Welcome to the first Workshop for EDA 397

If you have not answered the survey yet, please do it now:

https://www.surveymonkey.com/r/EDA_397_2017

Workshop EDA 397
Agile Development Process

Teaching assistants:
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PhD students in the Software Engineering division at the Department of Computer Science and Engineering.

General information

- If you have any questions or comments send an e-mail to Terese and Magnus.
- We answer as quickly as we can.
- You can also visit our room 457 on the 4 th floor in house Jupiter.
- Tell us ALL your problems with the course, fellow students, etc. But do so as quickly as possible!
- Please find more information at the course homepage https://github.com/oerich/EDA397

Course representatives

- We would like to have 2 volunteers from Chalmers and 2 from GU
- Please mail Terese, if You are interested, otherwise we will randomly pick 4.
- 3 meetings

Agile Teams

All teams will be randomly generated. NO EXCEPTIONS!

To join a team, please enter your name and your email in survey:

https://www.surveymonkey.com/r/EDA_397_2017

Assignment presentation

The goal is to create a working software using an Agile software development approach.

The projects should be a platform where the team can try the different Agile principles and practices

Use the project as a test bed for practicing agile practices

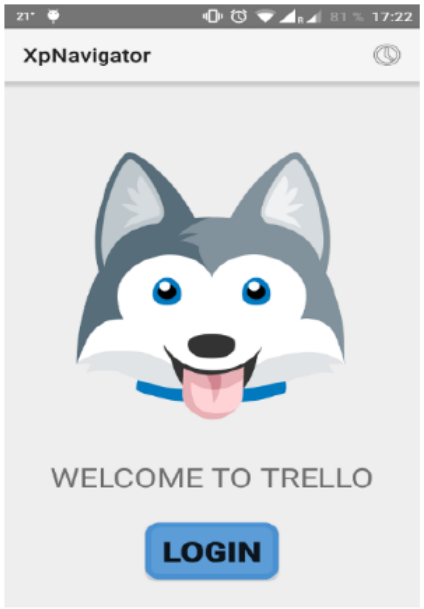
Agile Principles and Practices

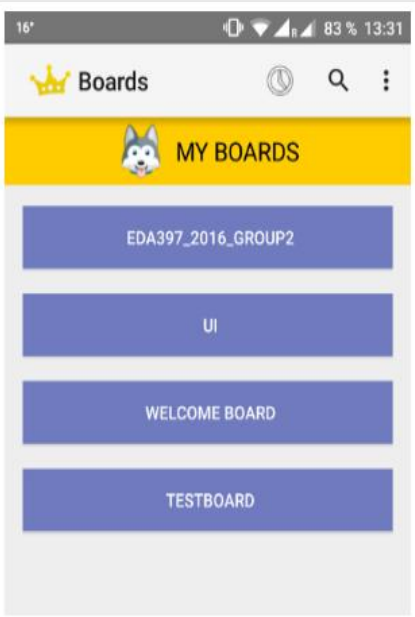
Goal: Try them out in your project!

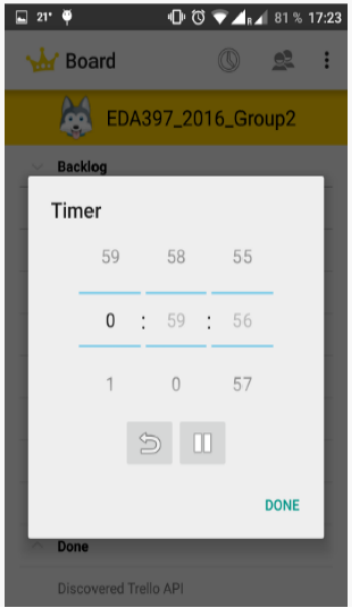
	Mandatory	Optional	Comment
Planning Game	1	0	*Make the most out of it. Get the Priorities based on your effort estimation. Employ customer proxy*
Small Releases	1	0	
Metaphor	0	1	*Try it out! But we will not check whether it works.*
Simple Design	1	0	
Test-First	1	0	*But only where it makes sense. Have a good rationale!*
Refactoring	1	0	
Pair Programming	0,5	0,5	*Try it out. Don't necessarily do it all the time.*
Collective Code ownership		0	*Everybody should know about the code. Some parts more than others*
Continuous Integration	1	0	
Sustainable Pace	1	0	*But also not too slow!*
Onsite Customer	0,5	0,5	*Have a customer proxy*
Coding standards	1	0	*Decide on them and try to have tool support*

