2nd iteration planning

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Individual Software Process

2nd Iteration

- We currently have no collected data, but you have worked on the project for 1 iteration.

    - In this 2nd iteration, you'll not just write code, but you have to collect your data along with it.

- Let's plan for the 2nd iteration (or update the plan if you have already plan for it).

Considerations

- Iteration goals

- Code quality

- Previous data
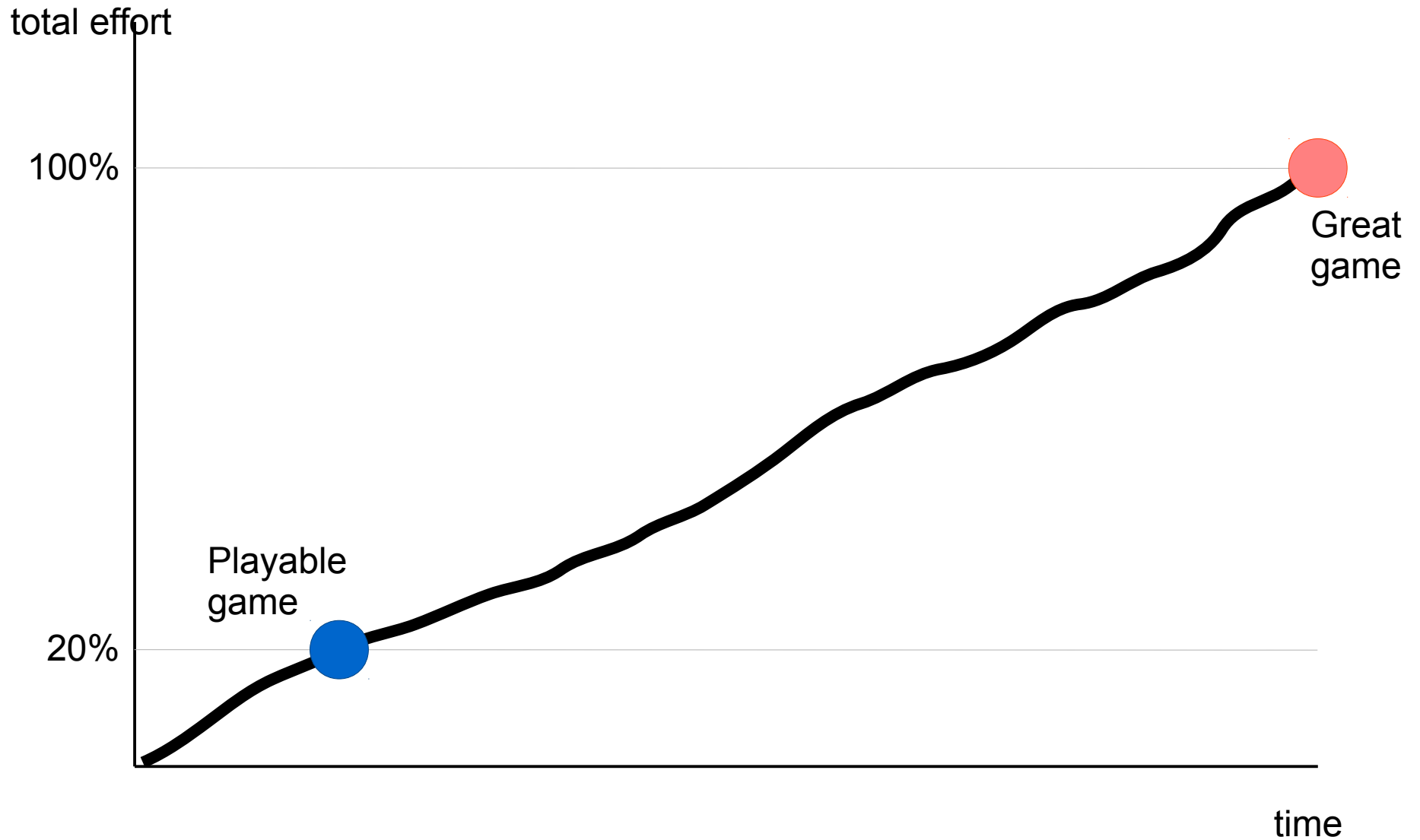
Iteration goals

- Since we have only 4 iterations in this class, the end of 2nd iteration is half way in your project.

