IFB299 – Application Design and Development

Week 1 Workshop

Objectives	• Getting to know each other • Forming Teams • Selecting Projects • Pairing Development and Client Teams • Requirements Analysis
Assumptions	• You have visited the IFB299 Blackboard site • You attended the first lecture and understand the purpose of the unit

Activity 1 (10 min)	• Your tutor will introduce themselves to the class • The available projects will be listed and introduced
Activity 2 (20 min)	Ice Breaker Game (Treasure Hunt) You have to find people in your workshop class who can give you points for the following questions. • 1 point if their postcode is in the same hundred as yours • 2 points if their postcode is in the same ten as yours • 4 points if their postcode is +/- one different than yours • 6 points if their postcode is the same as yours • 2 points if they use the same transit route as you (e.g. bus, train, ferry, bike path, …) • 5 points if they get on at the same stop as you • 1 point if they have passed, or are taking, a unit that you have not done (or are taking) but which you both think will be helpful for the project • 1 point if you are both interested in working on the same project • 1 point if you both expect to achieve a grade in IFB299 that is within one of each other's (e.g. a 6 & 7) • 2 points if you both expect to achieve the same grade in IFB299 • 2 points if you both know the same programming language, other than Python, C# or Java • 2 points if you both know how to use the same database tools • 1 point if they have developed a dynamic website outside of coursework

In the next activity you will form into teams of 4, 5 or 6 students.

There must be an even number of teams in the class.

An objective of this unit is to learn how to work in a multi-disciplinary team. Consequently, each team must consist of members from both the BIT's Computer Science and Information Systems majors. Ideally this would be an even split between CS and IS students but it appears that there are a few more CS students than IS students taking IFB299 this semester. Teams should try not to be too unbalanced (e.g. a team with 5 CS students and 1 IS student will be reassigned by the tutor).

For the purposes of team membership, a student from the BEng (Software Engineering) or BEng (Computer & Software Systems) majors will be considered equivalent to a BIT (Computer Science) major. Students from other degrees will be considered to be Computer Science or Information Systems based on which Secondary major or minor they are taking. Students from IT23, or one of the double degrees based on IT23, which did not have majors should decide which area most closely matches the breadth and specialisation units that they have taken so far. (e.g. If you have taken several BPM units and no software development units then you are aligned with the Information Systems major.)

Activity 3 (30 min)	**Form your team** and **select the project** your team will **develop**. • These will be the people you will work with for the rest of the semester to do the project. • Once you have chosen a project and have a client you will **NOT** be able to change your project. You should then: • Get a team number from your tutor. This team number will be required for use on Blackboard and for all assessment items. • Decide on a team name. • Exchange contact details (name, student number, email, phone number, social media contacts, …). • **Self-enrol your team on Blackboard using your assigned team number.** • Work out times during the week when you can all meet as a team – either physically or virtually. • Decide on other means of communication that you will use as a team. • Arrange a time to meet (physically or virtually) to produce a Team Agreement indicating the roles/responsibilities of team members in team meetings. (Typical roles in meetings are: convenor/leader, reader/scribe, participants, timekeeper.) • Arrange a time to meet (physically or virtually) to produce lists of features that: o you as a client would like to see developed in the project being developed for you

	○ you as a developer think should be in the project you will develop • Discuss which software tools and development environment you will use for the project you are developing. • Set up a team GIT repository – your tutor will need to be invited to be a part of the GIT repository as an observer. • **Each team member should also set up an individual GIT repository. All of your submissions to the project should be committed to both your individual and the team's repository. Your tutor will need to be invited to your individual repository. (Also refer to homework activity 5.)** **The recorder of each team will email to your tutor the team details by the end of the workshop. This must include team name, workshop session time, and for each member, their name, student number and email address**
Activity 4 (5 min)	Select a team that works on a different project than yours to act as your client and vice versa. Record contact details for representatives from each team: • The client team must know who to contact in their development team and that development team representative must know who the representative is in their client team.
Activity 5 (20 min)	Acting as the **client team**: • Start to list the features you think should be developed in the project for which you are the client.
Activity 6 (20 min)	Acting as the **development team**: • Start to list the features you think should be developed in the project you will develop.

Homework

During each week outside of the workshop you will be expected to meet physically or virtually as a team at least twice a week. Activities from and attendance of the meeting are to be recorded and submitted in your repository.

1. Create a Team Agreement (template on Blackboard) which must include:
    - Team name
    - List of team members
    - The project you will develop
    - The team for which you are the client
    - How you expect the team to operate including an initial allotment of roles
    - Expectations of commitment and communication
    - How you will manage problems in the team – specifically breaches of expectations, non-attendance at team meetings and workshops, team members not completing assigned tasks

    This Team Agreement (pdf version) must be emailed to your tutor and all your team members two days before your next workshop. Also, keep a copy of this agreement in the GIT repository that your team created.
2. Record a list of Client Requirements you would like to see in the project being developed

    This list of client requirements <u>MUST</u> be emailed to your development team representative two days before your next workshop. The development team representative will be responsible for sharing this document with the rest of the development team.
3. Record a list of features you think could be in the project which you are developing.

    This list of features <u>MUST</u> be emailed to your client team representative two days before your next workshop. The client team representative will be responsible for sharing this document with the rest of the client team.
4. As a client team review and merge your list of features with the one you received from your development team. Come up with a full set of potential features to use as the starting point for developing specific feature requests in the next workshop.

5. IFB299 offers you Jira as a **self-learning** tool for Scrum project and repository (Stash.) Once we put your team details in a Jira group, you can assess Jira at https://sefteach01.qut.edu.au/ . To be able to use Jira from Home, you must have installed QUT's secure VPN network. You can do this yourself by visiting the website sas.qut.edu.au and then following the instructions.