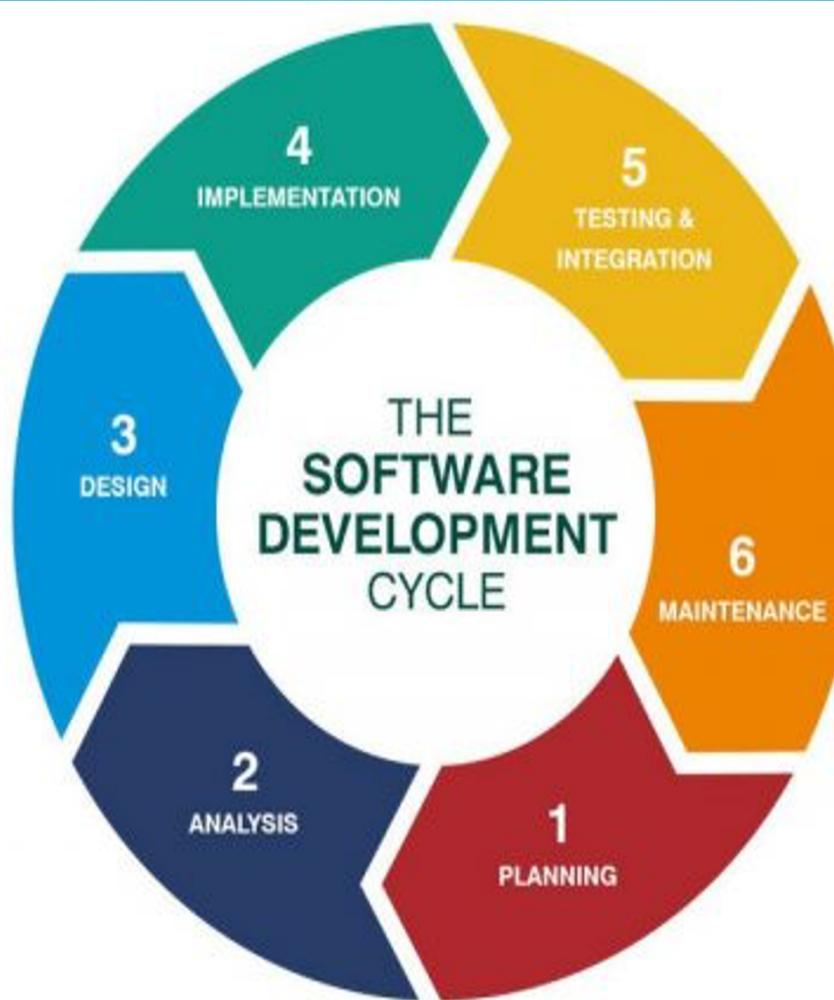
Questions?

# Software Development Life Cycle

- To build anything, we need a plan

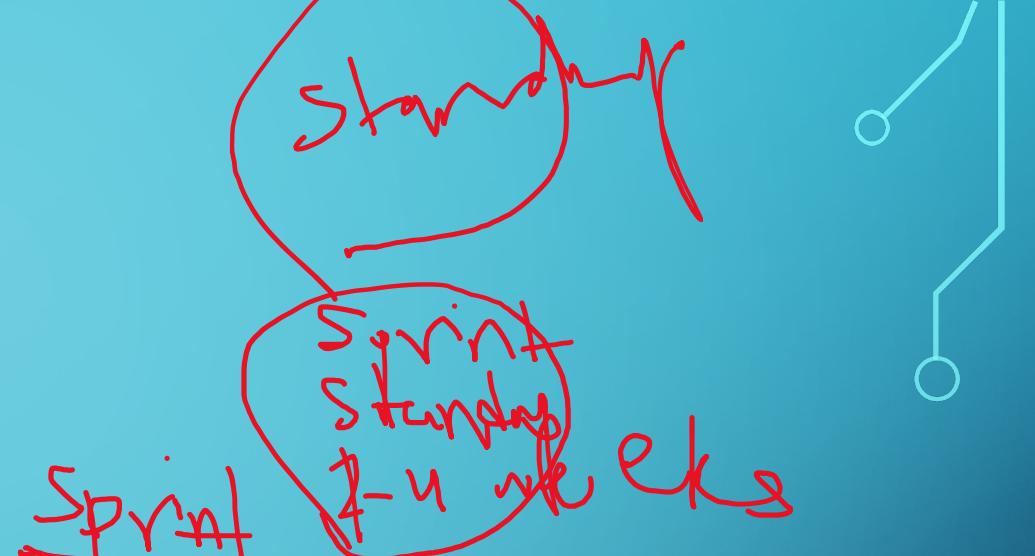


# Software Development Life Cycle



# Scrum

Product Owner  
Team member  
Scrum master/ATC



# Scrum



# Agile Project Brainstorming

- Identify the problem (Brainstorming)
- Identify the users (Personas)
- Brainstorm “Big Picture” (Story Mapping)
- Target a minimum viable product (MVP)
- Create small tasks (User stories)
- Get feedback (Demos and Code Review)
- Repeat (Iterate)

