

CS485/540 Software Engineering Project Details and Team Roles

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- Main Project = 50pts = 50% of grade
 - Scrum participation = 20pts (1 pt each)
 - Presentation of project role = 10 pts
 - Acceptance report (including documentation) = 10 pts
- Product Documentation must include:
 - Development “cost” (logs of time spent)
 - Deployment instructions
 - Known issues (bugs)
- Work as a team
 - Figure out how to make best use of each person's time
 - Poor performance by one affects all members
 - Great performance by one improves all members
 - More time \neq higher grade

- Team must be able to adapt & streamline tasks
- Fluid planning at all phases
- Focus only on the essential work products
- Keep design and development *lean*
- Provide incremental deliveries of working components
- **Key elements of an agile team are *self-organization* and *self-direction***

Still, some recommendations follow...

Steps for Teams to Take

- 1 Elect overall Project Lead
- 2 Assign Lead for each presentation
- 3 Assign Lead for each deliverable
- 4 Agree on meeting & work schedules
 - 1 Submit that schedule to Instructor
 - 2 Assign an "Iteration Board Master"
- 5 Set up initial project meeting with Project Manager
 - 1 Refine user stories
 - 2 Be sure to understand expectations, requirements
- 6 Configure the working/development environment
 - 1 Decide who will code what parts of the project
 - 2 Decide whether pair programming is useful for this or not

User Stories & Developer Points

- User Stories
 - Defined by the “user”—that is, the project manager
 - User stories describe how the product will be used in very specific ways
 - Analogous to functional requirements
 - Act as guidelines on how to plan for testing the product
- Developer Points
 - Created from the user stories
 - Should be discrete, codable, testable elements
 - Usually one programmer, but can be pair--programming
 - Can be used to collect “metrics”: how many points per week can a developer complete?



Welcome to phpMyAdmin

Language

English

Log in

Username: jobs

Password:

Server Choice: localhost

Go

Project Team and Roles

- 1 Project manager: Cengiz
- 2 Software architect: Valentin
- 3 User interface design: Man Wang/Chi Zhou
- 4 Data and database modeler: Valentin
- 5 Lead developer: Stefan
- 6 Lead documentation: Stefan
- 7 Lead testing: Man Wang

- Fact 5

There is no “magic bullet.” Tools & methods are over-hyped: Most only improve productivity/quality by 5 to 35%, and the time-to-improvement is long.

- Discussion

- Studies over the past 30 years show benefits are small, incremental
- Tendency to expect that because hardware can be made 10x, 100x better, that some cool software tool will do the same for programs
- Process and expertise are better predictors of success than which tool or methodology is used

From Robert Glass, “Facts & Fallacies of Software Engineering”