COMS/SE 319: Software Construction and User Interface Spring 2019

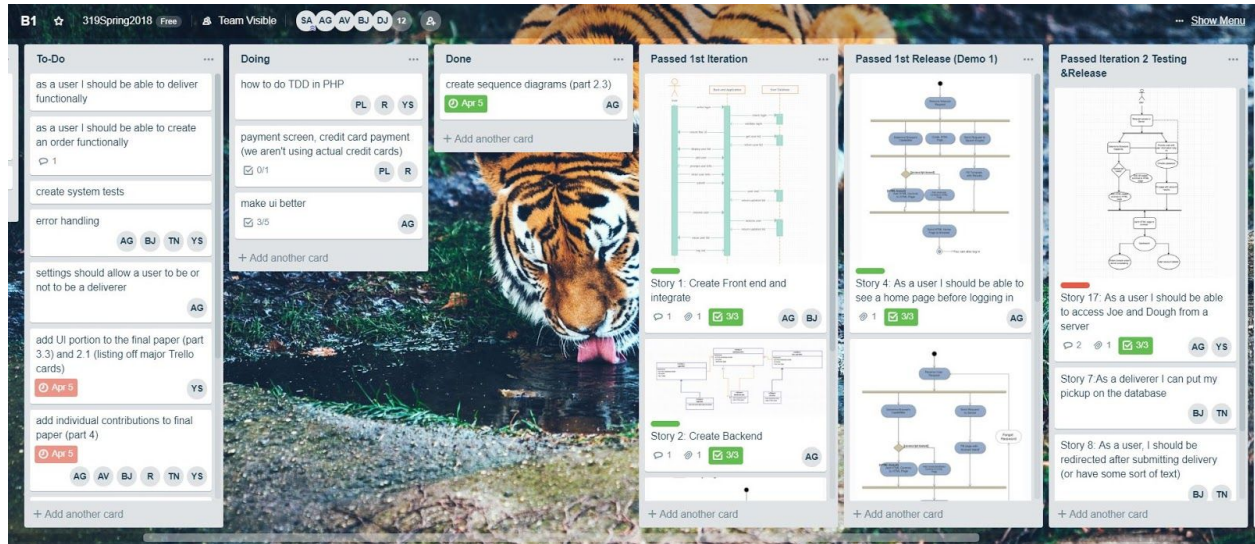# LAB Activity 9 – Acceptance Testing for 1st Release & 1st Demo

I. You are required to do the demo and show the progress of your project this week and submit all your XP artifacts: tests and source code pushed in your group's "GITLab" repository, and design documents (use case diagram or activity diagram or sequence diagram for each story card) in your group's "Trello board" — inside each story's comment section as attachment files.

II. Your assigned TA will check and run your acceptance tests as a customer together with all of your team members, manually or automatically which is the primary task of each Friday Lab. You need to demonstrate the necessary data/scripts as well if the story card needs some automated tests.

III. By the end of this week's iteration only those successfully implemented Story Cards will be tested by the customer. Incomplete story cards will be planned for the next iteration, merged into new Story Cards or discarded for the next week's LAB Activity 10 – Acceptance Testing for 2nd Iteration.

IV. Once your team is done with acceptance tests of the selected story cards for this week, start the new planning game for this week: discuss with your TA for new story cards for the next iteration. Then your TA may select and set the priority of Story Cards based on the Effort Estimation, Number of Tasks(as Checklist), assigned members done by you in your Trello Board. Finally label ("Green": Higher Priority Selected for the next iteration) and set a due date for those Story Cards. Pay attention that iterations are weekly and you need to do the planning accordingly, i.e. choose only those stories that your team could implement and finish them in this iteration (based on your estimated effort). The first release is after two iterations (which is this week) and you need to have successfully finished some story cards today and have the first

release candidate of your product.**N.B.** By the end of this lab, your Trello Board will have some new story cards, some cards moved from "Done" to "Passed in Iteration 1 Release and Demo-1" like below :

You need to submit "1st Release Group Report (Project Demo 1)" and "Individual Report for 1st Release (Project Demo 1)" have been posted which are due on today, Friday, April 05, 2019, 11:59 PM..

Details: https://canvas.iastate.edu/courses/58291/discussion_topics/440191

Project Timeline:

Day	Project Activity
3/15/2019	LAB Activity 7 – Planning Your 319 Team Project
3/29/2019	LAB Activity 8 – Acceptance Testing for 1st Iteration
4/05/2019	**LAB Activity 9 – Acceptance Testing for 1st Release & 1st Demo [Report Submission (Group+Individual)]**
4/12/2019	**LAB Activity 10 – Acceptance Testing for 2nd Iteration**
4/19/2019	**LAB Activity 11 – Acceptance Testing for 2nd Release & 2nd Demo [Report Submission (Group+Individual)]**
4/26/2019	**LAB Activity 12 – Acceptance Testing for 3rd Iteration**
Dead Week	**LAB Activity 13– Acceptance Testing: Final Release &**

	Final Demo for all Project Groups [[Report Submission (Group+Individual)]; Presentation of Top 6 Project Teams

Project Evaluation Criteria:

The following criteria will be considered mainly for the Group Project Assessment:

1. Quality of Total Selected Story Cards (each week);

2. Successful Implementation of Story Cards Weekly (each week);

3. Individual Git Activity (Weekly push, number of commits, etc.);

4. Individual Trello Activity (Design Documentation upload, Weekly update, etc);

5. Weekly Manual/Automated Testing/ GUI based Implementation;

6. Assessment of 1st, 2nd Release Reports;

7. Evaluation of Final Report

8. Evaluation of Final Demo

9. Successful Major Story Cards Quality;

10. Overall System Implementation;

11. Teamwork, Balanced Task Distribution among Teammates

12. Novelty/Originality of the project, Uniqueness/Creativity of the project;

13. The complexity of the project/Amount of Work done/Group Size/Programming proficiency level of the team members;

And please add your group number and TA name if you send an email to us about the project.

The overall grading criteria for the group projects are mentioned on the last page of the lab activity pdf (/courses/58291/files/7630398/download?verifier=IBALeGLvMvDsJvivW0YXP6oiAMRzu BtH2W4KFqJ3) .
Tentative 1st demo rubrics will be like this and will be graded based on your individual and group report submission in Canvas:

Tentative Demo 1 Rubric (Individual):

A) Quality of Story Cards, Tasks (from Trello Checklist) of the Story Cards implemented by you.

B) Individual Weekly GIT push, Quality of commits to GitLAB

Tentative Demo 1 Rubric (Group)

A) Successful Implementation of Story Cards: 1. Check all the successful story cards during Demo 1 which have been implemented for the 1st Release of your Project 2. All Tasks (from Checklist in Trello Board) accomplished for each story cards, 3. Assigned All Members for each story card (balanced task distribution)

B) Quality of Design Documentation (UML): Use-case Diagram of your implemented story cards or, Activity diagram which shows the flow from activity to activity within your developed system of your implemented story cards or, Sequence Diagrams of your implemented story cards or, Class Diagrams of your implemented story cards.

C) Quality of UI description with Screenshots: Include all the UI description with Screenshots for successfully implemented story cards for 1st Release

D) Quality of Testing: Mention unit test, system testing, GUI testing (where applicable) for your implemented story cards for 1st Release.