

Welcome to the project of

Advanced Application Development



Kickoff AAD project phase.

The topics of today:

- Game rules for weekly guidance
- Being a professional
- Software development cycle and your project
- Communication and project management
- Assessments
- Planning for weekly meetings

Game rules for the weekly meetings.

We have a weekly guidance meeting of 45 minutes

- **No agenda means no meeting**
 - Agenda needs to be emailed 24hours prior to meeting
 - Topics are up to you
 - Want to discuss documentation? Hand it in before the weekend!
 - Demo every meeting
- You are expected on location
- Everybody is present!
 - Can't be present? Notify the group AND your teacher

**You are expected
to function as
professionals.**

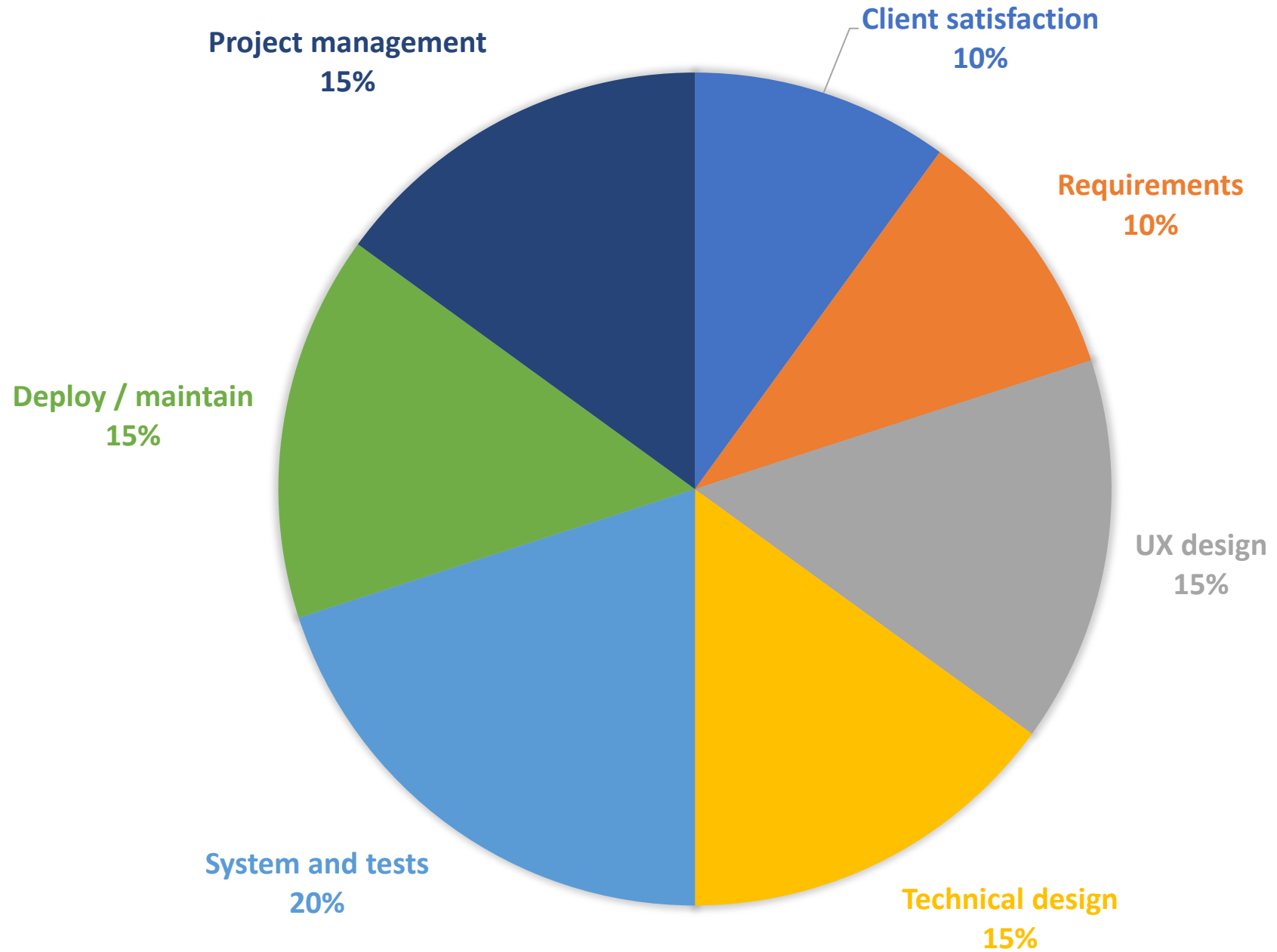
This means, at least:

- **You have a code of conduct**
 - We keep each other accountable
- Strike system
 - 1st strike, treat the team (and guide!)
 - 2nd strike, differentiation of grade
 - 3rd strike, you're out of the team (insufficient grade)
 - Project guide will hand out and keep track of strikes
- Communicate well with both the guide and the client

What does it mean to have a good project?

