Software Product Design and Development I

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My Journey to UNLV



S.E.T. MIXER

Howard R. Hughes College of Engineering, College of Sciences and Career Services & Workforce Development invite students to:

FREE

PROFESSIONAL PORTRAITS!

- Explore career opportunities
- . Meet employers looking to hire UNLV students for jobs and internships
- · Make connections to broaden your network in Science, Engineering, or Tech (SET)

This event is free and open to all undergrad, grad, and alumni students in Science, Engineering, and Technology. Reminder: Bring your resume!



Tuesday

Sept. 9, 2025



4:30 to 7:00 p.m.



Advanced Engineering Building (AEB) and Ham Hall







Need to boost your resume, cover letter, elevator pitch, or not sure where to start? Schedule an appointment via Handshake.



Questions? Contact Alejandro Chacon at alejandro.chacon@unlv.edu or 702-895-1892

Administration

Background Information survey.

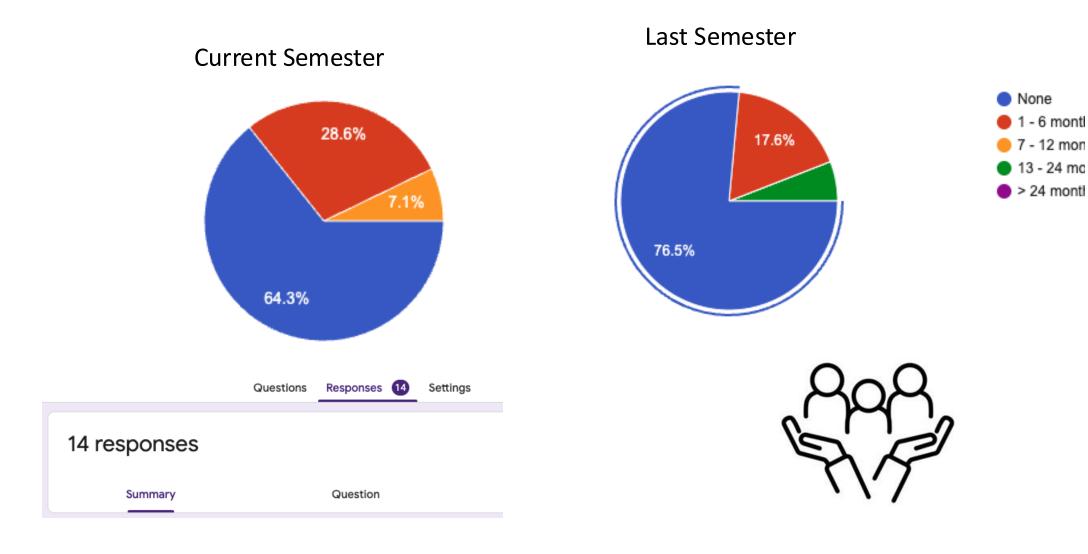
Go to - https://johnxu21.github.io/teaching/CS472/

How many months of industry software development experience did you have before the beginning of class 472/672?

None

1 - 6 montl

7 - 12 mon 13 - 24 mc



Inclusivity and Gradual Learning

- We want to build confidence for all students through gradual, structured learning
- Familiar material for experienced developers serves as refinement and perspective-sharing
- Help in reflecting real-world collaboration where diverse teams work together
- Encourages mutual support between experienced and novice peers

Software Product Design and Development I

High Quality Software

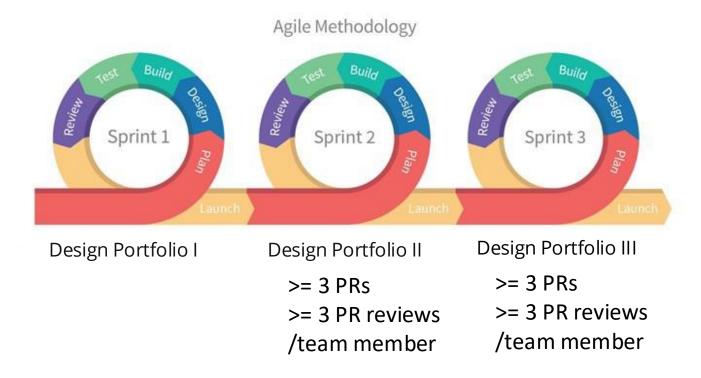
Flexible

Reusable

Maintainable



7 – 8 developers / team project



Agile methodology: Development delivers frequent, small software updates, enabling teams to quickly adapt to changes and continuously improving the product based on feedback.

