

Master Project Software Engineering: Team-based Development WS 2010/11

Informative Meeting, September 16th , 2011



Digital Scrum Board

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AGENDA



- Project Goals
- Project Setting
- Project Plan
- Organizational Issues



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... Project Goals ...

Capstone Projects



- “Team-based Software Engineering”
- Learning objectives
 - Experience software engineering in a realistic project setting
 - Real customer providing real world application scenario
 - Working in larger team
- Challenges
 - Real world scenarios are larger and more complex than academic examples
 - Typically short project duration
 - Students are only available part-time



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Motivation



“People are lazy from nature, they will not look up the bug count, or release progress every day. By displaying this data on monitor in a central environment people walk by, stop and are able to see the status of the project in a few seconds. ”

From <http://softwaredevelopmentisfun.blogspot.com/2010/07/agile-office.html>

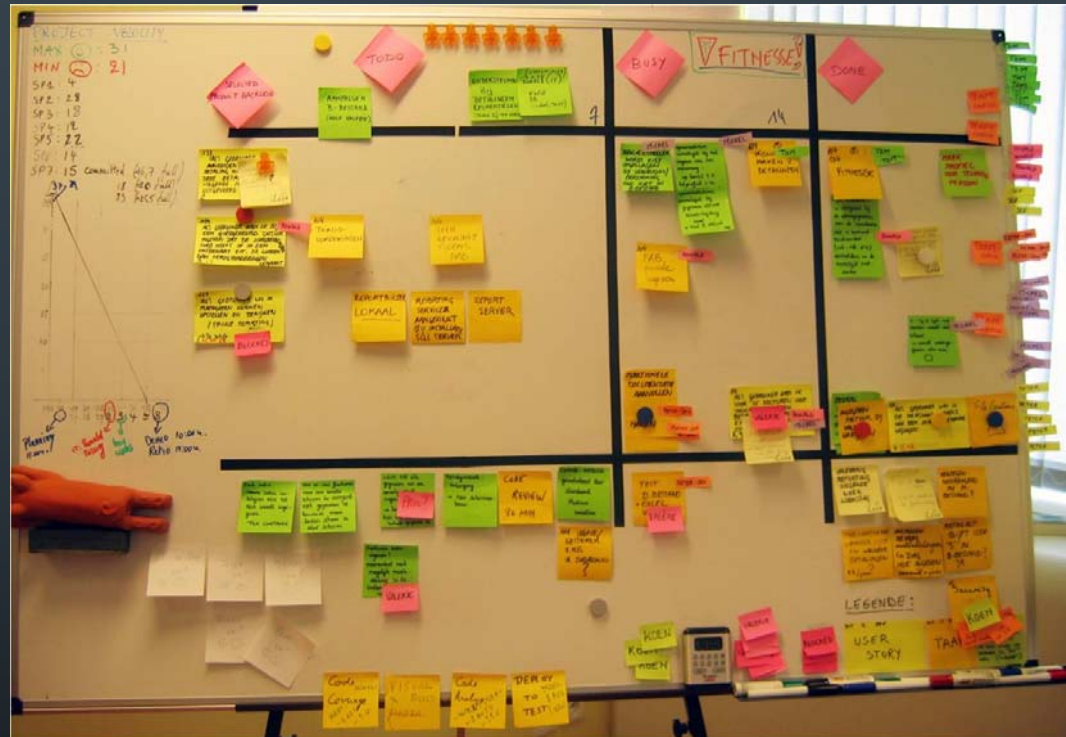


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An Analog Scrum Board



Works well for co-located teams



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Rally – A Web Based Agile Planning Tool

Backlog

Rank	ID	Name	Plan Est	State
	US17	Send Email 30 days before Safari begins	1.0	D
	US18	Verify Login		
	US16	Send Email Safari is booked		
	US10	Verify that they are not already a member	4.0	A
	DE17	Weird formatting -> Totals GUI		D
	US6	Choose dietary plan	2.0	D
	DE9	Recurring 'No Address' Warning	2.0	D
	DE13	(Auto) Fitness Test Failed for GUI - Checkout Button		D
	DE12	Code verification completely broken		D
	DE15	(Auto) Fitness Test Failed for Calculations		D
	DE8	Only one selected item is being added to the cart		D
	DE10	Production Defect in accessing shopping cart		D
	DE11	State drop down doesn't contain any items		D
	DE14	Promo Code field label formatting is incorrect		D

Plan

Release: Browse and Book - Release 1 36%

Displaying Iterations for this Release's Start Date: 2010-07-01 and End Date: 2010-07-31.