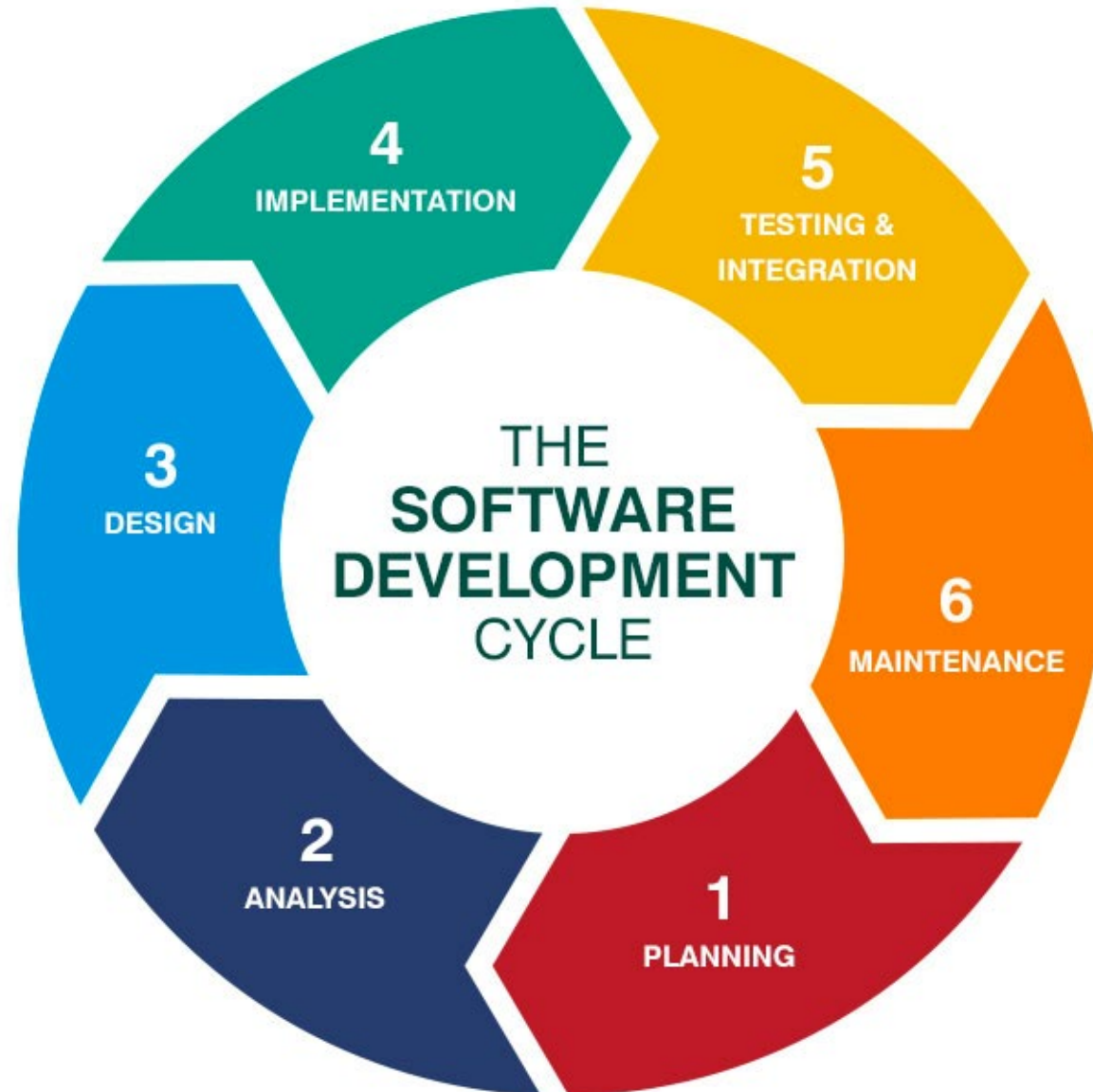
(aka when do you deserve a high grade at the end of the quartile?)

Grading



What is a good *software development cycle* for your project?

(+ what are you planning to do when?)



SDC assignment

15 mins

Take some time to think about your project in relation to a good software development cycle;

le.

- What does it mean for your project to have a good software development cycle?
- Where is the focus of the project? (le. UX or implementation or stakeholder management)
- What aspects are most important?

**Be aware: you will have to fill out the criteria
of the rubrics for your own project (week 2)**

Documentation to prove your work

For starters, what makes a good plan of approach?

How to communicate during the project?

Be clear to everyone involved

- **Discuss with the client what you're doing**
 - Seems obvious, appears to be difficult
- **Take the meetings with your teacher serious**
 - We are the ones giving you the grades!
- Communicate well with both your team members, even if they're functioning in a different way than you expected

How to manage the project?