Minimum Viable product (MVP)

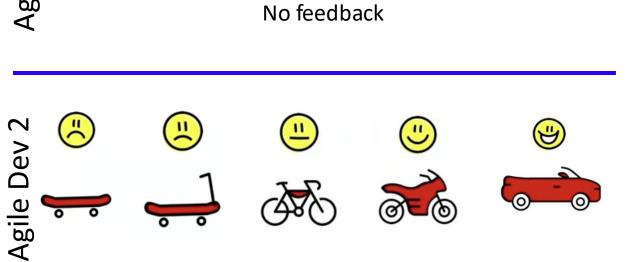
- During the DP we will focus on developing an MVP
- An MVP is the minimal thing that you can do to test a value hypothesis and gain learning and understanding
- MVP is focus on learning, not delivery
- Let us explain an MVP with an example using Agile developmemnt

Minimum Viable product (MVP)

Customer wants a red car

Iteration 1 Iteration 2 Iteration 3 Iteration 4

- Customer got exactly what they asked for
 - the dev team was just following a plan.
 - Increments were not useful.
- Team does not understand the value of MVP



Valuable feedback on every iteration

- Customer got what they desired
 - Worked iteratively with the dev team.
- Developed something a little bit different but it's closer to what the customer really wanted.
- Giving the customer what they really want is the main purpose of delivering an MVP.
- A minimal viable product is a tool for learning.

Client Projects



Choosing a **client-sponsored project** gives your team the opportunity to work with real stakeholders who provide requirements, feedback, and direction throughout the semester. This allows you to focus your energy on *design and development* while still benefiting from client input during implementation.

In contrast, teams that create their own custom projects must define requirements from scratch—sometimes leading to unrealistic or less engaging "virtual client" scenarios. By working with a client, you gain the added benefit of clearer goals, real-world constraints, and professional collaboration that mirror industry practice.

Review the opportunities below and consider selecting a client project that aligns with your team's interests and career goals.

- Novel Gamified Digital Commerce Platform for consumers at Casinos
 - Project Details
 - Video of the project
- Estimarmine
 - Project Details
- · Farcaster Mini-App Development Project
 - Project Details
- *I am expecting more projects. I will update as they become available. Please check back soon.**

Why Choose Client Projects?

- Client projects come with real requirements and ongoing feedback.
- Don't worry if the tech stack is new.
- Working with a client gives you:
 - **Professional collaboration experience** with real stakeholders.
 - A chance to showcase applied learning to employers.
 - A more impactful capstone project you'll be proud to put on your résumé.

Farcaster Mini-App Development Project

Required Baseline Skills

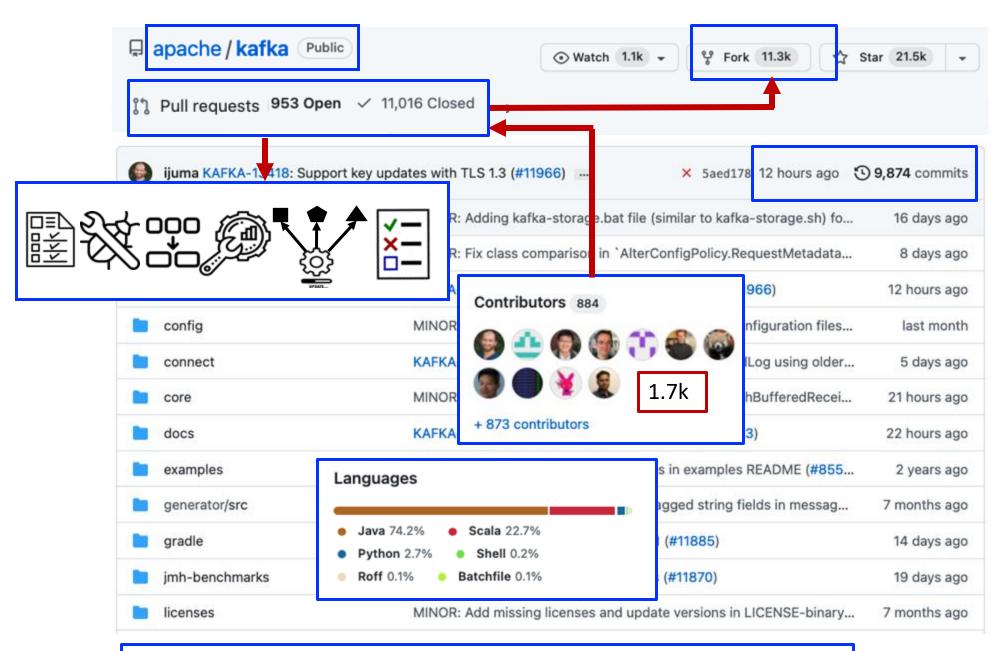
All students must demonstrate proficiency in:

