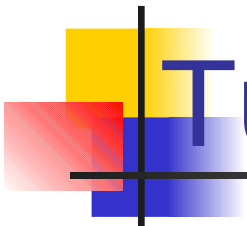


Class Project



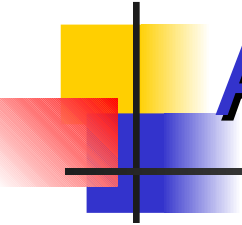
Tuesday October 14

Give a 5 minute presentation of your project idea. The presentation should not give any coding details. Rather it should describe what the project does, and as relevant, why it is useful or fun. (counts as $\frac{1}{2}$ weekly assignment)



Thursday October 16

Produce a 1 page description of your project using any feedback given by the class that lists a set of goals that must be completed to finish the project. ($\frac{1}{2}$ weekly assignment). If you are planning to work in a group, include the complete list of goals for the project, and describe what sublist of those goals you will complete.



Agile Project Management

■ Characteristics

- Agile methods break tasks into small increments with minimal planning, and do not directly involve long-term planning. *Think top down design.*
- Each iteration involves a team working through a full software development cycle including planning, requirements analysis, design, coding, unit testing, and acceptance testing when a working product is demonstrated to stakeholders. *It is an important part of the Agile to produce a working extension of previous iteration in each iteration.* Weekly team meetings on Tuesday will discuss progress and plans for the week.
- No matter what development disciplines are required, each agile team will contain a customer representative. This person is appointed by stakeholders to act on their behalf and makes a personal commitment to being available for developers to answer mid-iteration problem-domain questions. *I am the customer representative.*



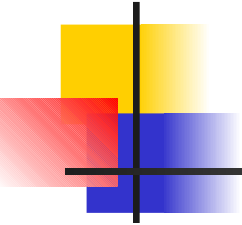
Project Development Methodology

- Develop a set of project goals to be accomplished by the end of the semester. Upload your list of goals. to the SVN. Label the first set of goals as goals0. As you progress in the project you will likely need to revise your goals. Upload your new goals as goals1, goals2, ...
- You must start with a working code in your platform.
- Replace bits in the original code to produce a starting version of your project.
- Upload the starting version to the SVN as project0.



Project Development Methodology

- Each week upload a new version of the project as project1, project2, ...
- Upload a corresponding weekly report to the SVN which describes the changes made for that weeks project, as report1, report2, ...
- Organize your SVN project folder as
 - The top level directory should be project_details
 - The second level directories should be
 - ➔ goals: contains goals0 and any goal revisions.
 - ➔ project_code: contains weekly project code updates.
 - ➔ weekly reports: contains weekly project reports.



Weekly reports

- **Do:**

- Be specific about how your work advanced the project.
- Produce code ASAP and upload it to svn. Reference that code in weekly reports.
- Think about what you plan to say from the start of the week.
- Write at least $\frac{1}{2}$ page.
- Upload the report to the SVN by Wednesday night.
- Take these reports seriously. They make up the bulk of your grade.