

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

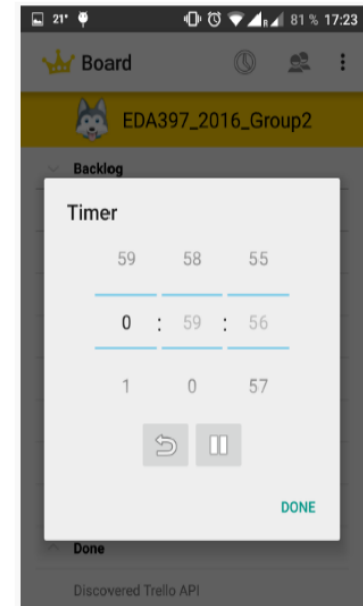
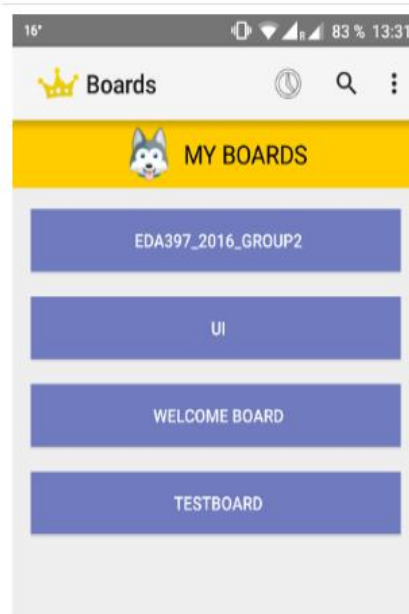
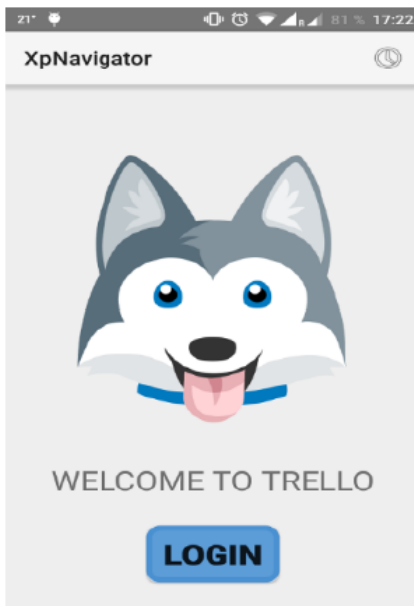
Agile Principles and Practices

Goal: Try them out in your project!

	Mandatory	Optional	Comment
Planning Game	1		Make the most out of it. Get the Priorities based on your 0 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			Everybody should know about the code. Some parts more 0 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

