



Project 1

Web Development Boot Camp
Unit 7





What is a project?



Project: Any undertaking, carried out individually or collaboratively and possibly involving research or design, that is carefully planned (usually by a project team) to achieve a particular aim.



How do we carefully plan a project?

Project Management

The practice of initiating, planning, executing, controlling, and closing the work of a team to achieve **specific goals** and meet **specific success criteria** at the **specified time**.

The primary challenge of project management is to achieve all of the project goals within the given constraints.





What is the definition of *agile*?

agile [aj-uhl, -ahyl]

01

Quick and well-coordinated in movement; lithe: an agile leap.

02

Active; lively: an agile person.

03

Marked by an ability to think quickly; mentally acute or aware: She's 95 and still very agile.



What is agile software development?

Agile Software Development

Agile software development is an iterative approach to [software development](#).



Agile Software Development

01

Deliver Value

Teams deliver value to their customers faster by working incrementally rather than working towards a big launch.

02

Respond to Change

Teams improve and respond to change by continuously evaluating project plans, requirements and user needs.



What is iterative development?

Iterative and Incremental Development

Working software is the primary measure of progress

Not like this...



...instead like this!





What is an MVP?

Minimum Viable Product

A product with just enough features to satisfy early customers and provide feedback for future product development

Minimum Viable Product:



Product Vision:





How do we determine our MVP?

Determining a Minimum Viable Product

Ask Questions!



Who is your audience?



What is the problem that the product will address?




How does the product solve that problem?



What is a user story?

User stories



As a <type of user>

Who are we building this for?

AS A marketing analyst



I want <some goal>

What is the user trying to achieve?

I WANT to see referral traffic



(so that <benefit>).

Why do they want to achieve this?

SO THAT I can convert more leads

User stories



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What is the user trying to achieve?

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(so that <benefit>).

Why do they want to achieve this?

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What is acceptance criteria?

Acceptance Criteria



GIVEN some precondition



GIVEN I am an authenticated user



WHEN I do some action



WHEN I request a range of referral traffic



THEN I expect some result



THEN a chart is generated

Acceptance Criteria



GIVEN some precondition

GIVEN I **am an authenticated user**



WHEN I do some action

WHEN I **request a range of referral traffic**



THEN I expect some result

THEN a **chart is generated**







What is an Issue?

Issues

Use issues to track ideas, enhancements, tasks, or bugs for work on GitHub.

Audit and update requirements #36

 Open  Bookmark  Pre-release · octocat opened this issue a minute ago · 0 comments



