Distributed Software Development
CIS 423/523

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T-Rex Global
*All your data are belong to us!

- Welcome to your first day at T-Rex Global Software Development!
- Our Mission
- Your place in the organization
- Getting started: we were behind schedule before you got here!
- Your employee package
The Mission

• T-Rex software is developing a hot new online version of the classic game Risk®: [DSDRisk]
  – On-line, multi-player, client/server
  – Selectable maps, missions, etc.
  – Dinosaurs
  – Perfect for collecting user data!
• Ramping up production to deliver by summer (using around-the-clock development)

Your Place in the Organization

• You will be part of a globally distributed team joining a large project *already in progress*
  – Preliminary requirements developed by existing team: Universidad Nacional de Colombia (UNC)
  – Additional development teams joining to support downstream effort
    • University of Oregon (UO)
    • Jilin University (JLU), Changchun, China
    • King Mongkut’s University of Technology (KMUTT), Bangkok, Thailand
• Distributed teams will develop the DSDRisk application
  – Teams will divide the work of developing the system modules
  – Collaborate in system integration and testing
Getting Started

• How can we be behind when we haven’t started yet?
  – Development schedule requires preliminary design to begin one week from today
  – Need to ensure a solid, common set of requirements

• To ensure our input, need to review and comment on initial requirements this week!
  – i.e., we’ll work first, lecture later

Your Employee Package

• Skills survey
• Joining the global team
  – Assembla, Slack, Skype, (WeChat?, others?)
• Local team formation (roles)
• DSDRisk Project
  – Risk rules
  – Customer ConOps
  – Initial requirements
Reality Check

- Course organization
  - Project course
  - Distributed software development (DSD)
  - We will develop a subset of the components
- Course schedule
  - Common milestones
  - Some schools started already
- What we need to do and why
  - Synchronize with other schools
  - Ensure that we have input to the decisions being made

Near Term Schedule

- Goals: Understand and review project requirements
- Today
  - Project familiarization: read ConOps, Risk® rules
  - Requirements familiarization: understand UNC notation, requirements structure
  - Join Assembla, Slack
  - Create working groups (~3 people)
- Wednesday
  - Plan Active Review of DSDRisk requirements
  - Perform review
  - Initiate contact with other student teams
- Friday
  - Report on review results
- Friday or Saturday evening: short all-sites meeting for introductions
The Good News

• Most of the concepts will be familiar from 422
• Using our SRS template
• Using module structure and module interface specifications to define work assignments
• Etc.

Questions?