Project Planning

Teams

- Scheduler
  - Henley, Yeugenly, Jonghow, Mimi

- Photography Management System
  - Ben, Howell, Ian, Jeff

- Used Books Marketplace
  - Mikhail, Kaushik, Casey, Danny

- MMPORPG
  - Chris, Stacey, Jen, Marty, Gabe

Next assignment

- Requirements Document

- Due one week from today (Feb. 14)

- Details will be available on the web page tonight

Course Culture

- This is a real project
  - We expect you to work to build a real system
  - To be used by real people
  - No play acting

- Take responsibility
  - You are expected to find and solve problems yourself
  - Coding is only part of the job
  - Be prepared for a lot of other work

- Course staff are available for advice
Teams

- Teams have been assigned
  - This is how it is in real projects
  - We took into consideration preferences and experience
- Statistics on team assignments
  - 11 people got their first choice, 2 second choice, 4 third
  - Most partner requests were honored
  - Balance of experience was taken into account

Potential Team Problems

- Team members have different goals
  - Do a great project
  - Get a good grade in the class
  - Survive the class
- Differences in goals will dog every step
- Spend time discussing your goals
  - And work throughout the semester to make and keep commitment to shared goals
  - Be a team, not just a group!

Teams Again

- Today you step into the unknown
- To have a chance of returning, your team must function reasonably well
- People problems trump technical issues
  - Often the reason for failure

Potential Team Problems

- Team members don't meet commitments
  - Promise one thing
  - Do something else
- Terrible for teams of any size
  - Makes planning impossible
  - Can't give the unreliable one anything significant
- Everyone needs to take responsibility
  - But recognize also that everyone makes mistakes
Dealing with Team Problems

- Communicate!
  - Early and often, among yourselves
  - Try to get together right away!
  - Schedule at least weekly meetings
- Talk about goals, missed deadlines, etc.
  - Do not ignore problems and hope they go away
- Set the tone early
  - Be the group you want to be on the first day
  - Team culture is like cement
    - Sets quickly and hard to alter later

Project Assignments

- Documents
  - Requirements and specification
  - Design and initial plan
  - Design review (for another project)
  - Revised design and plan
  - QA (for another project)

- The project itself

- The documents are on a tight schedule
  - 1 or 1.5 weeks each

Requirements and Specification

- Goals
  - Flesh out project concept
    - Initial idea is just a starting point
    - Some of the ideas have weaknesses that can be fixed
    - OK for project to morph from the original idea
  - Find a customer
    - Every project must have an external customer
    - Talk to this person/organization to gather requirements
    - Suggestion: Everyone on the team tries to find a customer

Presentations (Requirements)

- 15 minutes/presentation
  - Hard limit!

- Format
  - \( \leq 10 \) minute presentation
  - \( \geq 5 \) minutes Q&A

- Try to make your presentation useful
  - It is a plus to share negative experiences, perhaps with solutions

Adapted from Prof. Necula CS 169 Project Planning
Presentation 1: Requirements: 5-10 slides

1. Project name and name of speaker
2. What does it do?
   - Brief description of what project will do
3. Who are the customers?
   - List of customers you have contacted
   - Comments on each
4. What are the requirements?
   - Bulleted list, use cases
5. What are the problems?
   - What don’t you know how to solve yet?

- HTML, PDF, or PowerPoint
- Email to barrett@cs by 10am on the day of presentations.

Presentation 2: Design: 5-10 slides

1. Project name and name of speaker
2. How has the spec changed
   - If nothing, say “none”
3. Design
4. Plan
   - Implementation and testing plan
5. What are the problems?
   - What don’t you know how to solve yet?

- HTML, PDF, or PowerPoint
- Email to barrett@cs by 10am on the day of the presentation

Presentations 3&4: Testing, Final Report

1. Different speakers (so everyone gets a chance)
2. More information on these coming later