Project Design – Jarred 12/2/19

1. Establish Rules of Engagement
   1. Outstanding pet peeves
   2. Medical conditions
   3. Communication preferences
   4. How you’re going to tackle the project
   5. Expectations of what we accomplish and when
2. Set Expectations:
   1. Availability
   2. Communication
   3. Outside of Class Time
3. Logorrhea
4. Narrow the Field
5. Pick One:
   1. User Stories
   2. MVP
   3. Stretch Goals