

Software Engineering

CSC648/848

Section 4 | Team 2

Artemis: Appendix 1 & 2

4/18/2022

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Team Lead
GitHub Master
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Backend Lead
Backend Support
Frontend Lead

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

Section: 4 Team: 2 Date: 4/18/2022

Number of students present: 6

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 implementation
- Verify enough WWW 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)

- Instructor's comments on UI (should be filled after your demo on M3)

2. 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.

- login
- logout
- workspace creation
- workspace deletion
- workspace subscription
- ticket creation
- ticket deletion
- ticket assignment

3. Project status – write down the items before the demo and verbally explain it during the meeting if time is allowed

- a) *Teamwork*: is the team working out, any related issues. (important)
- i) Our scrum meetings are always a place where any issue can be brought to light and everyone on the team will help to resolve them. The issues can range from a language question to brainstorming ideas to complete a task. We use Discord as a medium for communication outside our scrum meetings as well as Trello to help keep us organized and aware of goals required for the next milestone. We are a true team trying to rouse everyone's strengths and combine them together for the completion of a product we can all stand behind.
- b) *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. Our risks are relatively low at this point. Everyone is working on what they need to know to complete their part of the project. Of course, as we discover aspects of the project that need more tweaking, we find new knowledge we need to digest and study—but no one hesitates to adapt, learn and rise to the heights requested for the project. Since we are so close to the finish line, we do not foresee any further risk. Each team member has gone over technologies/languages they have not encountered before and continue to read up on them weekly. All software utilized in building the project is being used with proper licensing and copyright.

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: **Team:** **Date:**

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