

CPSC 3720 Lesson 21

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Updates

- Creating API learning and Fake it till you Make it -due tonight
- Exam 1 due end of day Monday; will open up tomorrow. Same format as quizzes but will be covering much more and allow 45 min vs 15 min.



- CUSports is a new ecommerce startup that will sell Clemson athletics clothing and collectibles in North America.
 - They have no physical stores and one warehouse in Central, SC to support their customers.
 - Their operations will also be run from Central, SC where they will manage the website content and customer support. All systems are run on Google Cloud.
 - They want to launch their website in Q2 2021 before the football season gets in full swing.

CUSports - Project Kickoff



- 3720 Software Enterprises has been contracted to build a backend and corresponding APIs for use by the CUSports UI team.
- CUSports would like all APIs designed and mocked before Thanksgiving so that they can build out their front ends with their design firm in parallel.
- We will have three sprints to get the main set of APIs designed, documented, mocked and published for CUSports.

CUSports – Project Teams



TEAM	SERVICE(S)		TEAM	SERVICE(S)	
1 – Da Bagel	(Inventory	6 – Constant Tailors	Promotions	
2 – Dynamic Devs	DYNAMIC DEVS	Search	7 – Heads Up 7 Cups	Cart	
3 - Chaos	J	Payment	8 – Team Gr8	Orders	
4 – image(4).png	+ U_U	Pricing	9 – Gibby Gang	Notifications	
5 – Rick Roll		User Accounts	10 - Ten TeN	Item	

Product Owner: Prof Taylor

Product Owner Assistant: Margi Engineer

CUSports – Project Schedule and Deliverables



SPRINT	START DATE	END DATE	DELIVERABLES	POINTS*
1	Oct 5	Oct 19	sprint	
2	Oct 20	Nov 4	 API Definition/schema in Postman API Documentation in Postman API Mocks and examples in Postman All Collections posted on private API Network in Postman 	100 each for total of 300
3	Nov 5	Nov 18	Retrospective in TrelloSprint Demos per Prod Owner	
4	Nov 19	Nov 24	Code Gen in PostmanCollections in GithubFinal Retro in Trello	40

^{*60} points in first three exercises so total of 400 for the project

CUSports – User Roles



- The Product Owner has identified the following user roles for the CUSports ecommerce site:
 - Customers purchase merchandise, comparison shopping, browsing
 - 2. CUSports Administrators— ensure inventory is correct, track sales, load new items, update pricing and promotions, maintain user accounts
 - 3. Warehouse users receive orders and shipment information; update system when shipment made with tracking information

CUSports - Sprint 1 Epics by Role



ROLE	HIGH LEVEL STORIES/EPICS FOR SPRINT 1
Customer	 Search for an item Purchase an item Receive emails on order status Register as a customer
Admin	 Add CUSports Warehouse and Admin users to the system Login as an Admin user Load items and pricing Set inventory levels for each item Check inventory levels for items Load new promotions
Warehouse User	 Login as a Warehouse user Search for open orders (not shipped) Update orders when shipped

BOLD Epics will be demonstrated in the Sprint Demo at the end of the sprint

CUSports - Sprint 1 Operations



- You can ask the Product Owner for clarification on any Epic and/or validate assumptions throughout the sprint.
- You can ask the Product Owner and/or TA to check progress throughout the sprint to ensure you are on the right track.
- Conduct a sprint planning exercise as quickly as possible after the Epics are posted where you will: 1) create the user stories and tasks for that sprint and assign to owners in your team and 2) identify any API dependencies from other service teams
- In the 3720 Team Workspace you need to identify key contacts for all dependency discussions.

CUSports - Sprint 1 Operations Cont'd



- You are encouraged to post your APIs as early as possible (even if not completed) to show progress and embrace "agile" delivery (basically, don't wait until the very end to get it all done); I will also be checking Trello progress regularly
- I recommend daily or every other day "stand-up" meetings with your teams led by the Scrum master to ensure teams are on track and, also to give yourself more Agile practice.
- Many of our classes moving forward will be focused on this project: group work, clarifications, questions, sprint kickoffs, sprint demos. You are still expected to attend all classes.