1 - Browse and Book 81%

Rank	ID	Name	Est	State
	US13	Code Query for airline price database	2.0	D
	US15	Pay with credit card	4.0	A
	US11	Verify credit card is valid	2.0	D
	US4	Complete the "You may get eaten" waiver	2.0	A

2 - Streamline Operations 100%

Rank	ID	Name	Est	State
	DE2	Sample Name (required field)	2.0	D
	US14	Sort Safari's by location nearest customer	7.0	D
	US2	Show availability of safaris	4.0	D

Release Backlog

Rank	ID	Name	Est	State
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14 Items

Display: 20

RALLY SOFTWARE

©2009-2010 Rally Software Development Corp. | 0.07 Seconds | About | Contact Support | Legal

Works well in a world-wide context but stakeholders need to login in and actively search for information.



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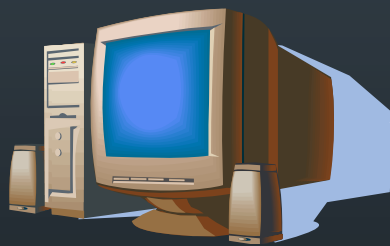


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Project Proposal



Software



Build Status

Other Information



PC + Monitor



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Minimum Project Requirements

- One Display in a central environment
- Read Agile Status out of Rally Tool and present it on a large display accordingly
- Gather Build Status Information and display it
- Prepare Software to show other important information
- Cycle screens automatically



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Optional Project Requirements

- Enable User Interaction (Select, Scope and Zoom)
 - Buttons
 - Touchscreen or camera based (Xbox)
 - Mobile Apps
- Multiple Team Displays
 - Show team related context
 - Used during planning to better display information
- Interaction with Rally for Planning support
 - Create an experience similar to analog sprint planning with an analog Scrum Board



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--- Project Setting ---

- **Project Duration & Workload**
- **Project Team**

Project Duration & Workload



Development Lab @ IESE

- **Project start ("Kick-Off")**
 - September 30th 2011
- **Project end**
 - December 16th, 2011
- **Duration**
 - ~ 10 weeks
- **Workload**
 - ~240 hours



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Project Team – Supervisors



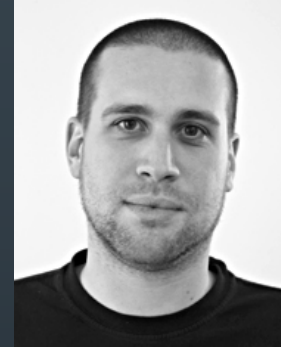
Anne Groß

Project Coordination
Project Management
Requirements Engineering



Gleb Kutepov

Project Management
Architecture / Implementation



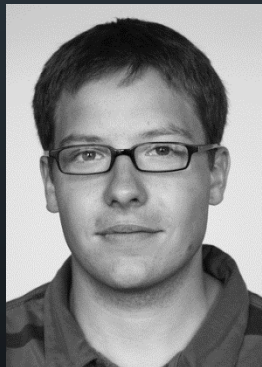
Dominik Rost

Architecture



Marco Hack

Implementation



Sebastian Weber

UI / Interaction Design



**Alexander
Klaus**

Testing



**Frank
Elbertzhager**

Testing



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Project Team – Master Students



Abufouda	Mohammed
Albuquerque	Caroline
Blibousuian	Aram
Chtivelband	Igor
Das	Abhishek
Deole	Swapnil
Elezi	Jona
Gallego López	Pablo
Gonzalez	Elena Rojo
Heinz	Markus
Mandal	Sankalita
Milyutin	Konstantin
Putri	Marie
Settenvini	Matteo
Sharma	Kritika
Sheran	Archibald
Sigel	Christian



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... Project Plan ...


Setting

- Assign each student a specific **role** and responsibilities
 - Continuous activities for all roles
- **3 iterations** (every 3rd week)
 - After each iteration presentation of results to customer
 - Elicit / incorporate customer feedback
 - Elicit detailed requirements for next iteration



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Team & Roles

2 Project Manager

Plan & track activities, effort estimation & tracking, risk management, requirements elicitation, ...

2 Requirements Engineers

Requirements elicitation, requirements specification, change management, ...

3 UI Designer

Requirements elicitation, interaction design, prototyping, evaluation, support development ...

2 Architects

Requirements elicitation, architecture design and specification, change management, quality assurance ...