- Basic HTML/CSS/JavaScript
- Version control with Git/GitHub
- Command line basics
- Static site deployment (Vercel/Netlify)
- Effective use of LLMs for development assistance

Skills to be Developed

• React and TypeScript

- Farcaster protocol and mini-app constraints
- API integration and database management
- Web3 fundamentals
- Pair programming and agile methodology
- Project leadership and stakeholder communication



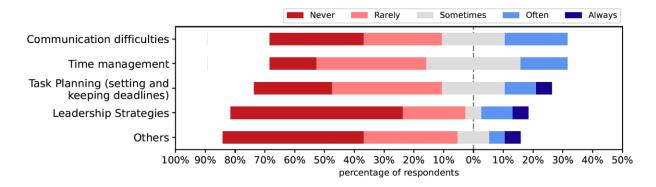
Apache Kafka is a distributed event store and stream-processing platform

"People-related factors tend to be the greatest challenges—not technology."

George Spafford, Senior Director Analyst at Gartner

Survey Results – Team Challenges

- Qn.6: Please rank the following challenges that could have impeded effective teamwork.
- Qn.7: If your ranking for "Others" in Qn.6 above was 4 or 5, kindly provide us what it represents.



[R2]. Others -- People simply not doing work. We only had about half of our group contribute anything meaningful to the project. The half of the group that were not participating made it hard for the group to progress collaboratively.



What is social coding?

- Open source practice Open Source for Inner Source
 - Inner source adoption of open-source development practices, tools, and culture within an organization
- All repositories are public
- Everyone is encouraged to contribute
- Contribute back via Pull Requests