Examples of possible software projects

One example from last year:
A pair-programming app with integration with Trello



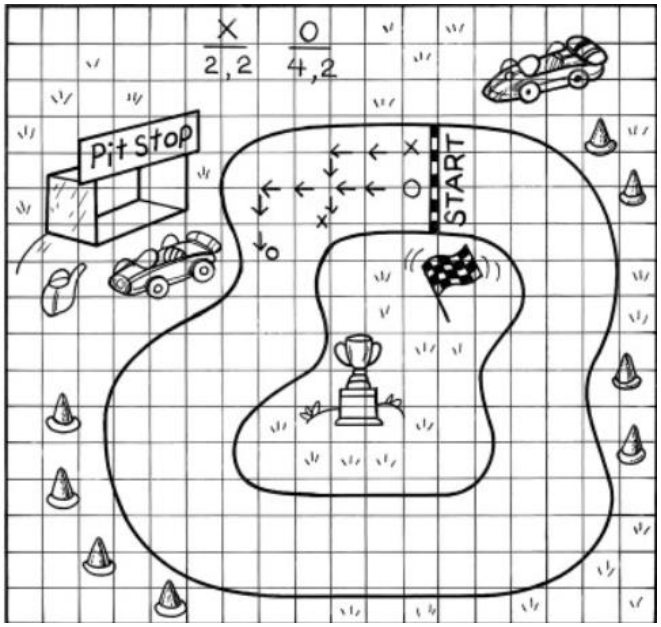




Examples of possible software projects

Car racing game

https://en.wikipedia.org/wiki/Racetrack_(game)



Sink a ship game

Examples of possible software projects

Agile Planning Game

Project Meta Requirements (1/2)

1. Use git and github for version control.

2. Use an issue tracker.
    1. To keep a prioritized product backlog.
    2. And a prioritized commitment for the current sprint.
    3. The tracker should have automatic traceability to git commits.
    4. We suggest using the github issue tracker, or optionally Trello.

3. Build the software with Continuous Integration.
    1. For example Travis-CI.
    2. https://github.com/larsbrinkhoff/lbForth/blob/master/build.md covers lots of alternatives.

4. The repository, issue tracker, and builds shall be accessible for all group members and supervisors.

5. It shall be possible to use all agile principles and practices (XP) in the project.

Project Meta Requirements (2/2)

6) Divide the project into vertical slices, that is, divide features so end user value is delivered at least every sprint.

7) There shall be a GUI.

8) As a rule-of-thumb, write tests for all code. If some parts of the code proves difficult to test, keep track of why. - Addendum: the software must have some logic/behavior to test.

9) The software should be runnable by the supervisors. It shall therefore not be locked to or depend on any closed platform.

10) You may need knowledge transfer within the group, as not every team member can be expected to initially have expertise in every area of the project. Use the agile practices for this, for example pair programming, and integrate it into the group work.

