CS485/540 Software Engineering Project Details and Team Roles

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Project Assignment

- 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



Agile Process for Class Project

- 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

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



User Stories & Developer Points

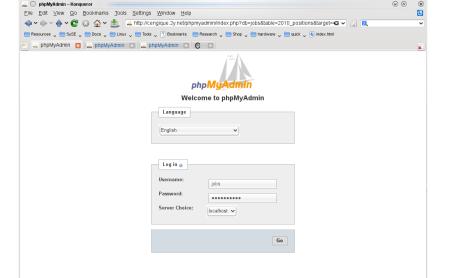
User Stories

- 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?





Project Team and Roles

- Project manager: Cengiz
- Software architect: Valentin
- User interface design: Man Wang/Chi Zhou
- Oata and database modeler: Valentin
- Lead developer: Stefan
- Lead documentation: Stefan
- Lead testing: Man Wang

Fact/Fallacy Tidbit

• 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 beter, that some cool so8ware tool will do the same for programs
- Process and exper.se are beter predictors of success than which tool or methodology is used

From Robert Glass, "Facts & Fallacies of So8ware Engineering"

