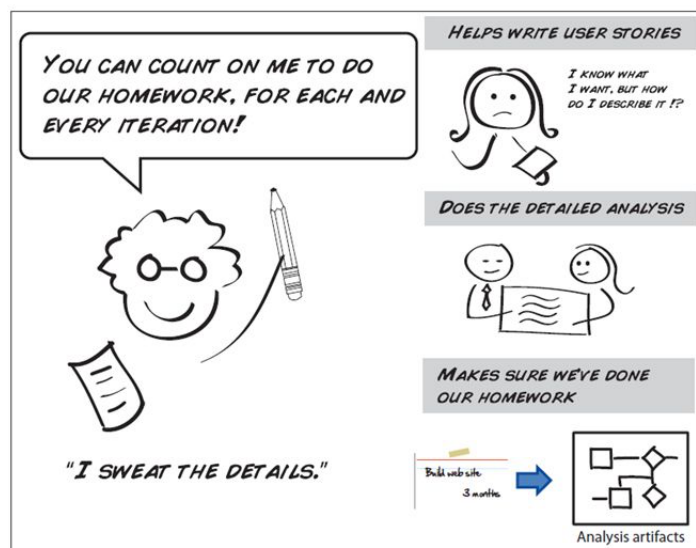# (Advanced)
Software Engineering 401/601

Week 4

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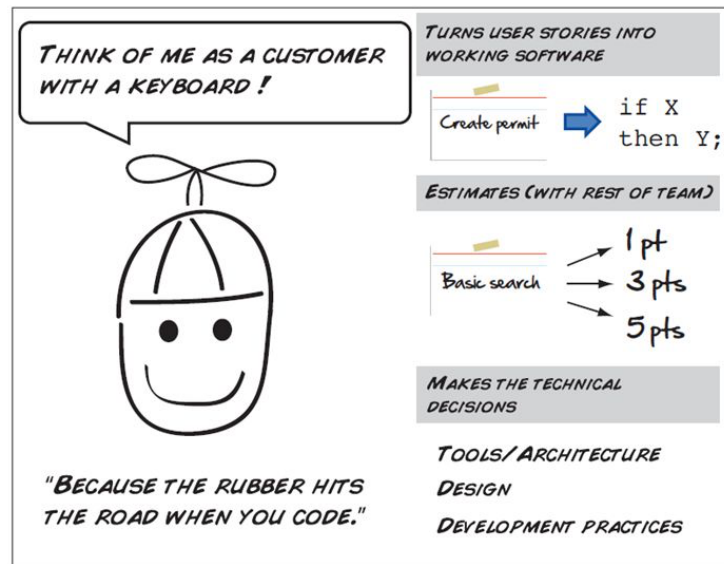
Lecture 8

