Lab 3: Jan 31, 2013

Food for thought:

Tiffany Barnes' research is in the development and evaluation of serious games for learning.

How would you develop a game to teach someone a concept in this class?



Please sit with your NEW partner and start iTrust. You may need to install subclipse 1.8 on the lab machines.

Agenda (best guess)

HW2 discussion 10 minutes

Requirements Inspection 30 minutes

CRC Cards 35 minutes

Planning Poker 30 minutes

Wrapping up...

HW 2 Discussion

On a scrap of paper, please indicate

 one thing you could have done to make HW2.2 easier

HW 2 Discussion

On a scrap of paper, please indicate

- one thing you could have done to make HW2.2 easier
- one thing the TAs could have done to make it easier

Themes

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The first lab was about teamwork.

The second about testing.

The third covered project estimation.

Today's is about REQUIREMENTS

HW3 Requirements Inspection

For HW3, you will be implementing functionality in UC46

In a group of 4/5, inspect the requirements

Your responsibility is to find out what isn't clear, and what you need to do. Keep track of your questions, and we'll go over them after the exercise.

HW3 Requirements Inspection

What are you doing for HW3?

Why are you doing it?

HW3 Requirements Inspection

Key aspects of HW3:

- No MIDS in group reports remember that non-functional requirement?
- XML Reports need to be made
- XML Reports should be made on-the-fly
 - o That'll take some research!
- XML Report Generation needs to be logged

CRC Cards

In your groups, we're going to do a CRC card session.

Be sure someone can take a picture of them for the project report.

Planning Poker

Now do planning poker with your larger groups. Once again, keep track of the numbers for the final report.

Homework 3

DUE NEXT WEDNESDAY

Your planning report, including your test plan, must be complete.

Your JUnit and HTTPUnit tests must also be present. There must be an automated test for XML compliance.