Scrum? Kanban? Something else?

- You'll need to use a method for managing a project with different team members
- Be professional with your client and provide them insight into what you're doing
 - **What does it mean to act in a professional way?**

**You will be
assessed at the
end of the
quartile.**

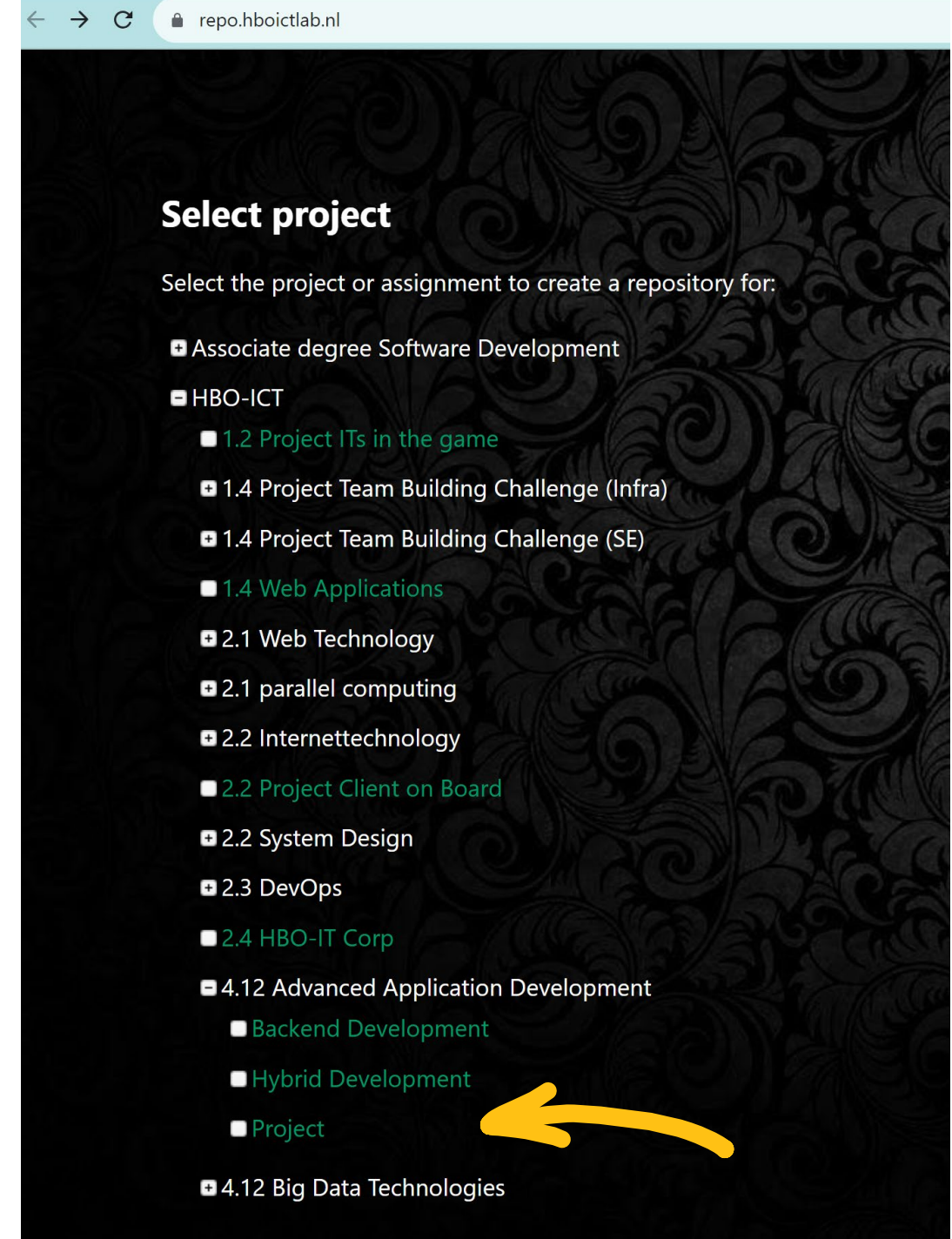
Grading process

- Deadline for your products (= code and documentation)
- Assessment with two teachers to talk about your work (Be aware: if you are not present here, you won't get a grade).
- Your grade follows from the guidance meetings, your hand-in and the assessment

**Weekly sessions based
on availability of teacher**

What's next

- Create a plan of approach
- Contact the client,
 - Plan first interview for the requirements
 - Plan follow-up meetings
 - Manage expectations
- Start the project
 - Create a git repository (gitlab = available)
 - Create a project board
 - Create the skeleton of the software
 - Create a test/build/deploy process
 - Do you need hosting?
 - ...



Questions?