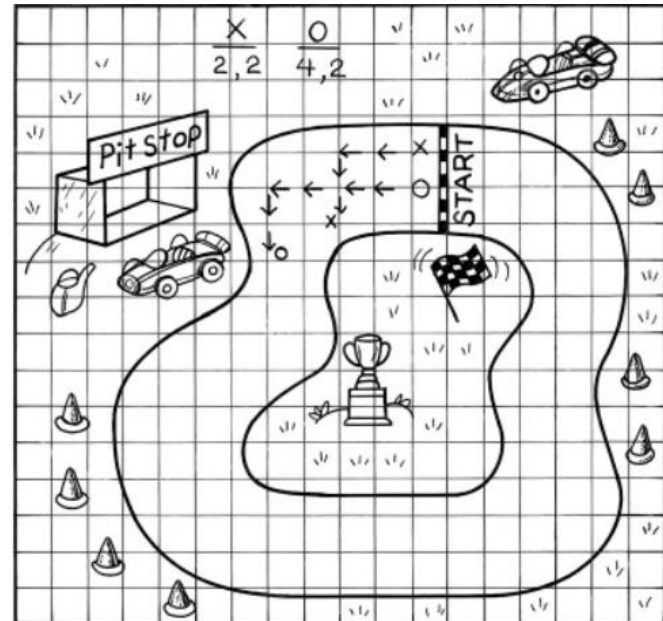


Examples of possible software projects

Car racing game

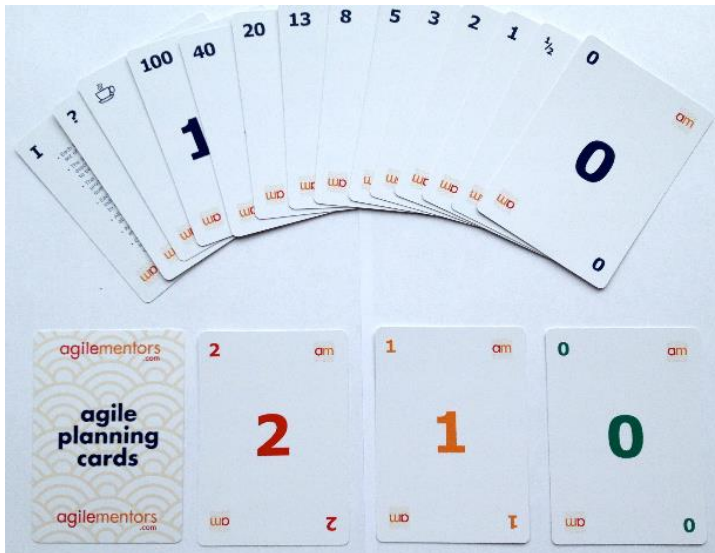
[https://en.wikipedia.org/wiki/Racetrack_\(game\)](https://en.wikipedia.org/wiki/Racetrack_(game))

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)

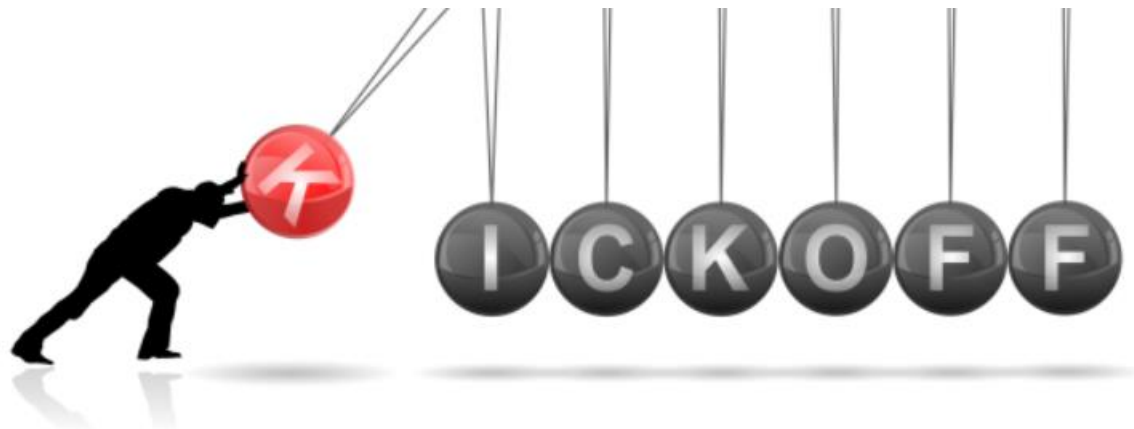
- 6) Divide the project into vertical slices, that is, divide features so end user value is delivered at least every sprint.
- 7) There shall be a GUI.
- 8) As a rule-of-thumb, write tests for all code. If some parts of the code proves difficult to test, keep track of why. - Addendum: the software must 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

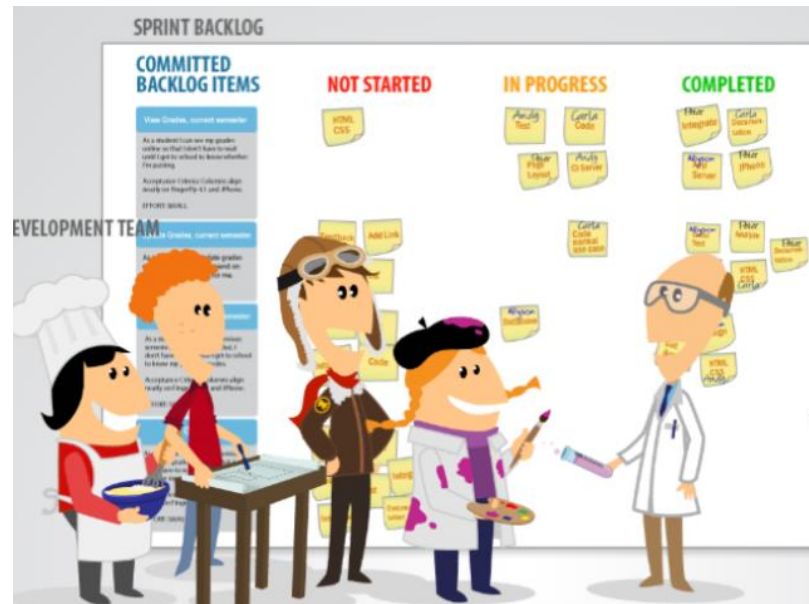
Team Kick-off

- 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 discuss different project proposals
- Create a Repo in Git and make sure that both Terese and Magnus have access to it



Teams

Team 1

Terese Besker
Magnus Ågren

Team 2

Team 3

Team 4

Team 5

Team 6

Groups

Team 7

Team 8

Team 9

Team 10

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