

Kick-off document

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1 Requirements for the final product

1. There should be **one** main collective app.
Each illusion should be in a separate tab. There should be a useful menu to select individual illusions. There should be a start page with a short description of the project (including how to use the app).
2. The code should be easily maintainable.
Especially, it should be very easy for another developer to add an illusion to the collective app. The github readme should include a description for this. This also includes a coherent coding (+commenting) style as well as tests.
3. Each illusion should have at minimum two interactive plots and a description text consisting of:
 - an introduction to the illusion
 - a short section on its history
 - the mathematical background
 - proposed resolution(s)
 - discussion of the extensions
 - references and further readings (in APA style)

Especially, this text should refer to the interactive part whenever possible to enhance understandability.

2 Requirements for the process

- follow github flow and scrum for development
- put all additional materials (cheat sheets, presentation slides, etc.) on our repository

3 Suggestions

In general:

- do (small) tutorials to share knowledge: for example on coding styles (for R) and which make sense in shiny
- use a wiki to document knowledge: for example the coding style you decided to use

For the first sprint:

- decide on coding conventions (for this you can also think about using a linter)
- outline of the overall software architecture
- product state: until the end of the sprint there should be a main app with 4 (dummy) sub apps

For the first planning session:

- create the sprint board (including product backlog and sprint backlog), impediment backlog, retrospective on our repository.
- fill the product backlog and sprint backlog (together with me)