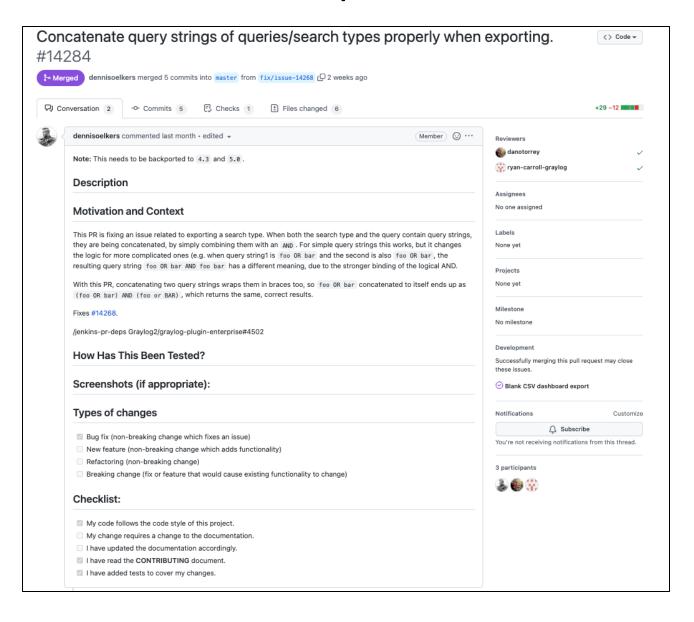


Git-Github repository guidelines

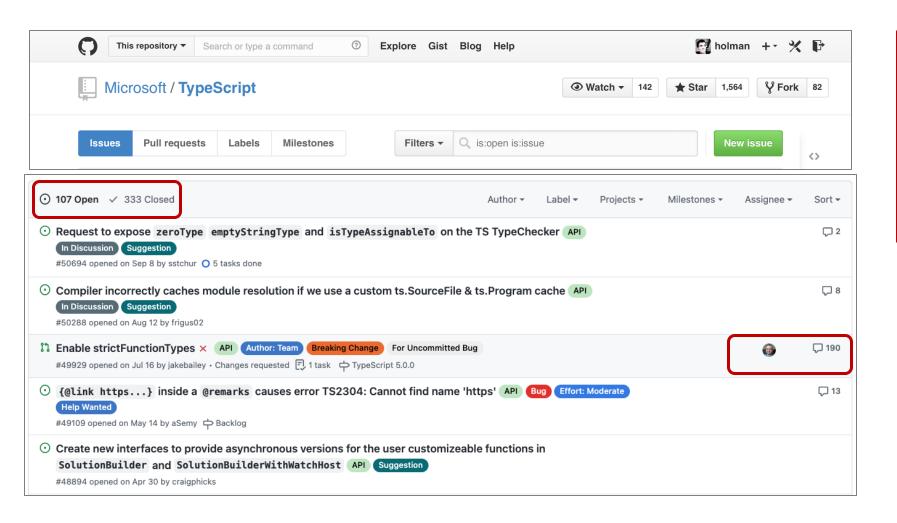
- Create a repository for a project
- Create a new branch for every issue
- Use a Pull Requests to merge to mainline
- Every Pull Request is an opportunity for code review

Git Feature branch workflow

Best Practices Pull Requests Documentation

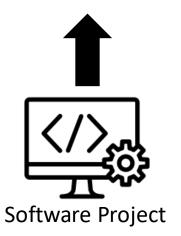


Issue Tracker - GitHub



Issues

- Use cases
- Bugs to fix
- Features to add
- Documentation



Testing

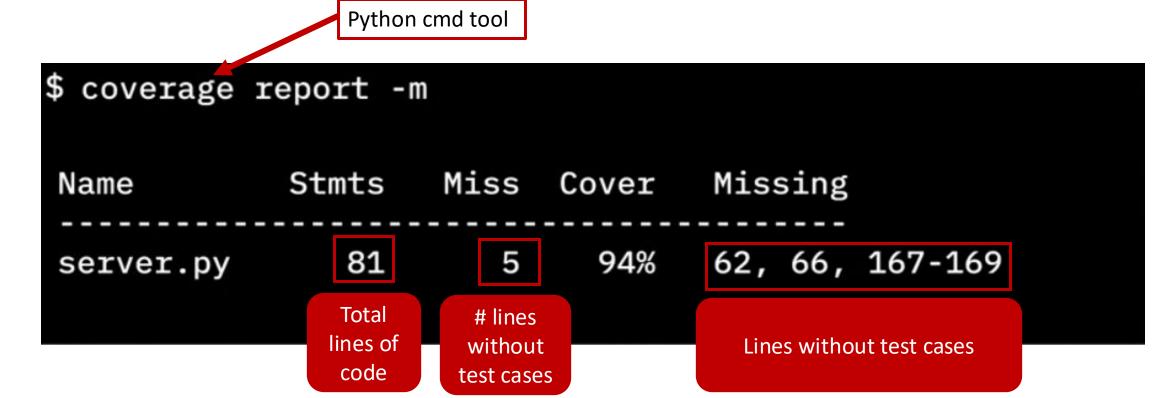
"If it is worth building, it is worth testing.

If it is not worth testing, why are you wasting your time working on it?"

