

COMS/SE 319: Construction of User Interfaces
Spring 2021

LAB 07 - Project setup
March 11, 2022

We are done with regular lab sessions. This is your first project meeting. You will meet your team members and TA together for the first time. In the Groups.xls file attached with this assignment, you will see the TAs that will manage and monitor your group. You will meet your TA on their personal webex address during the specified timeslot. If the time slot doesn't work for your team, send your TA an email to reschedule.

We will invite you to your Gitlab repo and Trello board before Friday lab starts . If you don't receive your invitations by Friday, don't worry, just mention it when you meet your TA on friday.

[Required Task]**

1. You are required to come up with three user stories for your group project for Friday (March 11th 2022). Checkout this [link](#) for more information. The explanations below are directly excerpted from the Atlassian Agile Coach link provided right here.

What are agile user stories?

A user story is the smallest unit of work in an agile framework. It's an end goal, not a feature, expressed from the software user's perspective.

A user story is an informal, general explanation of a software feature written from the perspective of the end user or customer.

The purpose of a user story is to articulate how a piece of work will deliver a particular value back to the customer. Note that "customers" don't have to be external end users in

the traditional sense, they can also be internal customers or colleagues within your organization who depend on your team.

User stories are a few sentences in simple language that outline the desired outcome. They don't go into detail. Requirements are added later, once agreed upon by the team.

How to write user stories

Consider the following when writing user stories:

- Definition of “done” — The story is generally “done” when the user can complete the outlined task, but make sure to define what that is.
- Outline subtasks or tasks — Decide which specific steps need to be completed and who is responsible for each of them.
- User personas — For whom? If there are multiple end users, consider making multiple stories.
- Ordered Steps — Write a story for each step in a larger process.
- Listen to feedback — Talk to your users and capture the problem or need in their words. No need to guess at stories when you can source them from your customers.
- Time — Time is a touchy subject. Many development teams avoid discussions of time altogether, relying instead on their estimation frameworks. Since stories should be completable in one sprint, stories that might take weeks or months to complete should be broken up into smaller stories or should be considered their own epic.

Once the user stories are clearly defined, make sure they are visible for the entire team.

User story template and examples

User stories are often expressed in a simple sentence, structured as follows:

“As a [persona], I [want to], [so that].”

Breaking this down:

- "As a [persona]": Who are we building this for? We're not just after a job title, we're after the persona of the person. Max. Our team should have a shared understanding of who Max is. We've hopefully interviewed plenty of Max's. We understand how that person works, how they think and what they feel. We have empathy for Max.
- "Wants to": Here we're describing their intent — not the features they use. What is it they're actually trying to achieve? This statement should be implementation free — if you're describing any part of the UI and not what the user goal is you're missing the point.
- "So that": how does their immediate desire to do something this fit into their bigger picture? What's the overall benefit they're trying to achieve? What is the big problem that needs solving?

For example, user stories might look like:

- As Max, I want to invite my friends, so we can enjoy this service together.
- As Sascha, I want to organize my work, so I can feel more in control.
- As a manager, I want to be able to understand my colleagues progress, so I can better report our success and failures.

This structure is not required, but it is helpful for defining done. When that persona can capture their desired value, then the story is complete. We encourage teams to define their own structure, and then to stick to it.

2. During the Friday meeting, decide story estimation points. You can read the same [link](#) for more information. One example is you can give story estimation points based on the fibonacci sequence. I.e. 1,2,3,5,8. 1 being an easy story to implement and 8 being a difficult one. These estimations are supposed to be decided by the group. One way for instance is you can vote on each story estimation, and accept the minority vote. (Why? perhaps the minority sees things the majority doesn't).

N.B. By the end of this lab, your Trello Board should have some new story cards.

Project Timeline:

<u>Day</u>	<u>Project Activity</u>
<u>3/11/2022</u>	LAB Activity 7 – Planning Your 319 Team Project
<u>3/25/2022</u>	LAB Activity 8 – Acceptance Testing for 1st Iteration
<u>4/1/2022</u>	LAB Activity 9 – Acceptance Testing for 1st Release & 1st Demo [Report Submission (Group+Individual)]
<u>4/8/2022</u>	LAB Activity 10 – Acceptance Testing for 2nd Iteration
<u>4/15/2022</u>	LAB Activity 11 – Acceptance Testing for 2nd Release & 2nd Demo [Report Submission (Group+Individual)]
<u>4/22/2022</u>	LAB Activity 12 – Acceptance Testing for 3rd Iteration
<u>4/28/2022</u>	LAB Activity 13 – Acceptance Testing: Final Release & Final Demo for all Project Groups [Report Submission (Group+Individual)]; Presentation of Top 6 Project Teams

Project Evaluation Criteria:

The following criteria will be considered mainly for the Group Project Assessment:

1. Quality of Total Selected Story Cards (each week);
2. Successful Implementation of Story Cards Weekly (each week);
3. **Individual** Git Activity (Weekly push, number of commits, etc.);
4. **Individual** Trello Activity (Design Documentation upload, Weekly update, etc);
5. Weekly Manual/Automated Testing/ GUI based Implementation;
6. Assessment of 1st, 2nd Release Reports;
7. Evaluation of Final Report
8. Evaluation of Final Demo
9. Successful Major Story Cards Quality;
10. Overall System Implementation;
11. Teamwork, Balanced Task Distribution among Teammates
12. Novelty/Originality of the project, Uniqueness/Creativity of the project;
13. Complexity of the project/Amount of Work done/Group Size/Programming proficiency level of the team members;

It is recommended to **organize your group's Trello board** before the demo day next week according to the [last lab activity instructions](#). Here's a sample Trello Board. Some of the groups require to rename their story cards or upload a UML diagram as an attachment to each story card.

Trello

Workspaces

Recent

Starred

Templates

Create

Board

G41

Spring2022-CS319-G41-G42

Workspace visible

W

ST

ZS

J

J

Invite

Backlog

This is a test story

+ Add a card

To do

This is another story for Release 1

This is another story for Release 1

+ Add a card

In progress

This story is in progress

+ Add a card

Testing

This story is being tested

+ Add a card

Done

This story is done

+ Add a card