Three simple truths in engineering projects

1. It is impossible gather all the requirements at the beginning of a project

2. Whatever requirements you do gather are guaranteed to change

3. There will always be more to do that time and money will allow
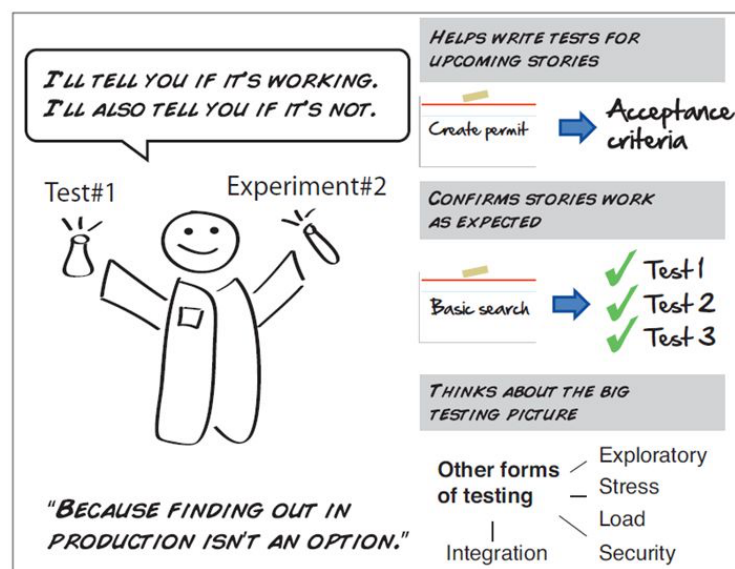
Agile Programmer
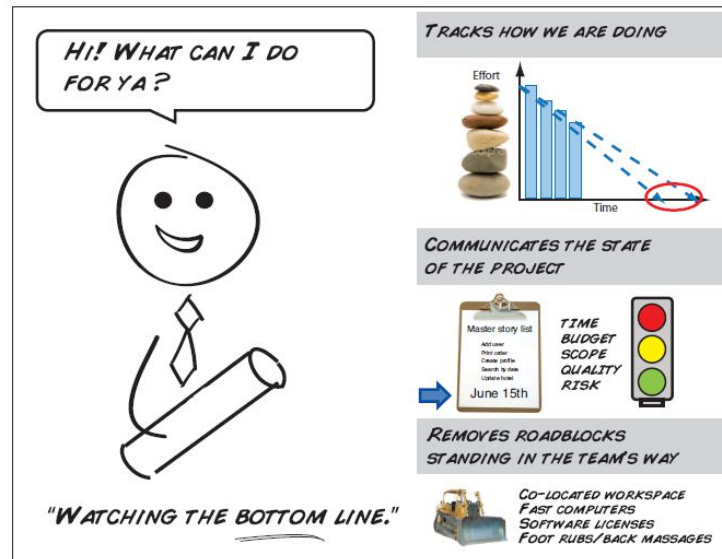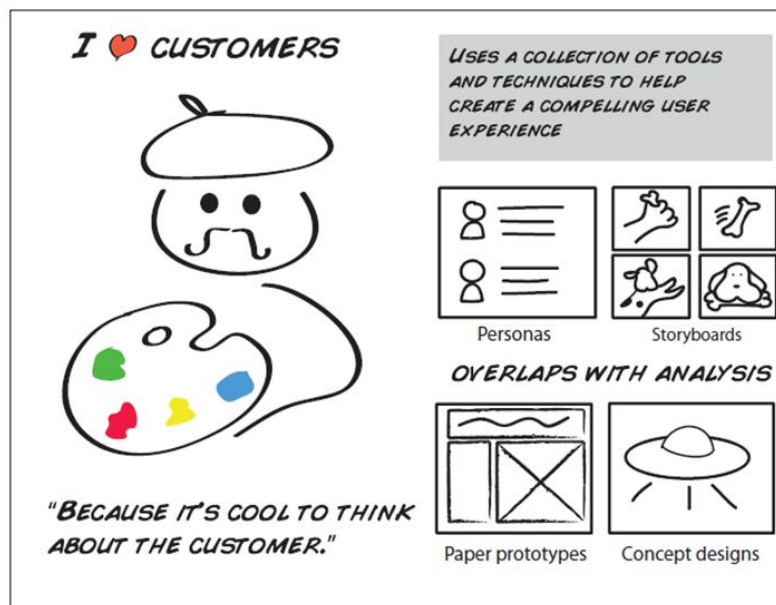
Agile Tester

Agile Manager

Agile Usability Designer

Building an Agile team - who do I pick?

- Generalists: team members need to follow through and own opportunities e2e

  - Programmers: ones who can deal with the entire stack

  - Analysts and testers: comfortable in these areas

  - Comfortable wearing many hats

- Cool with ambiguity

  - Things are not always neat and tidy

- Team players who check their egos at the door

Kicking off a project
"The Inception Deck"

- 10 Questions that you need to ask

- Get everyone pointing to the same directions

  - Shared goal, vision, context

The Inception Deck

Why are we here?	Elevator pitch	Product Box
NOT list	Meet the neighbors	Show solutions
Up at night	Size it up	What's going to give?	What is it going to take?

Why are we here?

Reason #1

Reason #2

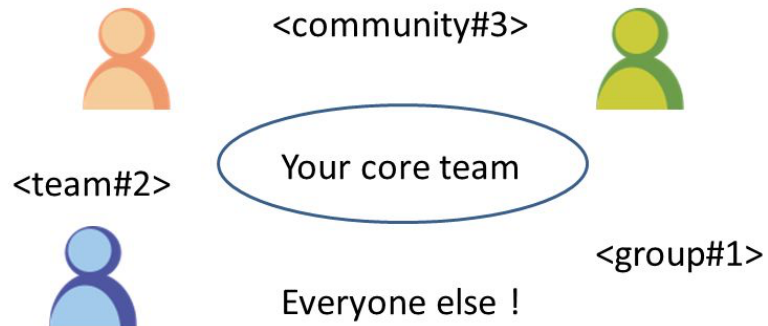Reason #3

#1 Reason for this project

The elevator pitch

- For [target customer]

