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# CSC 648/848 SFSU 2022 Milestone 3

## Review of functionality, UI, SW and planning for final product delivery

# Includes Checklist for instructors and teams (Appendix I and II)

## Objective and Overview

The objectives of Milestone 3 are to:

* **Define exactly what product you are delivering.** We will come to agreement on what the final application is going to look like in terms of functionality, especially which functional items are priority 1 (P1). This will be your commitment to the instructor/client.
* **Ensure software development is on track.** We will verify that the all the SW components are installed and integrated and that most major functions work.
* **Provide feedback on all major UI screens and functionality**. This will be done through a review of the so-called horizontal or UI prototype.
* **Check software architecture** by reviewing your code, the database and overall design at a high level
* **Check all algorithms** like search or machine learning component, whatever major algorithm in your application will be checked.
* **Identify and address all technical risks**
* **Ensure effective teamwork** by verifying that all team members have started implementation of their portion of the project
* **Ensure software development is effective** by verifying your team’s collaboration practices based on github branch policy and github review policy.

**Milestone 3 will be in the form of two-part review:**

1. **Part 1 – each team presents to Prof. Song: Review of functionality, UI and general project status will be done during the meeting of ~15 minutes. – on deadline during the class. In order to be efficient, teams must observe strict schedule and come fully prepared. For this, please prepare Appendix I** **before the class hour of deadline. And please update Appendix I after the meeting. The Appendix 1 should be submitted to your M3 folder for review (Due : on the next day of class).**
2. **Part 2: SW review (in-emails): Architecture, Code, github usage, database and general SW (including code review) will be done by TA after Part 1 review. For this, please share your web application URL with TA and the instructor.**

**M3 will be graded, and the feedback will be given if any. The teams will meet to analyze feedback and revise M3, design and implementation accordingly, as well as to fix on P1 set of features. The revised M3 doc will be resubmitted at M5 and it will be regraded in the part of M5. After M3, the teams will have “feature freeze” e.g. the teams must focus on intense implementation of only P1 features.**

## Part 1 Review – Functionality and UI feedback and general project status

|  |
| --- |
| **IMPORTANT!**  Appoint a “scribe” e.g. person to collect meeting feedback and main points and action items (use Appendix I as a template) |

**What to bring to the meeting**

Each team **must** prepare your ***Product prototype*** to the Milestone 3 Part 1 meeting:

* ***Product prototype*** has limited functionality
* You have to demonstrate the 5~6 key P1 functionalities for your product prototype for the meeting. For the key functionalities, you should connect back-end and front-end.
* The product prototype should provide UI implementation of 5~6 key P1 functionality.
  + The UI implementation should follow UX story board in M2.
* The current version of your SW should run on deployment server .

On the part1 meeting, the instructor will let each team to demonstrate major functionalities on real-time using your SW and will give you feedback. **You are requested to appoint a scribe who collects the feedback. Use Appendix I as a template to record feedback.**

**After the M3 Part 1 meeting (recommended to do it immediately after the meeting)**: Team has to meet, analyze meeting feedback and revise M3 doc (Appendix 1), design and implementation as necessary. Team also must finalize P1 set of features. This feedback as well as finalized P1 list MUST be written down using template as in Appendix I. You will submit it with M3 folder.

**Part 2 review: SW review – to be done by TA after Part I review, by accessing your github repo. See Appendix II for details**

**Appendix I – Rubrics and checklist for Part 1 Milestone 3 review: Project Status and UI Review. Use modification of this for M3 summary**

**Section: Team: 02 Date: 11/09/2022**

**Number of students present:**

1. ***UI and functionality feedback (P1 functions only)***

During the meeting, students will demonstrate to run your SW from deployment server**:**

- Test 5~6 P1 features

- Show UI and usability: adherence to the feedback on UI mockup at M2, layout, flow, clarity, functionality etc.

Instructor will

- Check functionality and record issues/observe bugs

- Share comments on key UI and functional implementation

- Verify enough web pages are implemented and connected

- Verify Performance of web page

**Students must** record meeting summary (use a scribe and Appendix I as template. Keep tracks of institutor’s comments). Then the team should meet to analyze feedback, prioritize and revise and plan to implement changes accordingly**. Also, immediately after the review the team must finalize P1 set of features and focus only on those from then on.**

* Instructor’s comments on functionality for your demo (should be filled after your demo on M3)

If for example, “sports” is on the interests, then on the main page, it will populate more so of “sports”.

