COMP1531

1.5 - Major Project & Getting Along

In this lecture

- Broad concept of major project
- Getting along & teamwork intro

Team-based Project

The project is a 9 week timeframe where your team has been contracted as backend developers to provide a web server for a client.

- The front end has been outsourced to another contractor, and you've been told it will not be completed until week 4~
- Specifications may change over that period

Team-based Project

Project schedule

Week	Topic
1	Iteration 1 released
2	
3	
4	Iteration 1 review; Iteration 2 released
5	
6	
7	Iteration 2 review; Iteration 3 released
8	
9	
10	Iteration 3 review

- Iteration 1:
  - Basic functionality
  - Testing
- Iteration 2:
  - Web-server
  - Requirements addition
  - More functionality
  - Testing
- Iteration 3:
  - Requirements change
  - More functionality
  - Testing
  - Deployment

Release

The project will be released during the weekend. This will consist of:

- Your tutor inviting you to a "flock" communication tool, where you can communicate with your group
- We will make a git repository that is shared between you and your group
- We will discuss the major project briefly in week 2 lecture

Team-based Project

In your groups of 4-5

You must all:

- Contribute equally (via git)
- Write code
- Write documentation (e.g. user stories)

If students don't contribute equally, marks will be deducted for individuals.

- We will use a peer assessment tool

Why are we bothering with groupwork?

- Learning to find compromises
- Learning how to work with people you struggle to interact with
- Learning how to communicate
- etc

Homework for tute02

Write down the following:

- What are you most scared of, when working in a group?
- What are you most looking forward to?
- What do you most hope to learn from working in a team?
- Who is someone that you think is a great team player? A celebrity, a role model, a friend, a family member

Your tutor will go through this with you in tute02