

Kick-off document

Team project SoSe 2024 / Frieder Göppert / University of Tübingen

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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). Ideally, this app is hosted on a server.
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 least two interactive plots and a description text including:
 - its historical background
 - its mathematical background
 - proposed resolution(s)
 - discussion of the extension(s)
 - references and further readings

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:

- organize (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