CSC 402, Week 1
Introduction to the Course
Project Planning

I. **Weekly Lecture/Lab Overview**

A. *Monday*: Go over syllabus and milestone 1

B. *Wednesday:*

  1. Debug client cover letter and interview
     script

  2. Form teams and discuss tasks

C. *Friday:*

1. Refine teams.

2. Discuss legacy requirements.

3. Discuss process details.

II. Course Syllabus

see paper handout, and online information

III. Milestone 1

see paper handout, and online information

IV. **Client Interview Preparations**

A. Show of hands -- who does not want to attend any interviews?

   (Hoped for response is 0 hands.)

B. Show of hands -- who believes that a 402 student should attend all 37 interviews?

   (No particular response hoped for.)

V. **308 Coordinators, aka Mentors**

A. Show of hands -- who would like to coordi-nate/mentor a particular 308 project team?

(Hoped for response is 5 to 10 hands.)

B. 308 "mentoring" involves identifying your-self as such to the 308 teams, and following their project work with some loving care.

VI. Client Cover Letter

see paper handout

VII. Client Interview Script

see paper handout

VIII. Job Descriptions, Version 1

A. ***Requirements Engineer:*** Develop scenario-style requirements for specific functional aspects of the Scheduling Tool. Work on non-functional requirements. Possibly coordinate with 308 team. Possibly coordinate with clients. Consider deployment issues.

B. *Prototyper:* Develop Java-based prototype application for specific functional aspects of the Scheduling Tool, in coordination with appropriate requirements engineer(s). Possibly coordinate with 308 team. Possibly coordinate with clients. Consider deployment issues.

C. ***Modelers:*** Develop UML (informal) and JML (formal) models based on the requirements and prototype.

D. *Testers:* Plan and implement artifact-specific tests, including requirements inspections, prototype functional tests, prototype acceptance tests, prototype usability tests.

E. ***Repository manager:*** Set up and manage the SVN repository. Assist other team members with repository issues. Manage version-control-integrated aspects of the wiki, in particular issue tracking

F. ***Public website and wiki manager:*** Evaluate wiki software. Set up and manage `scheduler.csc.calpoly.edu` and its public wiki.

G. ***Maintenance planner:*** Research long-term maintenance plans. Prepare report on the alternatives. Finalize plan as part of non-functional requirements.

H. *Marketing:* Develop and oversee implementation of marketing plans for client engagement, campus-level outreach, and beyond-campus outreach.

I. ***Aesthetics/ergonomics specialist:*** Be the guru of all things aesthetic and ergonomic. Have final say on such issues.

J. *annoyingsoftware.org:* Make this happen.

K. ***Requirements lead:*** Member of the requirements team who provides the *"vision thing"*.

L. ***Prototyping lead:*** Member of the prototyping team who provides the *"vision thing"*.

M. *Modeling lead:* Member of the modeling team who provides the *"vision thing"*.

N. ***Testing lead:*** Oversee planning, implementation, and execution of tests.

O. ***Project manager:*** Develop and enforce the work schedule. Be the *"whip cracker."* (May be nearly a full-time job.)

P. ***Product manager:*** Provide the overall prod-
uct *"vision thing"*. Have final say on any-
thing released to the public. (May be nearly
a full-time job.)

IX. **Friday Topic Overview**

A. Interview details

B. Team formation

C. Past requirements review

D. 308/402 methodology review

X. **Interview Details**

A. See latest revision (paper).

B. Email today to 308rep@gmail.com:

1. interview availability weeks 2,3

2. skill sets for possible 308 assistance

XI. 402 Team Formation

-- on Whiteboard

XII. Review of past scheduler requirements

-- round-robin discussion of
good, bad, missing features

XIII. Quick Review of Methodology

A. Process -- traditional but iterative

B. Artifacts -- dual of process steps

C. Refer to 308 lecture notes weeks 1-4, and
      accompanying examples

Quick Review of Methodology, cont'd

D. **Highlights of Proposed Standard Operating Procedure**

1. Wiki, repository, release, and public web-site are physically and logically separate.

Quick Review of Methodology, cont'd

a. Wiki has ideas, rough plans, other ran-
    dom thoughts; some may go into the
    repository at some point.

Quick Review of Methodology, cont'd

b. Repository has working artifacts, suit-
able for release at designated dates.

Quick Review of Methodology, cont'd

c. Release has vetted project artifacts, suit-
    able for public consumption.

Quick Review of Methodology, cont'd

d. Public website is a *selected view* of the project, directed at non-technical clients.

Quick Review of Methodology, cont'd

2. Individual artifact ownership in the repo.

Quick Review of Methodology, cont'd

a. For artifacts you own, put preliminary or unfinished ideas as draft elements of specific artifacts; it's OK to SVN commit preliminary ideas, as long as they are in non-operational form, and we're well in advance of a release date.

Quick Review of Methodology, cont'd

b. For artifacts you don't own, put prelimi-
    nary or unfinished ideas in appropriate
    section of the project wiki; consult with
    artifact owner(s) about possible inclu-
    sion in the repository.

XIV. Selected Excerpts of 308 Notes Weeks 1-2

-- To be covered during week 2 lectures --