CPSC 3720
Lesson 18

Connie Taylor
Professor of Practice

School of **COMPUTING**

The Importance of Teams in Software Development

- Conway's Law:
  - ❖ "Any organization that designs a system (defined broadly) will produce a design whose structure is a copy of the organization's communication structure." — Melvin E. Conway

- Team = Software/Product
  - ❖ "You can't have great software without a great team, and most software teams behave like dysfunctional families" - Jim McCarthy

Dream Teams

Breakout

- Each person in the team discuss the best team you were part of (can be school, sports, hobby, etc.) and the key characteristics that made the team great

- Someone keep track of these characteristics (note any that are repeats across the team)

- After 15 minutes have someone report out what those characteristics are to the larger group

How Netflix Creates Great Teams

https://igormroz.com/documents/netflix_culture.pdf

Rest of the Week

- Wednesday is prep work for the Friday guest lecture on GIT & CI/CD

- "Fake it till you Make it" due on Friday

- Monday Oct 2 is Sprint 1 Kickoff – I will present the first group of Epics for the Project

- Project Note: I am going to add Sprint Reviews to the project to be done in class – will discuss this in the Kickoff.