- It is good to see a big picture. So, when thinking about this iteration, imagine what your project should look like half way.
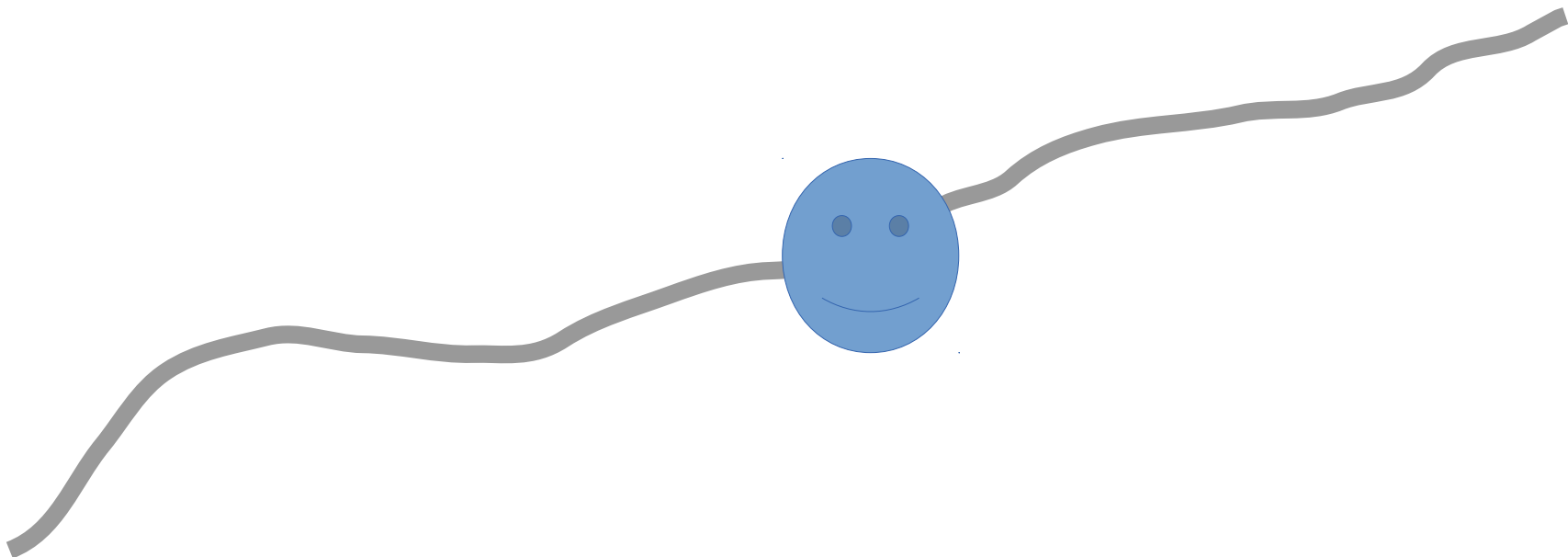
80/20 rule

- It is not that easy to think about what a product should be midway along the development.

- There are many versions of the 80/20 rule:

  - Some says 20% of the features take 80% of the efforts.

  - Some says 80% of the usage, use only 20% of your features.

- The ratio can be much higher (i.e., 90/10, 99/1)

80/20 rule illustrated

total effort

100%

Great game

Playable game

20%

time

Back to your iteration goal

- You should try to make your game playable by this iteration.

- You can ignore all non-essential features

  - Forget the effects

  - Forget the bonuses

  - Forget nice animated sprites

- Think about the game mechanics

Code quality

- Don't go too fast, unless you have a firm foundation.

- If in the first iteration you crunch in a lot of features, you might sacrifice your code quality.

  - It'll become hard to change and add features

  - It'll can be easily broken, so you'll be scare to touch and change it

- In this second iteration, try to go slower and focus more on having good code base.

Previous data

- Before throwing in 10 items in your iteration plan, go back and look at the 1st iteration.

- How much time do you expect to have in this 2nd iteration?

- For each item, are there any items from the last iteration which are similar or close, maybe you can guess how much effort it would take you in this iteration.

  - Be careful!

  - Sometimes, something that takes you 1 day in the first iteration might only take you only 1 hour in the second iteration because you already know how to do it from the first iteration.

Activity: 2nd iteration planning

- Make a pair
  - 1st year should pair up with 2nd year (if possible)
  - Pick someone you haven't talked to before
- Talk with your pair mate:
  - About your game and what you did in the first iteration.
  - Show your pair mate your code and the code review you got from the lab section.
  - Discuss 2nd iteration goal
- Create your 2nd iteration plan
  - Create card "Iteration 2" on Trello and list the task you plan to complete in this iteration.