Approximate Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Task(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Team formation</td>
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<tr>
<td>2</td>
<td>Requirement review, project planning</td>
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<tr>
<td>3</td>
<td>Requirements/Design fixes</td>
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<tr>
<td></td>
<td>Increment 1 development</td>
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<td>4</td>
<td>Unit test, Code review</td>
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<td></td>
<td>Fixes</td>
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<td>5</td>
<td>Integration test</td>
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<td>Increment 1 Delivery. Midway presentation</td>
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<td>6</td>
<td>Post-mortem, plan revisions</td>
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<td>7</td>
<td>Revise/extend designs</td>
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<tr>
<td>8</td>
<td>UNC handoff</td>
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<td>9</td>
<td></td>
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<tr>
<td>10</td>
<td>Delivery and final presentations</td>
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<td></td>
<td>Handoff to PKU/ILU</td>
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Progress Reporting

• Each team will give a progress report midway through the semester, and each team will demonstrate its product at the end of the semester.
• Each team will meet often with the instructor during the semester to discuss progress.
• Each team will track QA and effort metrics on a weekly basis (instructor provided form).
• Each team will hold a retrospective at the end of the semester and produce a retrospective report.

Weekly Schedule

• Two class meetings a week
  – Mix of lectures, discussions, group exercises
  – Some lecture times or parts thereof will be used for team meetings and project discussions.
• Meetings with the instructor
  – Small group discussion of SE topics, goals, ideas
  – Progress reviews
  – Course assessment
Student Evaluation

• Primarily interested in what you learn about software engineering and teamwork

• Rough decomposition
  – Quality of development artifacts: 35%
  – Quality & functionally of code 20%
  – Project management & communication 15%
  – Teamwork and participation 20%
  – Written evaluations 10%

• Keep developer logs!
• No exams if attendance stays good

What kinds of questions do you need to answer to make progress?

• Teams
• Project Requirements
• Requirements for each component
• Work distribution
• Methodology
• Schedule
Getting Started (by Tue.)

• Read
  – “Cultural Surprises” paper
  – UNC Method paper
• Review
  – Summary of DSD work products
  – Summary of deliverable schedule from UNC
  – Examples of summary reports
• Look at Deliverables from Assembla site
• Set up your team communication
• I will send you contact information for partial teams available, set up assembla permissions

Team Formation

After careful consultation…
Teams

**JLU Client**
Beach, Andrew
McMahon, Joey
Pier, Jaime

**PKU Client**
Chalmers, Max
Dion, Emmalie
Fleming, Bryon
Zhang, John

**Android Client**
Dickinson, Jacob
Northen, Richie
Sammons, Kyle
Valo, Tegan

**Test Client (Java)**
May, Sam
Odere, Michael
Rossetto, Matt

**Server**
Barnes, Travis
Gheen, Austin
Hagan, Trace
Uyeda, Douglas

**Database**
Cao, Brandon
Henkhaus, Greg
Holmberg, Kyle
Poliquin, Ben

**Facilitator**
Hamm, Keith
Kolpin, Tucker
Thompson, Turlo
Vargas-Witherell, James

Questions?