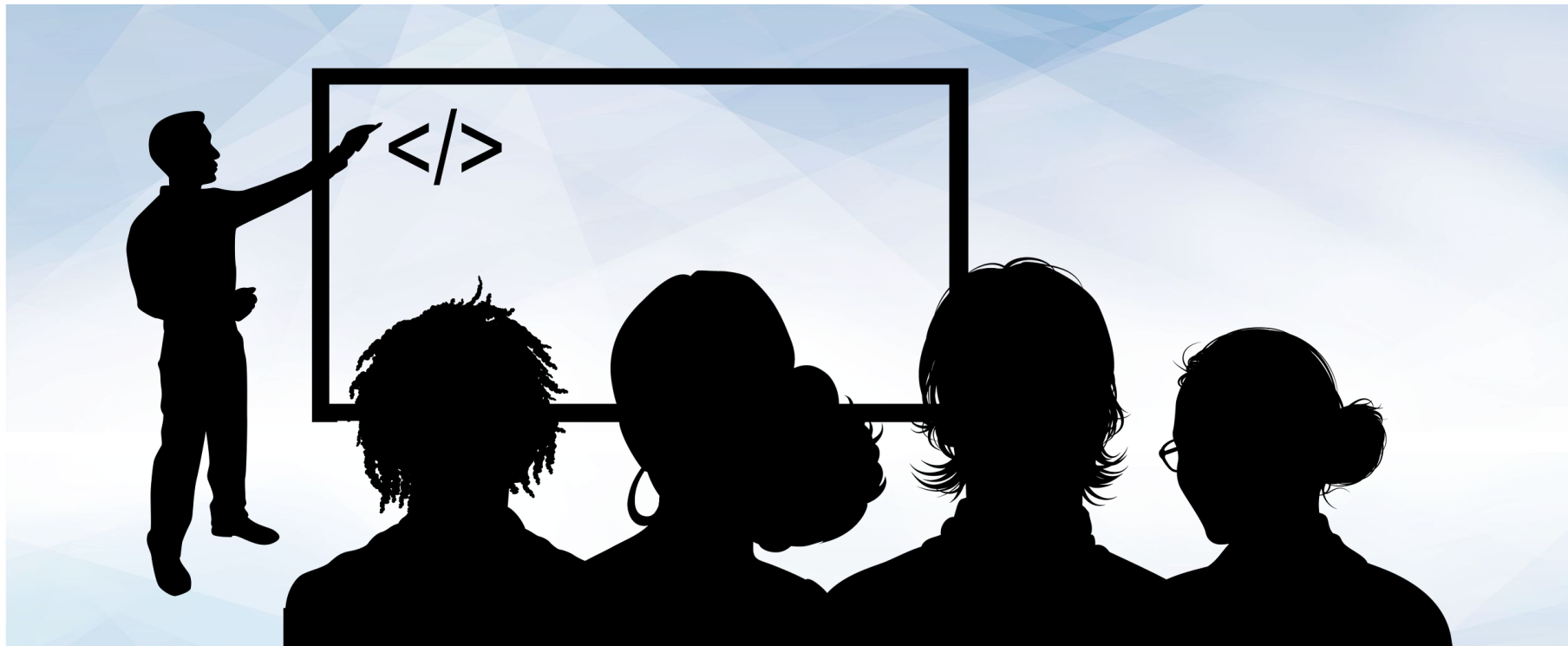
octocat commented a minute ago

Let's make sure to audit and update these requirements.

octo-repo/lib/linguist.rb

Lines 1 to 9 in 1693d33

```
1   require 'linguist/blob_helper'
2   require 'linguist/generated'
3   require 'linguist/grammars'
4   require 'linguist/heuristics'
5   require 'linguist/language'
6   require 'linguist/repository'
7   require 'linguist/samples'
8   require 'linguist/shebang'
9   require 'linguist/version'
```



Instructor Demonstration

GitHub Issues



Student Activity:

User Stories

User stories help provide context for a development team and their efforts moving forward

Suggested Time:
5 minutes



Student Activity: User Stories

In a markdown file or with a pen and piece of paper, create a user story for a mock persona using one of the following prompts:

01

A web application that keeps track of a company's payroll.

02

A mobile application that finds nearby restaurants.

03

A reminder app that keeps track of important tasks.

Suggested Time: 5 minutes





What is kanban?

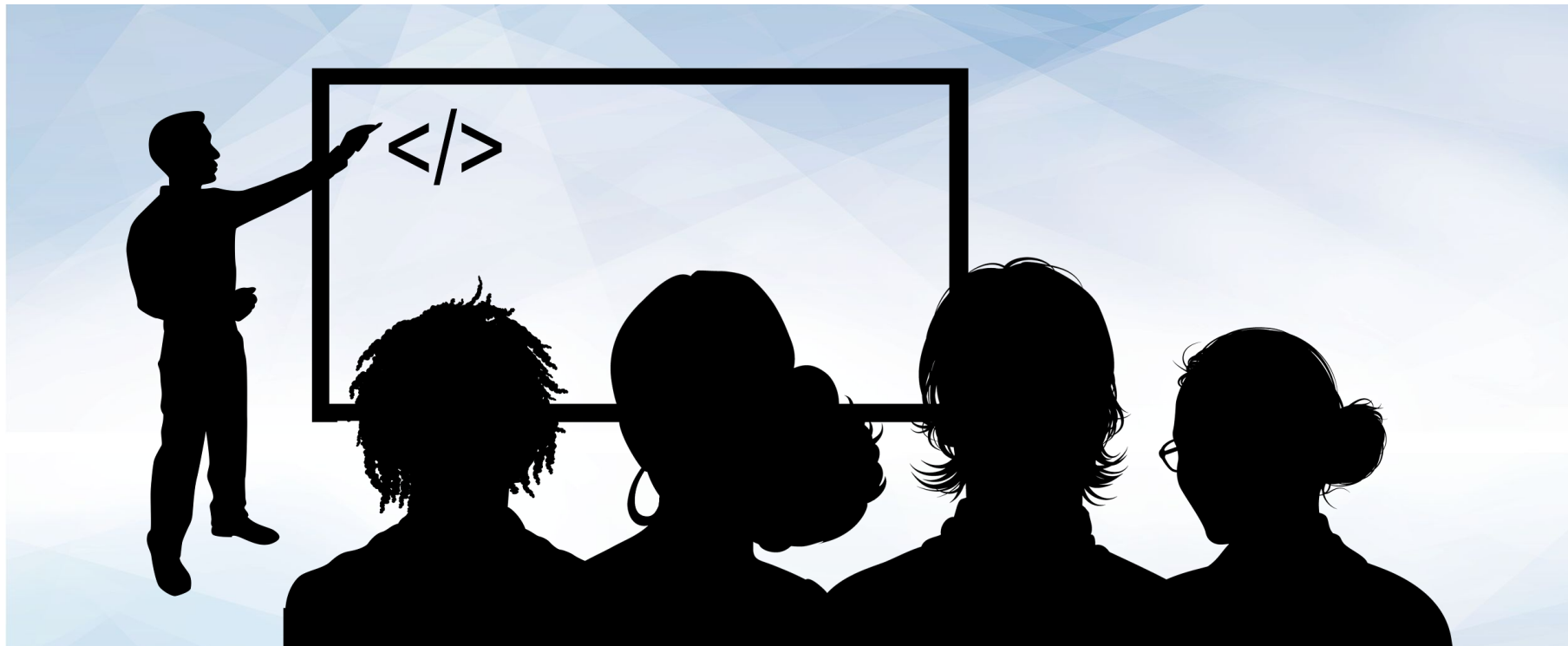
Kanban

Kanban is a project management tool that visualizes work through cards representing User Stories or Issues.