Report

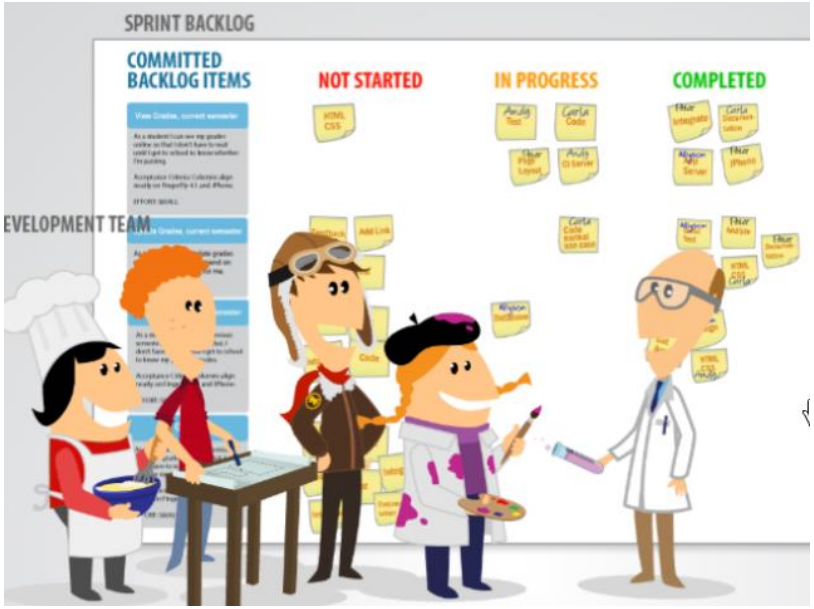
- Every team will mail a report before every acceptance test to Terese and Magnus. This report will be used during the acceptance test.
- The report template is located in Git:
  https://github.com/magagr/adp_project
- All these sprint reports will be attached to the final Post Mortem report

Team Kick-off

- Meet in your teams and discuss what Software project your team would like to develop.
- Describe the project proposal in your first report, deadline 27 March, 2017 (23:55).
- Make sure the project will cover all the listed requirements.

Meet your Agile Team

- Find the team you belong to and go to the classrooms to discus different project proposals
- Create a Repo in Git and make sure that both Terese and Magnus have access to it



Teams

Team 1

Jesper Kjellqvist
Julius Nehring-Wirxel
Elias Hult Pappas
Henrik Numé
Gustav Blide
ZIWEI HUANG
Fredrik Hansson

Team 2

Christopher Åkersten
Erik Tholén
Andreas Bäckevik
Björn Åhlander
Kevin Hedberg Griffith
David Gustafsson
Caterina Curta

Team 3

Sam Halali
Johan Andersson
David Fogelberg
Gunnar Gunnarsson
NANDHA GOPAL ELANGOVAN
Jonathan Granström

Team 4

Bassem Hussein
Maoyi huang
Christoph Herold
Jonas Scholander
Pedram Talebi
Lukas Huwald
Peter Pickerill

Team 5

Felix Ehrnberg
Abel Asefa
Erik Pihl
Patrik Haar
David Michaëlsson
Erik Nguyen
Jonas Arvidsson

Team 6

Dimitrios Platis
Lídia Nyman
Elsa Mjöll Bergsteinsdóttir
Lois Alberte Gomez Sanchez
Ayesha Aslam
Jobaer Ahmed
Henrik Helén Edholm

Groups

Team 7

Manuel Dahnert
Patrik Olsson
Michaela
Hellen Siewert
Marie Klevedal
Jakob Noetzel
Annapurna A Naganalli

Team 8

Björn Agaton
Gustav Swedberg
Humberto Linero
Rami
Carl-Henrik Hult
Pedro Gómez López
Miriam Mchome

Team 9

Emy
Debora Scappin
Alex Tao
Axel Ekdahl
Mohannad Alahdab
Mikael Lönn
Alessandro Flaborea

Team 10

Ehsan Mohajerani
Fabian Stolz
Kevin Björklund

Team 11

Available rooms

- Available classrooms are:
  - Team 1, 2, 3 meet in Jupiter 317
  - Team 4, 5, 6 meet in Jupiter 321
  - Team 7, 8, 9, 10 meet in Jupiter 322