1 Architect / Developer

architecture design, communication with developer, ...

4 Developer

Component Engineering, Implementation, ...

1 Tester / Developer

Test preparation, running tests, communication, quality assurance, ...

2 Tester

Test preparation, test documentation running tests, quality assurance, ...



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Tutorials




Tutorials

- Some preparation material will be provided within the next week
- Tutorials will be held @ **September 28th** starting at 9:00 a.m. @ IESE
- Workshops to discuss “Doing” Activities @ **Appointments will be scheduled with supervisors at tutorial date**

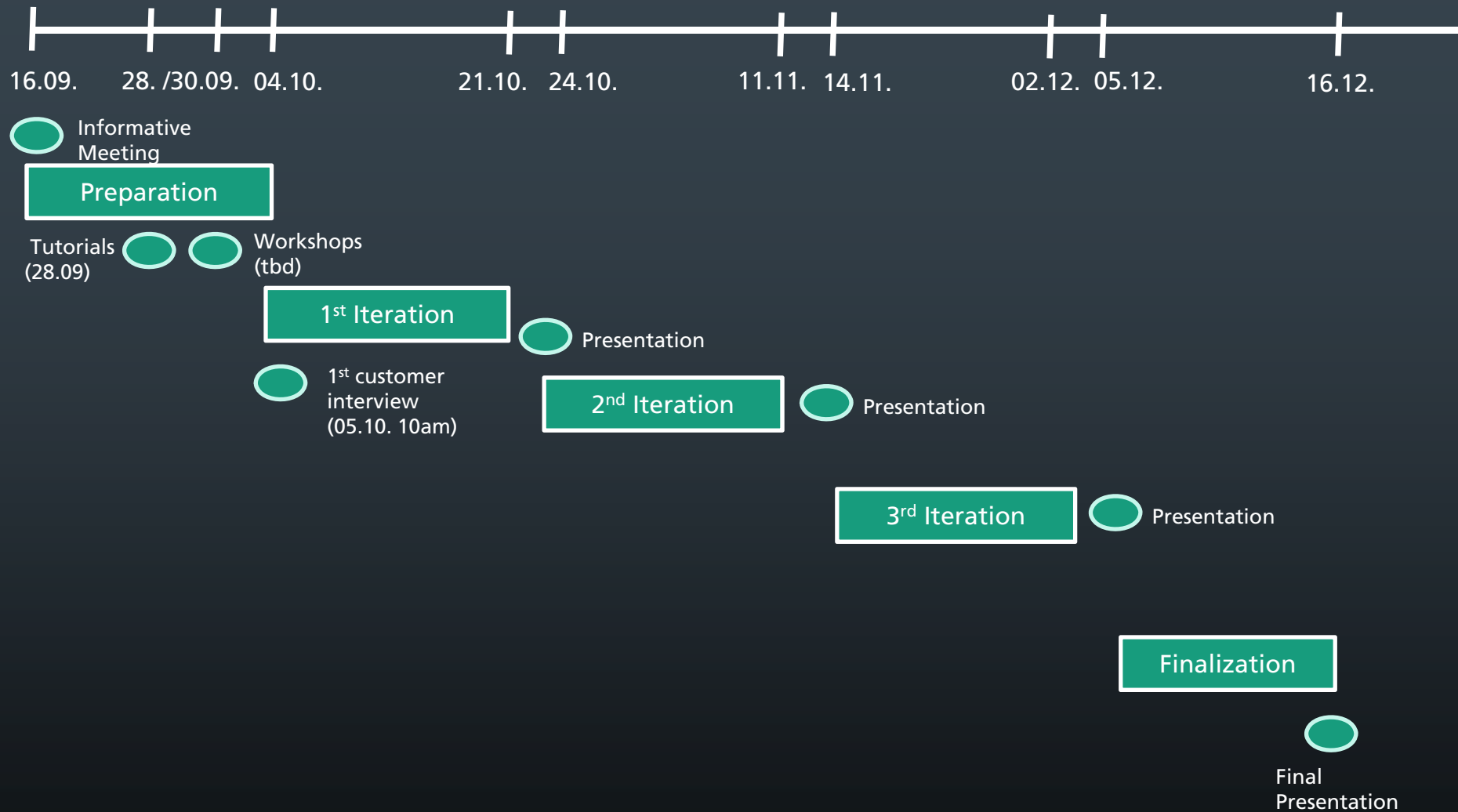


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Project Plan & Important Dates (Milestones)



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