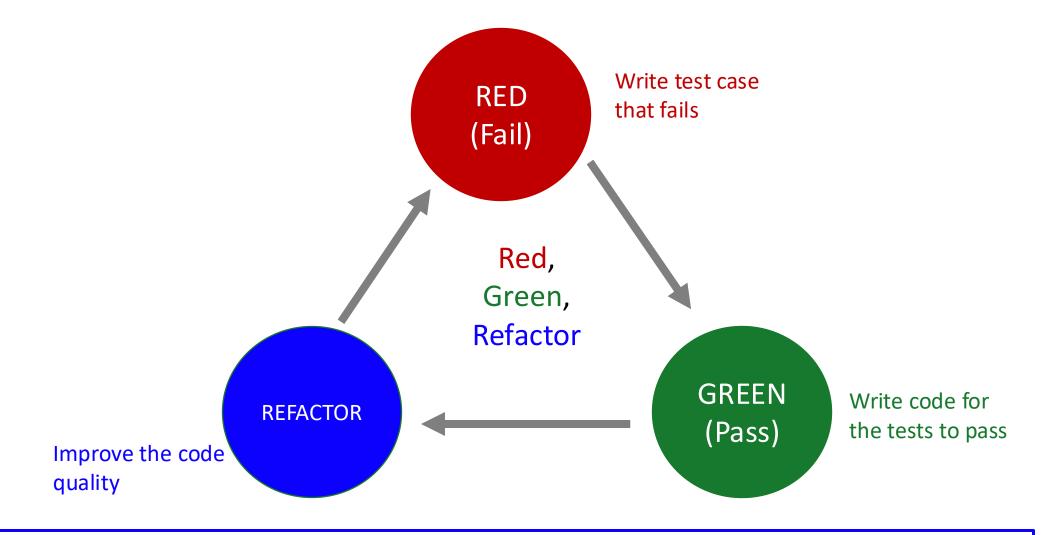
Scott Ambler, agiledata.org

Importance of test coverage

- High test coverage gives you confidence that your code works as expected
- Test coverage reports can reveal which lines of code were not tested

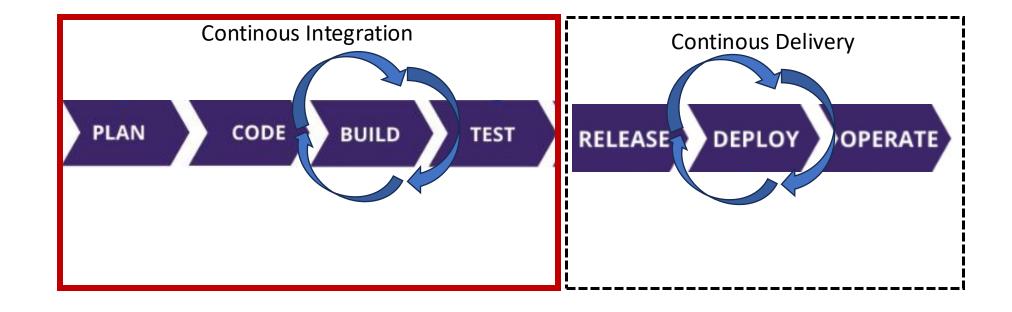


Basic TDD workflow

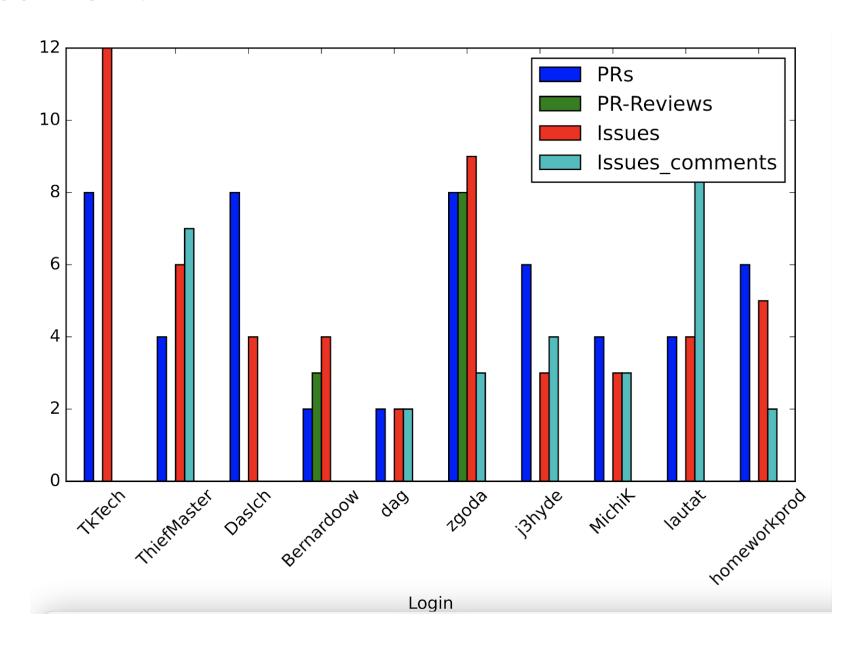


I have prepared the lab which will guide you in practicing with TDD

CI/CD pipeline



Assessment



A list of previous projects by students

https://github.com/orgs/UNLV-CS472-672/repositories?type=all

