

# CS471/571 Team Project

## Instructions for the Midterm Report

Turn in a single zip file containing the report, source code files, compiled code files, and sample data (if any).

The midterm report should include the following titled sections. Reports must be typed and fonts should be consistent throughout the report. Points will be deducted for problems with correctness, completeness, clarity, structure, and writing style.

**Cover Page.** Provide the names of all team members and the table of contents.

### **Section I. Team Organization and Buddy Rating** (1-2 pages):

- (1) Describe how tasks were divided among members and describe each member's work in detail.
- (2) Provide a table of buddy ratings: each student will rate the performance of each of the other members of his/her group with a rating between 0 and 1. The average of the ratings each student receives from other members will be multiplied by the project grade to determine individual grades. To safeguard against a capricious rating, if a group member receives one and only one buddy rating below 0.8, it will be discarded.

### **Section II. Summary of User Stories** (as many pages as needed)

- (1) Provide a table of user stories and development tasks. Each team member should provide at least two different user stories.

| Description of user story (author) | Tasks for each user story |
|------------------------------------|---------------------------|
| User story 1 (G.W. Bush)           | Task 1 for story 1        |
|                                    | Task 2 for story m        |
|                                    |                           |
|                                    |                           |
|                                    |                           |

- (2) Provide a table of your team meetings, including time, place, and meeting minutes.

| Meeting # | Time/place | Participants | Topics and decisions |
|-----------|------------|--------------|----------------------|
| 1         |            |              |                      |
| 2         |            |              |                      |
| ...       |            |              |                      |
| n         |            |              |                      |

### Section III. Summary of Test-Driven Development and Refactoring (as many pages as needed)

- (1) Provide brief descriptions of the tests (not code), including the developer name(s). Every team member should provide at least four different tests.

| Test # | Description of test case<br>(test input and oracle) | User story # and Task # | Developer(s) |
|--------|-----------------------------------------------------|-------------------------|--------------|
|        |                                                     |                         |              |
|        |                                                     |                         |              |
|        |                                                     |                         |              |
|        |                                                     |                         |              |
|        |                                                     |                         |              |

- (2) Provide brief descriptions of refactorings, including the developer name(s). Each team member should provide at least two different refactorings.

| Refactoring # | Description of the refactoring (problem and solution) | Developer (s) |
|---------------|-------------------------------------------------------|---------------|
|               |                                                       |               |
|               |                                                       |               |
|               |                                                       |               |
|               |                                                       |               |
|               |                                                       |               |
|               |                                                       |               |

### Section IV. Summary of Pair Development (as many pages as needed)

- (1) Provide the time, place, developer names, and tasks for each pair development session.

| Session # | Time duration/place | Participants | Tasks |
|-----------|---------------------|--------------|-------|
|           |                     |              |       |
|           |                     |              |       |
|           |                     |              |       |
|           |                     |              |       |
|           |                     |              |       |

### Section V. Lessons Learned (each member 1-2 pages)

- (1) What did you personally gain from the project?
  - (2) What does your program do well, and what could your program do better?
  - (3) How could you improve your development process if you develop a similar game from scratch?
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## **Grading Policy and Deadline**

**(1) Midterm Presentation/Demonstration 5%. Due: Tuesday October 22th in class.**

**(2) Midterm Report 35%. Due: Tuesday October 22th in class.**

Section I Team Organization and Buddy Rating: 1%

Section II. Summary of User Stories (12%)

Section III. Summary of Test-Driven Development and Refactoring (12%)

Section IV. Summary of Pair Development (8%)

Section V. Lessons Learned (2%)