In their simplest form, Kanban boards are broken into three columns:



Cards begin in the To Do column and are moved from left to right as work is started and completed.



Instructor Demonstration

GitHub Projects



Student Activity:

GitHub Projects

Kanban boards help developers visualize work and keep track of the status of issues.

Suggested Time:
10 minutes



Student Activity: GitHub Projects

01

Navigate to github.com and create a repository.

02

Create a new project for your repository.

03

Create a card called "Create landing page" and move it from the "To do" column to "In progress".

04

Create a GitHub Issue called "Fix broken button" and attach it to your new project.

Suggested Time: 10 minutes





What is daily scrum?

Stand-Up Meetings

01

What was accomplished?

02


What are your goals?

03

Are there any obstacles to achieving your goals?



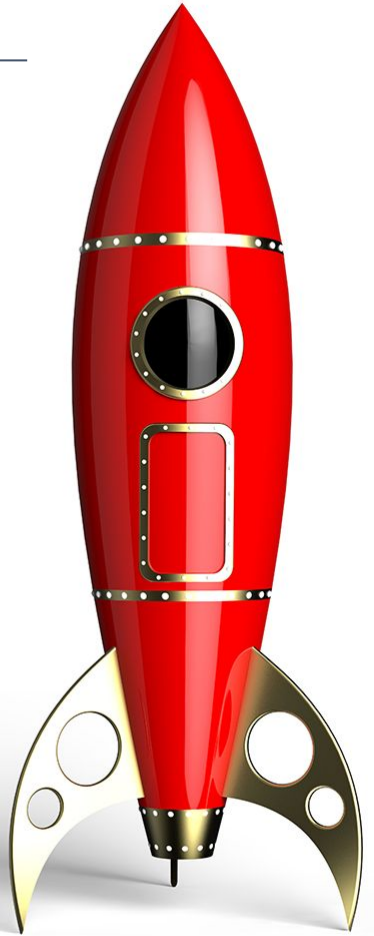
Project Timeline

| Day 1 (Today) | |
|---|--|
| <ul style="list-style-type: none">• Divide into groups.• Brainstorm• Write user story/ies and acceptance criteria• Create user flow diagram(s) | <ul style="list-style-type: none">• Create wireframes.• Submit project proposal for approval.• Create issues |
| Day 2 (Wed) | Day 3 (Thu) |
| <ul style="list-style-type: none">• Dive in to project development. | Push to complete MVP functionality |
| Day 4 (Fri) | Day 5 (Tue) |
| <ul style="list-style-type: none">• Deploy MVP and Debugging• Prepare for presentations. | Give presentations!  |

Get Professional

Projects are portfolio pieces

Use Project Week as
an opportunity to push
yourself and prove
what you know.



Project Requirements

01

Must use at least two server-side APIs

02

Must use a CSS framework *other than* Bootstrap

03

Must use client-side storage to store persistent data

04

Must have a polished UI

05

Must meet good quality coding standards (indentation, scoping, naming, etc.)

06

Must NOT use alerts, confirms, or prompts (look into *modals*).

07

Must be deployed to GitHub Pages

08

Must be interactive (i.e: accept and respond to user input)

Presentation Requirements

You will be responsible for preparing a formal, 10-minute presentation that covers the following:



Elevator pitch: a one minute description of your application



Concept: What is your user story? What was your motivation for development?



Process: What were the technologies used? How were tasks and roles broken down and assigned? What challenges did you encounter? What were your successes?



Demo: Show your stuff!



Directions for Future Development



Links to to the deployed application and the GitHub repository

Grading Requirements

Your project will be evaluated on the following:



Technical Acceptance Criteria



Concept



Deployment



Repository Quality



Application Quality



Presentation



Collaboration

API Suggestions

Stick to APIs that do all of the following:



Allow cross-origin resource sharing (CORS)



Require simple or no authentication



Return a JSON response



Are well-documented



For a list of free APIs see: [API Resources Blog Post on Full-Stack Blog](#)

Today's Project Checklist

Create a one page proposal that contains the following:



Project title



Project description



User story



Wireframe or sketch of the design



APIs to be used



Rough breakdown of tasks



Questions?