Developer Behaviors and Team Processes

Release 2 Evaluation, November 2, 2018

**Suggested dates and times for evaluation meeting (November 12-16)**:

*Nov 13th at 11:00 AM.*

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| **1. Testing with unit tests and other tools.**  So far, we have not needed to write a lot of code. Most of the code that we have written is simply for prototyping purposes to test different camera options. We did not write/use unit tests as we do not want to waste time writing tests for code that may not be used in the future. |
| **2. Always have a working build of the product with tests running.**  Again, the code that we’ve written has been for prototyping camera options. There is no build of the product or tests yet to be run. For release 3, we are hoping to have working builds as well as unit tests ready to be run at all times. |
| **3. Run static stools to remove errors and warnings.**  Analysis tools will also become very useful when coding becomes a larger part of our development work. Now that we’ve split up into teams to handle different parts of the project, more code will be developed that can be analyzed. |
| **4. Maintain a story map using the Senior Design story format.**  We were in the research phase in the first two releases to define the scope and the functional requirements of the project. We could do a project diagram that visualizes the big picture of the project, but we did not do a full story map because we did not have enough details of the specific tasks that we need to do to complete the project. However, looking at existing commercial solutions and discussing the functional requirements with the sponsor, we now have a clear picture of the tasks that need to be done to accomplish the goal of the project. So we are currently in the process of creating a story map, and an invitation will be sent to the tribe lead and project manager once we are done with it.  **Documentation:** |
| **5. Maintain up to date definition of done and backlogs for each milestones and sprint.**  Having discussions with the sponsor during our team times at spreetail, we have implicitly maintained up-to-date definitions of done for the three main stories we worked on. First, the definition of done for the hardware selection is to find the best combination of hardware components that produce images with the highest quality. Second, the definition of done for doing research on existing commercial solutions is to figure out the specific tasks that need to be done to complete the project. Third, the definition of done for the second release prototype is to have an MVP.  We have kept our backlog updated by adding tasks we figured out as we were researching. Moreover, we keep the current sprint’s backlog updated with the status of each story as well as who is working on this story. |
| **6. Estimate stories and assign points in the context of design.**  We are using Trello as our Agile tool, and since Trello is technically a Scrumban tool not a Scrum tool, it does not have points and estimation functionality. However, when we add stories to our board, we divide them into small manageable tasks (i.e. story checklist in Trello) and each task represents one unit of work, and that’s how we estimate our stories. We keep these tasks simple and similar to each other in terms of complexity so we have an accurate estimations for our stories. Indeed, that’s how we determine how many stories we should put in a sprint when we srprint-plan. |
| **7. Release milestones to the sponsor.**  We have had 2 releases so far that have gone very well. Clayton has told us in the past that he wants the releases to be based around “value” added to the project, such as a prototype or research data. We have done very well with providing more value for each iteration, and we plan to continue increasing the value added as the project moves toward release 3. |
| **8. Have a security plan for the highest security risk areas of project.**  We were using our own machines for testing and research early on due to our lack of administrator privileges on the given Spreetail machines. When we gained access to admin rights, we began using only Spreetail machines for project related work. We have not discovered any other major security risks, as the project consumers will be Spreetail employees, so the use of our project will be internal. |
| **9. Measure performance and use telemetry to inform decisions.**  We have been using the images taken by the few cameras that we’ve tested to gauge the quality and simplicity of the solutions. We have tested with DSLR cameras as well as webcams and compared quality with motion blur and image resolution. |
| **10. Maintain cadence across iterations.**  This section also can play into the “value” for each iteration stated earlier in the document. The cadence for this project is measured by the sponsors in value added, and we are planning our releases and development around this concept. For example, for release 2, the added value was building a tripod prototype, testing camera options, and providing a working demo during the release.  **Documentation:** |