Day 8 Lesson Plan

Activity 1:

- User Roles[1]

- Group Activity: Brainstorming initial user roles for grading app. (see User Stories Applied, p. 33)

Activity 2:

- Clean Code, Episode 48: The Planning Game II (1.25 speed)

  - **11:40-28:55 initial project meeting**

- I.N.V.E.S.T. for user stories

- Group Activity: Work through user stories for grading app.

Lunch

- Clean Code 12.2 (last 5 min): The Open-Closed Principle (iteration 0)
  52:10-56:15 agile design in practice

- Clean Code, Episode 47: The Planning Game (1.25 speed)

  - **11:15-15:15 the iron cross**
  - **15:15-22:20 velocity**
  - **22:20-37:40 iterations**
  - **37:40-46:40 scope management**
  - **46:40-50:18 the circle of life**

Activity 3:

- Client meeting for Project 1

  - Jen Duplaga, crowdsourcing archival image annotation
    a. Overview of problem followed by Q & A (15 min)
    b. Brainstorm user roles (15 min)
    c. Develop user stories (45 min)

  Collect student interest (1 - 5) in working on project.

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[1]

Activity 4:

- Client meeting for Project 2

    - Kay Stokes and Kate Johnson, faculty committee voting system
        a. Overview of problem followed by Q & A (15 min)
        b. Brainstorm user roles (15 min)
        c. Develop user stories (45 min)

    Collect student interest (1 - 5) in working on project.