Implement main “unique” features. ie. Netflix “recommend for you”, try something new, friends

* Instructor’s comments on UI (should be filled after your demo on M3)

Maybe have try something new outside of user and have it in main nav bar since its the top unique feature

Rearrange buttons in nav bar

1. ***List of P1 features committed for delivery– write down the items before the demo and verbally explain it during the meeting if time is allowed***

**Please show the list of P1 features you are going to commit for the project. Once you set these at M3, you can not change during the rest of the semester.**

**Please include front end items too.**

**Include development plan for front and back end in details. All implementation must be done by M4 deadline.**

**(Recommend) For each module**

**List of P1 features that will be implemented:**

1. Sign-up/Sign-in (priority: 1)  
   1. Sign-up page (priority: 1)
   2. Sign-in page (priority: 1)  
      1. New to website that directs to sign-up page (priority: 1)
2. Search Events (priority: 1)
3. Adding Events (priority: 1)  
   1. Populate information (priority: 1)  
      1. Event name (priority: 1)
      2. Location (priority: 1)
      3. Date and time (priority: 1)
      4. Host/company (priority: 1)
4. Remove Events (priority: 1)
   1. Only “Organizer” of said event will be able to remove the event
   2. Development Plans:
      1. Front end: Front end will have a button in the event details/ events page that will allow Organizers to remove the event. It will only show if it is the Organizer of “that” event.
      2. Back end: Back will remove the event from the table if everything checks out
5. Favorites (priority: 1)  
   1. Create collections (priority: 1)
   2. Remove event from favorites (priority: 1)
6. Try Something New  
   1. Development plans  
      1. Front end: Front end will have a button on the home page that will enable the user to utilize the feature. Once pressed, the user will be taken to an event page of the randomized genre.
      2. Back end: The back end will pull all of the genres that are not in the user’s interest and randomize the list to choose 1 genre.
7. Slideshow  
   1. Development plans  
      1. Front end: Just like Netflix, the home page will have a slideshow-like row that will slide to the next set of events from the specific genre. The user can click on the respective arrows to have it scroll left or right.
      2. Back end: The back end will send events from the database that contain the specific genre
8. ***Project status – write down the items before the demo and verbally explain it during the meeting if time is allowed***
   1. *Teamwork*: is the team working out, any related issues. (important)
      1. The status of scrum meeting

It is important for all members to participate in most of activities (80-90%).

Including class meetings, the team meets 3 times a week in order to discuss any problems that teammates have ran into, find solutions for them, and get a report on the progress in what each teammates are doing. Usually, everyone in the team is present in the meetings. However, if anyone is unable to participate in the meetings, the teammate will notify the rest of the team through the Discord or in person. Currently, the meetings are working out as planned and no one in the team has any issues regarding teamwork.

* 1. *Risks*: all actual (not hypothetical) risks (schedule, technical, skills etc.) should be identified and either resolved or plans should be made to resolve them asap.

Schedule risks

* + If a teammate has something going on that collides with the proposed meeting time but doesn’t tell the team, it might cause delays and teammates to wait for a response back if their code also has to do with the person missing.  
    - Resolution:  
      * Communicate with the team about missed days and report back ASAP
* Teamwork risks  
  + If several teammates are working on the same section of the code, it can cause confusion and delay the scheduled times.  
    - Resolution:  
      * Let other teammates know what part is being done so the team knows what part not to code
  + Miscommunication between the front-end and back-end leaders can cause the final product to not mesh well and the quality of the product will fall  
    - Resolution:  
      * Hold meetings every week to keep track of each teammate’s progress
      * Ask questions if necessary

**Milestone 4 deadline: no later than 11/27**

**Appendix II– Rubrics and checklist for Part 2 Milestone 3 review: SW Review (to be done off-line by TA after Part 1 review)**

**Section: 01 Team: 02 Date: 11/09/2022**

**Instructor/TA to Check and comment below:**

* Git/Github organization (e.g. organization of branches)
  + To setup Dev branch and Feature branches are strongly recommended.
  + Grading check points : how many branches are setup and how they are used for.
* Git/Gith, git hub usage: code review practices (to see if the review comments are proper and enough)
  + Grading check points :
    - how many code reviews are being done for the dev branch (or any integration branch)
    - what are check items to review codes
* Frameworks (back end front end) deployed correctly
* Database organization (tables, naming…)
* Efficiency (proper use of image thumbnails, efficient search etc.)
* Other