CS3505/5020
Software Practice II

Project Final Review
Methodology Shaping Workshop
Blitz Planning
Project #7

● Write a game (or other pre-approved application) using XNA.
  – Approximately three weeks of work for four team members
    – should be substantial work to get full credit.

● Teams of 4
  – I may add/allow a 5\textsuperscript{th} member to some teams of 4.

● Projects due during finals week.
  – We will plan on having your last checkpoint during the previous week. You are not expected to do significant work during finals week, although your team may elect to.
Project #7

- Teams must use software processes during this project.
  - Your team will commit to one next Tuesday.
  - This will be a graded component of the project.

- Expect weekly meetings with the TA to record your progress.
  - We will set up a schedule / signup sheet
  - Points given for each completed sprint / TA meeting
  - Complete process review worksheet prior to meeting

- Expect ‘daily’ stand-up meetings with your team at the beginning of each Tuesday class period.
  - Required – teams should practice this on their own
Project #7 – Getting started

- Next Thursday you will have your first meeting with a TA.
  - TAs will offer recommendations on project scope / duration.
  - TAs will make scrumworks accounts for you at your meeting
  - You should then have a Blitz planning session with your team and populate your scrumworks projects with user stories or tasks to be completed.
Project #7 – Requirements

- Each game must implement two of the following features for a C grade (three for a B, four for an A):
  - Scrolling view
  - 3-D objects
  - AI that can fairly beat a rookie
  - Multiplayer support
  - XBox compatibility
  - Customizable games / persistent state
  - Storylines that affect game play
  - Animated sprites / sprite sheets
  - Programmatic Audio
  - Dynamic terrain generation

- Additional features may be added to this list.
  - Exact details will be posted on the project web page.
Project #7 – Requirements

- Each team must use scrumworks to plan and record their progress.
  - Teams will put a list of tasks in a backlog.
  - Each week teams should commit to a ‘sprint’ to complete some tasks from the backlog.
  - Sprints 1 and 2 are due Thursdays, Sprint 3 is due on the last Wednesday.
  - Scrumworks backlog and first sprint must be populated by Monday morning. (15 points)

- All team members must participate.
Methodology Shaping Workshop

• **Step 1:** Make sure your team is formed
  - 10 minutes to absorb new team members
  - Teams should make sure their schedules are compatible
  - Last chance to bail out on a team
Methodology Shaping Workshop

• Step 2: Collate your lists of software processes
  – 10 minutes to complete this step
  – Use your lists that you brought in to class
  – Create a combined list of likes, and a combined list of dislikes
Examples:

- Stand up meetings
- Test-last
- Osmotic communication
- Email interaction
- SVN
- Minimum meetings
- Individual roles
- Agile development
- Side-by-side programming
- CVS
- Long meetings
- Test-first
- Excessive comments
- Burn-down charts

- Heavy, up-front documentation
- Pair Programming
- Meet physically vs virtually
- Task allocation techniques
- Communication methods
- CRC cards
- Use cases
- Procrastination
- Hack and slash
- Forms of documentation
- White box testing
- Black box testing
- Google Groups
- Mailing lists vs email list
- ...

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Methodology Shaping Workshop

● Step 3: Vote on your favorites
  – 15 minutes to work on this
  – Give each person seven ‘up’ votes and seven ‘down’ votes
  – Go in rounds and have each person cast one ‘up’ vote for a process and one ‘down’ vote for a process. (Abstains OK)

● Select team meeting time with TAs
  – Fill out the worksheet and hand it in
Using Scrumworks

- Scrumworks will help you organize your tasks into sprints

- Two top-level entities:
  - Items – akin to user stories
  - Tasks – work to be done to complete an item

- An item usually has a number of subtasks
  - Create items using File->New
  - Create subtasks by right clicking items
Using Scrumworks

- The project screen is divided in half
  - The right half is the uncommitted backlog. This is where your blitz planning results go.
  - You may revise the items here as needed.
  - The left half is the completed tasks list. This is where your sprints are listed
  - Create sprints using File->New, then drag and drop items (not tasks) into your sprint.
Using Scrumworks

- When planning your sprint
  - Items cannot be assigned to a person
  - Assign each task to a person
  - Each person should mark their tasks as ‘started’ when they begin them

- Mark off tasks/items in the sprint as they are completed
  - If something is blocking you, change your task’s status to ‘impeded’
  - It is the scrummaster’s responsibility to arrange tasks so that impediments are resolved quickly
Using Scrumworks

- When you open a project (and a sprint is active), you will get a report on the current sprint.
  - If you are running behind, do not remove items from a sprint – complete them!
  - If you discover additional items, add them to the backlog.

- Stand-up meetings are very important
  - Practice them every time you meet
  - Stay focused – keep the conversation related to your sprint
  - Everyone must participate in stand-up meetings
Blitz planning

- Step 1: Establish what it is you are working on
  - 10 minutes
  - Discuss your project
  - It is important that everyone knows what you intend to build
  - Today’s blitz planning is real – you will plan your project development
Blitz planning

- Step 2: Write down tasks on notecards, small pages, or post its
  - 30 minutes
  - Determine task categories – consider these development items
    » Game level maps
    » AI
    » etc.
  - Break items into tasks
    » Map data structure / class
    » Map reader
    » etc.
  - For each task, estimate the number of hours it will take
  - If a task takes more than 5 hours, break it into subtasks
  - Spend no more than a moment on each task – keep it terse
Blitz planning

- Step 3: Order tasks by priority and dependencies
  - 20 minutes
  - Identify which items (and associated tasks) need to be completed to form a walking skeleton, first release, etc.
    » This will be your first sprint
    » Limit it to what you can accomplish by one week from Thursday
    » Estimations are critical here! Poor estimations = more work for you
Blitz planning

- Step 4: Put your data into scrumworks and have your first stand-up meeting.
  - You’ll have to do this after class.

- We’re done for today.