

COMS/SE 319: Software Construction and User Interface

Spring 2019

LAB Activity 12 – Acceptance Testing for 3rd Iteration

I. You are required to show the progress of your project this week like lab activity 8,10 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.

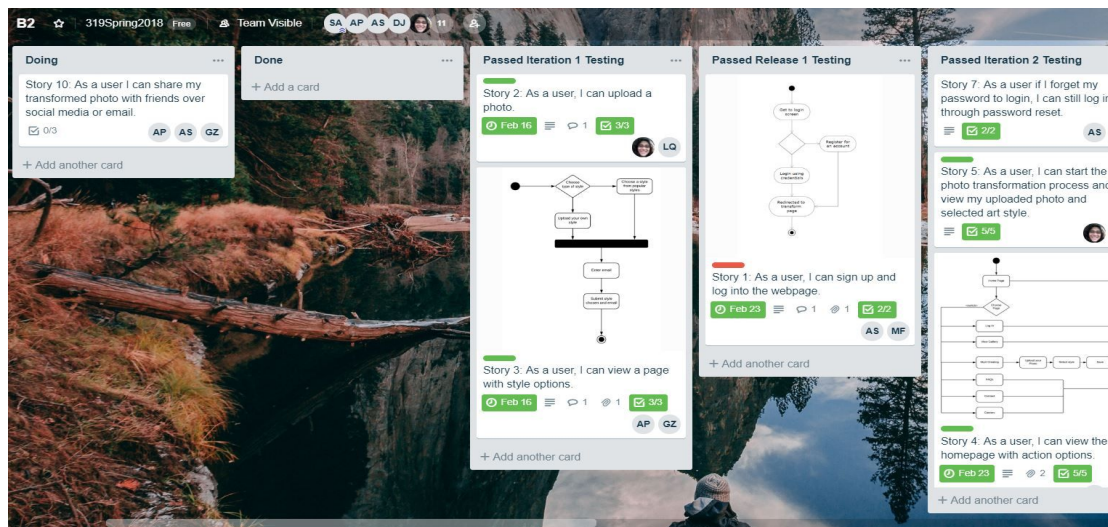
II. Your assigned TA will check and run your acceptance tests as a customer together with all of your team members, manually or automatically which has been the primary task of each Friday Lab. You need to provide the necessary data/scripts as well if the story card needs some automated tests.

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 final demo**, merged into new Story Cards or discarded for the final polishing of your project and prepare it for the **Final Release & Final Demo which will be on Wednesday, May 1st, 2019 at 11 AM in same Pearson Lab rooms.**

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 final demo. Then your TA will 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 final 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 final release will be after two iterations (which is

next week) and you need to have successfully finished all the story cards before that and have the final 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 3 Testing” like below and next week you have to submit a **Final Release Report (Group+Individual)** in Canvas (details has been provided in Canvas Assignment Module).



Project Timeline:

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