

Week 26 Day 5 - AngularJS Capstone Project Assignments

Teams

First person listed is "scrummaster".

Music app - Geoff, Chris, Dan, Jonny

Store app - Kris, Wes, Gabe

Game app - Mike, Ricardo, Dave

Slack/chat website - Jarod, Zach, Evan

Recipe website - Brandon, John, Daniel

Store website - Tim, Edgar, Tyler

Tasks

1. Sit together.
2. Define all features (as actions, a.k.a. user stories), and write them on your task board.
Example: browse movies, search for movies, rate movies, watch trailers, mark favorites, share movies, search actors, rate actors, etc.
3. Determine what the first page should show.
Your main page should have a small sample of your content, a list of your 2-3 best features, and a way to login.
Example: list the latest movies, list the main features, and have a login div appear when the login button is clicked.
4. Pick the features for your first sprint.
What can be completed and shipped in 3-4 days?
5. Decide your UI library: Bootstrap, Material, Ionic.
6. The scrummaster creates the github repo, grants read/write access to team members.
7. Find a good starter/seed project to start from, and push it to github.
You may want to create a branch for each person to work in, and the scrummaster would merge it into the master when features get completed. (Tim's idea.)

Notes

1. K.I.S.S. principle!!
Do fewer features, and do them well! Stay focused on the simple tasks.
2. Assume ONE user type
Just build the app for basic users--do not build admin features (like store admin).
3. The product should be shippable at the end of each week (each sprint).
4. If you get stuck on something, please ask the teacher or any students for help.
Don't take too much time from students outside your team. Be patient with each other!

Important Dates

Product Kickoff: Tues Feb 16
Sprint 1 Complete: Fri Feb 19
Sprint 2 Complete: Fri Feb 26
Product Complete: Weds Mar 1
Product Presentations: Fri Mar 3

Rubric

Required (2 points each)

1. Work on a **team of 3** to build a production-ready web app
2. Support **user authentication**, by email and one other service (Google, Facebook, Twitter, etc.)
3. Store user data and app data **securely on Firebase**
4. Use **Angular app structure**, including routes, templates, controllers, & services
5. Track your project on a **task board** with sticky notes or Trello or other tool
6. Hold **daily stand-up** status meetings
7. App should provide **good feedback to the user** for form inputs and actions
8. **Commit and push** your work to github daily (give teachers read access)
9. **Publish web app** on a public website (github.io, ionic.io, anywhere)
10. Submit written **user feedback** from at least 5 people from outside of class who try using your web app
11. **Present your web app** and code to the class (~20 minutes)
12. **Participate**, and rate your team members participation (0-2)

Awesome (4 points each)

1. Submit written user feedback from at least **20 people** from outside of class who try using your web app
2. Present your web app to your school, work, or at a meetup, formally scheduled and presented (≥ 10 minutes)
3. **Launch your web app** on its own website or in the Apple or Google app store