

# CSC3045 & CSC3052

## AKA: “The Agile Modules”

### Project Information Recap

**School of Electronics, Electrical Engineering &  
Computer Science**

**Queen's University, Belfast**

**Dr Darryl Stewart**

# A bit about me

## Dr Darryl Stewart

**Research Area:** Speech, Image & Video Processing.

**Projects:** Speech recognition, Speaker recognition, Automatic Lip reading/Lip biometrics (e.g. LIOPA – seeking volunteers...)

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**Locations:**

Room G2 (Rear of Ground floor), **13**  
Stranmillis Road (beside Conor's café)

Tel: 028 90974733

(Also have an office in ECIT for research)

Tel: 028 90971883



How much is it worth?

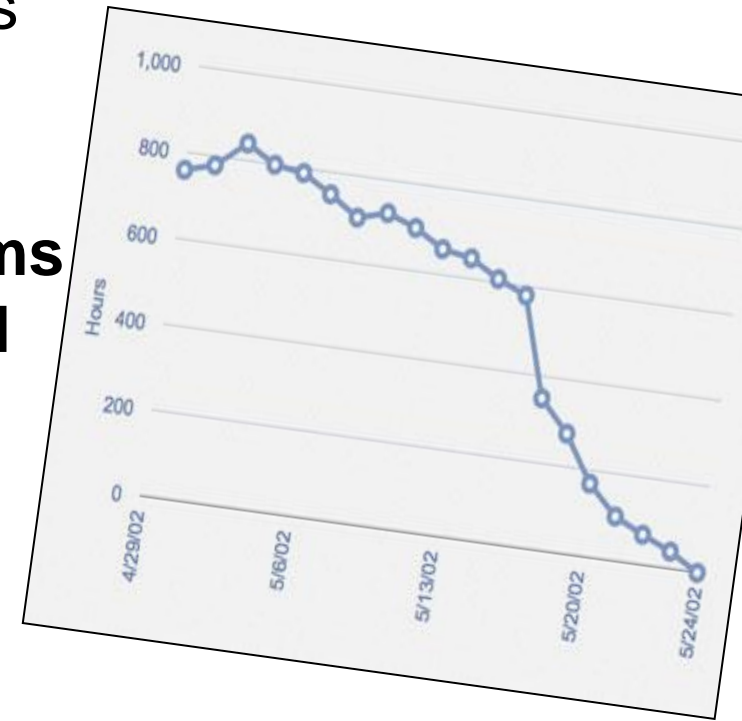
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100%

# During a Sprint

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- ▶ Work consistently according to your Sprint plans to implement the features you have committed to
- ▶ Work in the labs together when possible – **the most successful teams on the modules so far have worked together consistently in the labs**
- ▶ Follow the Scrum guidelines
- ▶ Apply the XP practices
- ▶ Produce clean code
- ▶ Send daily emails to me and your team



# After a Sprint

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- ▶ Prepare videos/individual reports/peer assessments
- ▶ Have a Sprint Review with me and potentially others
- ▶ Do a Retrospective individually and collectively
- ▶ Prepare group reports
- ▶ Plan next Sprint



# Deliverables – for each Sprint

## Team Deliverables

### 1. Current Working System & Code Repository

- ▶ The current working source code and build of the system in your teams' SVN code repository.
- ▶ The repository should be well organized, tidy and with good clear comments.
- ▶ The source and working build should be clearly labeled and easy to find.
- ▶ Each time a user story is completed (*done done*) then the SVN version should be clearly labeled for subsequent review.

# Deliverables – for each Sprint

## Team Deliverables

### 2. Audio Recordings & Videos & Minutes

- A. Daily scrum meetings should be recorded (audio only) and added daily to the SVN repository (use a mobile or similar to record these). **Otherwise** type up minutes of the meeting. Uploaded daily.
- B. Video screen capture or video presentation detailing/analyzing how the sprint was managed and the sprint's level of success **(Max 5 minutes) (One video)**
  - ▶ Show and discuss any artifacts/ processes /practices followed
  - ▶ Significant problems faced/issues encountered/blockers etc.
  - ▶ Should demonstrate knowledge of correct Agile processes



# Deliverables – for each Sprint

## Team Deliverables

### 2. Videos (contd.)

- C. Video screen capture of the current working software with someone providing audio description  
(**Max 8 minutes for Sprint 1 and  
Max 15 minutes for Sprint 2**)
- ▶ This should demonstrate the '*done done*' user stories in the most up to date working system at the end of the sprint
  - ▶ Highlight significant **known** bugs/issues in system





# Deliverables – for each Sprint

## Team Deliverables

### 2. Videos (contd.)

#### D. Video screen capture of code walkthrough with audio description (**Max 5 minutes**)

This should demonstrate :

- ☐ Code structure
- ☐ Coding standards (Code that follows them and any Code that doesn't!)
- ☐ Test code (Show code, test runner output and mention estimated coverage)
- ☐ A description of any code/reference material which has been used directly or as inspiration during the development.
- ☐ A few slides at the start to highlight and justify the significant choices made in the code and during development (highlight anything you feel is particularly good)