# Personas

- Putting yourself in someone else's shoes
- Helps us think about *who* will use our software and *how* they will interact with it
- Can be as generic as “User” (not ideal)
- Or can be based on full fictional profiles

# Story Mapping

- Epics
  - Key features of your application
  - Also, grouping of related stories
  - “Big rock”
- Stories
  - The details that build the Epic
  - “How can I break down the Big rock into little pieces?”

# Story Mapping

Product search

Product page

Checkout

Sort

Reviews

Pay with  
PayPal

Filter

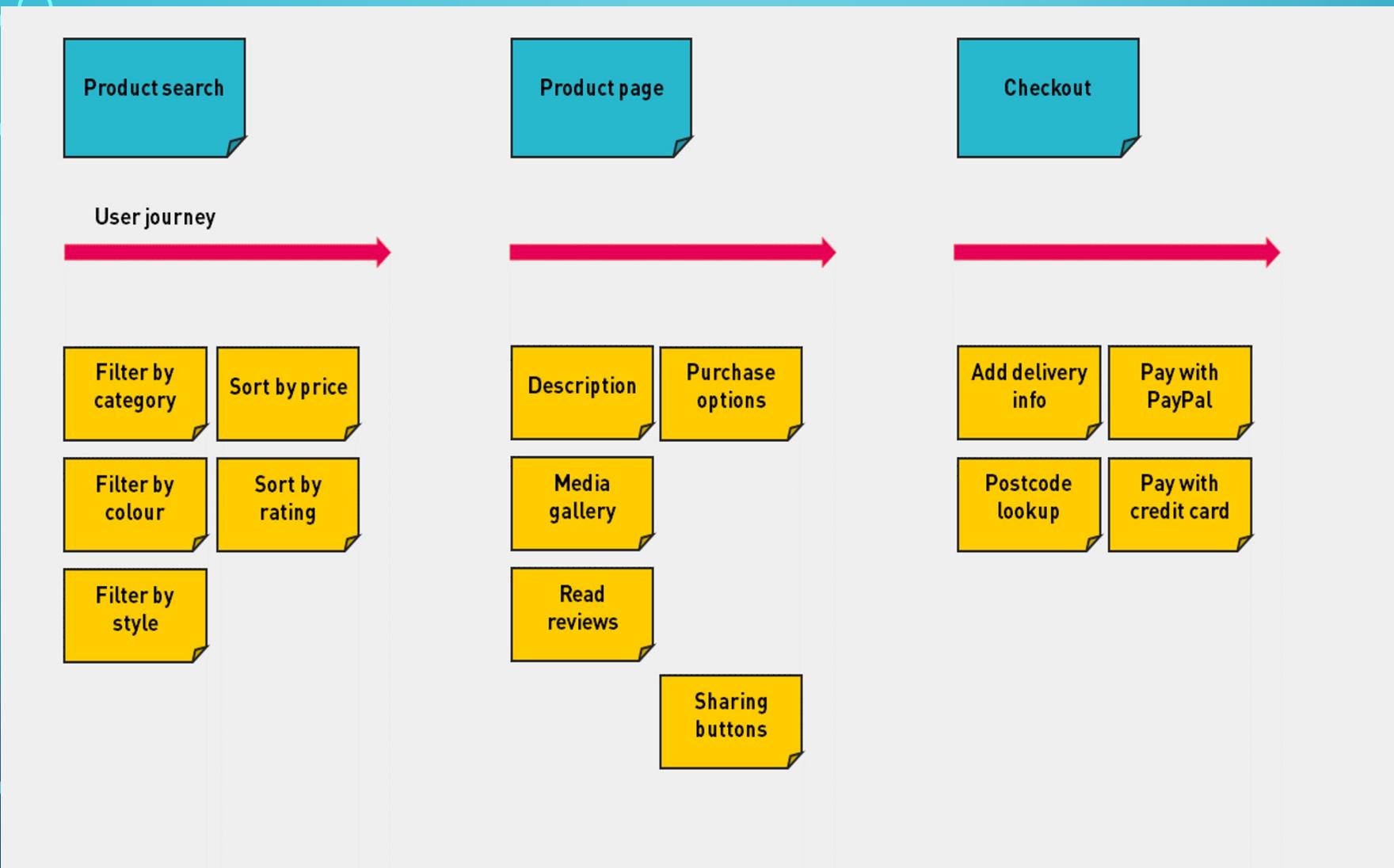
Media  
gallery

Pay with  
credit card

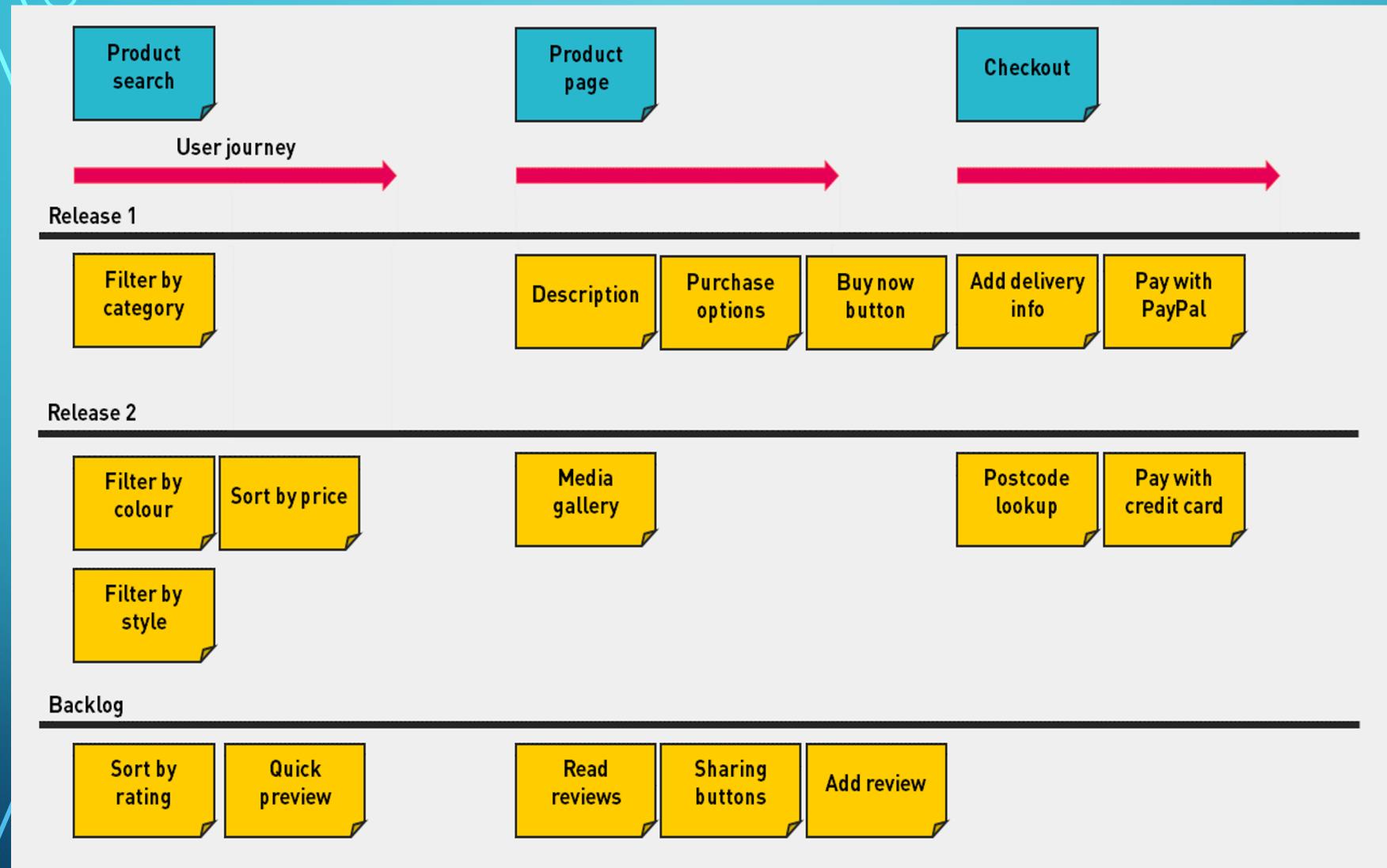
Description



# Story Mapping

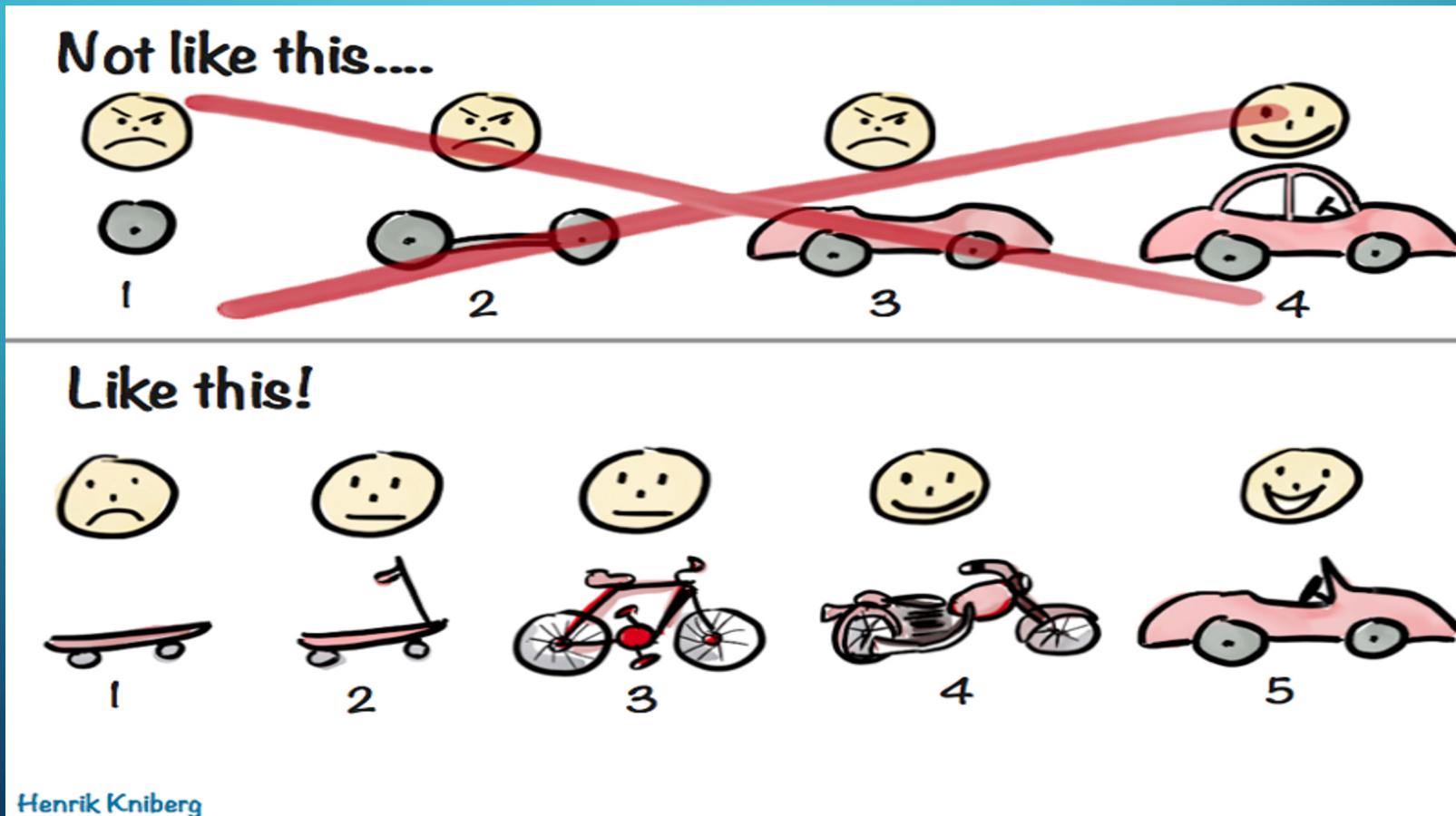


# Story Mapping



# MVP

- “Least amount of work to deliver a functional, valuable product.”



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- **Create small tasks (User stories)**
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# User Stories

- Focused short narratives giving context to tasks
- “As a <persona>, I want to <do something> so I can <end result>”
- Smaller tasks are always better
- Don't define implementation

# Agile Project Brainstorming

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# Agile Project Brainstorming

Questions?

# User Stories



# Capstone Project Outline

- 1-2 paragraph “Elevator Pitch”
- Identify 3-5 features
- List of technologies
- What will you need to learn?
- Set up Trello
- Enable GitHub issues