- Who [statement of need or opportunity]

- The [project name]

- Is a [product categorty]

- That [key benefit, compelling reason to buy]

- Unlike [primary competitive alternative]

- Our project [statement of primary differentiation]
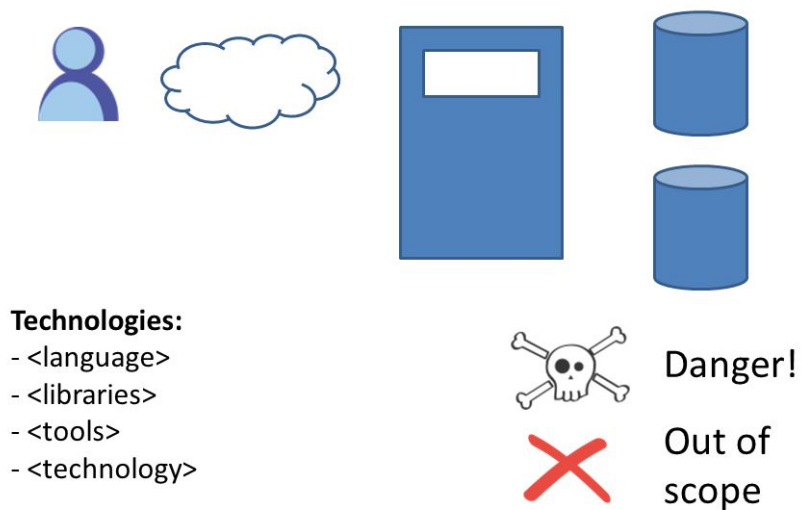
The NOT list

IN	OUT

UNRESOLVED

Your project community

<community#3>

<team#2>

Your core team

<group#1>

Everyone else !

... is always bigger than you think!

Technical solution

Technologies:
- <language>
- <libraries>
- <tools>
- <technology>

Danger!

Out of scope

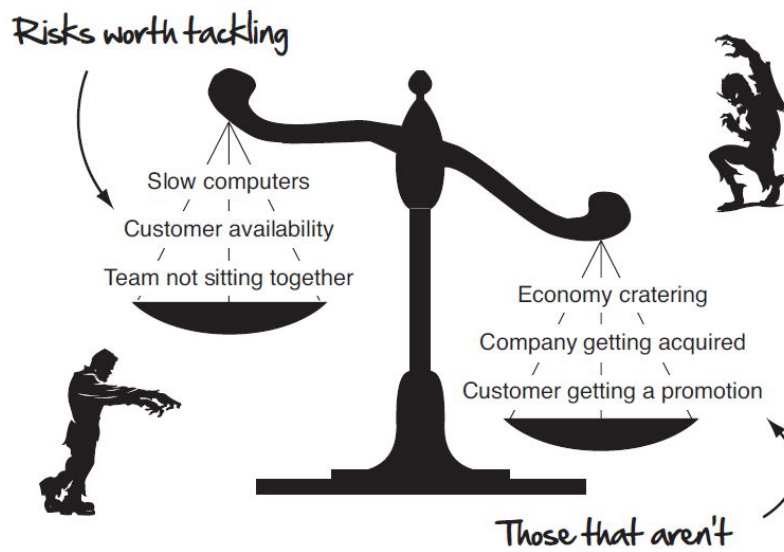# What keeps us up at night

- <scary thing #1>
- <scary thing #2>
- <scary thing #3>

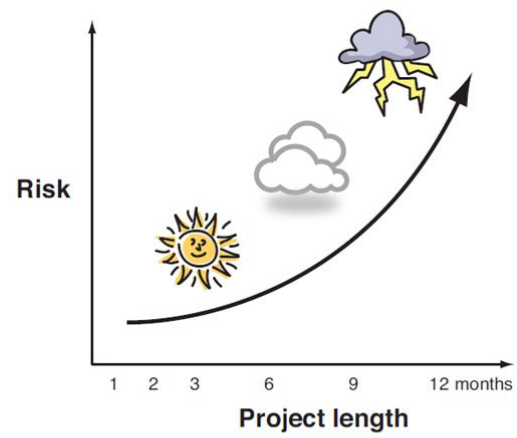# Don't overdo it

Risk vs. Time

The risk of project failure increases over time – think small