# Deliverables – for each Sprint

## Team Deliverables

### 2. Videos (contd.)

#### For videos B, C and D

- ▶ They must be good enough quality to see text, code etc.
- ▶ Use screen capture software, e.g. Jing
- ▶ Place them in the repository in a folder called **Videos** located in the root folder for each sprint
- ▶ Zip them up together and email to me via DropBox
- ▶ **Have them ready and delivered by 9pm on the Tuesday after each sprint**



# Deliverables – Week 12 delivery

## Team Deliverable

### Team Report (Max 30 pages - don't pad it out!)

- ▶ Artifacts from the scrum process for both sprints
  - ▶ Sprint planning activities
  - ▶ Sprint management activities
  - ▶ Sprint review and retrospective process and results
- ▶ System design description (UML)
- ▶ Code quality analysis
- ▶ Testing documentation
- ▶ Attribution of work done to individuals in team
- ▶ A disclaimer concisely detailing any code/reference material which has been used directly or as inspiration during the development.
- ▶ Known bugs list
- ▶ Critical reflection on the teams work (the output of the retrospective)
- ▶ Other significant information or things of note
- ▶ PDF document submitted electronically - details regarding submission outlined

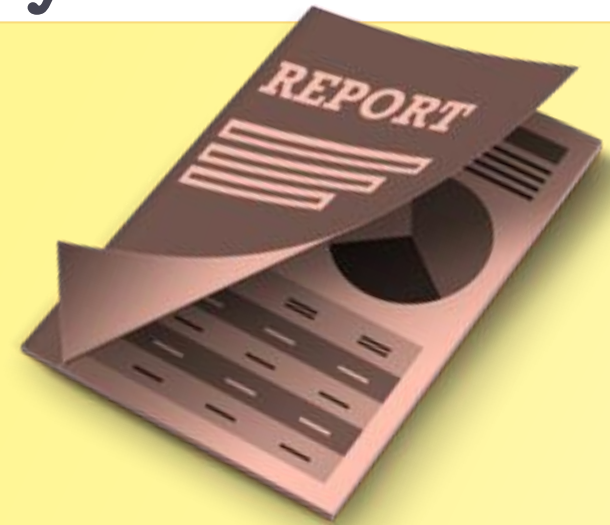


# Deliverables – Week 12 delivery

## Individual Deliverable

### Individual report (Max 10 pages)

- ▶ Critical reflection on team deliverables
  - ▶ Quality of the process followed
  - ▶ Quantity of working code delivered
  - ▶ Quality of the code delivered
- ▶ Summary of your contributions to sprints
  - ▶ Management process
  - ▶ Code delivered
    - ☐ Identify your specific contributions
  - ▶ Critical reflection on your own performance (don't leave blind spots)
- ▶ Brief reflection on contributions made by members of your team
  - ▶ Min 1 page - max 3 pages (of the 10)
- ▶ PDF document submitted electronically - details regarding submission outlined later



# **Deliverables – Week 12 delivery**

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## **Team Deliverables**

### **3. Peer Assessment**

- ▶ Specific instructions to follow
- ▶ This will just be one form of evidence which I will examine
- ▶ It will not be used directly to allocate the final marks

# Deliverables – **every weekday** during sprints

## Individual email update

- ▶ Daily email sent when all work has been completed for the day (before midnight)
- ▶ **Send to me and all your team mates**
- ▶ Use the following **specific Subject Line** as below:
  - ▶ “CSC30xx – Team Cxx – *Agile Daily Update*”

E.g. “CSC3052 – Team CIT3 – Agile Daily Update”



Deliverables – **every weekday** during sprints

## Individual email update – Example content

▶ **Time 1: 10am-11am**

- ▶ *Attended scrum meeting.*
- ▶ *Added class X to do...*

▶ **Time 2: 2pm-4pm**

- ▶ *Pair programmed with Jane to fix...*
- ▶ *User Story C is done done.*
- ▶ *Found issue with class C in method M...*
- ▶ *Updated the spreadsheet...*

▶ **Be brief and factual and honest**

▶ **Read all emails sent to you and let me know at the end of each week if there is any significant false accounting going on!**

# Important stuff

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- ▶ Is code re-use allowed?
  - ▶ **Yes**, however...
    - ▶ It must be free and publicly available code
    - ▶ Code developed by one team **should not be shared** with another team
    - ▶ You must clearly indicate the source or inspiration for any such code in your teams' **DISCLAIMER** information even if it has been changed a lot compared to the original
    - ▶ It must be 'refactored' to fit in properly with your project design, coding standards etc. and all unit tests must be written for it – usually not available from source
    - ▶ If it turns out that lots more code is available than originally thought (by me or by the team) and much less work is required than estimated then the onus is on the team to seek more requirements to ensure they are giving 'good value for money'



# Important stuff

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## ▶ Plagiarism

- ▶ The project may be submitted to an on-line plagiarism test.
- ▶ Incredibly important that you identify which bits, if any, draw upon other sources
- ▶ Using code is not a problem if you've referenced the source
- ▶ Please also be aware that other teams may use the same source for some code and if they reference it correctly and you do not then this will set off alarm bells

## ▶ Vivas

- ▶ If there is suspected plagiarism then vivas will be held – if found guilty then it is a major academic offence

## ▶ Tracking

- ▶ The code repository will show a trace of every development step

# Any Questions?

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