Team Activities Today in CS189A

• Throughout: TA meetings for those assigned: PRDv1 help/feedback
• Team activities (Sprint 1 ends, Sprint 2 begins)
  – Retrospective (1 good, 1 bad each; vote/pick one to fix in Sprint2)  + SSCRIBE
  – Sprint 2 planning (10 days)  (PRDv1 due this Thursday)
    • Oct 29-Nov 8 (design & prototyping (5-10 stories/ucases, PRD v1 and v2)
      – PRDv1: 10 stories/ucases prioritized w/ acceptance tests/testable postconditions
      » 5 stories/ucases with implementation started or completed w/ tests
      » Give links to github commits for 5+ in PRDv1 writeup next to story
      – PRDv1: architecture/system diagram
      – PRDv1: 2-3 page in depth writeup: problem, innovation, science, core technical advance; project specifics, team goals/objectives, background, & assumptions
      – PRDv2: more detailed system diagram + detailed design (see next slide)
      – PRDv2: 10 additional stories/ucase, 5+ additional implementations/tests
      – PRDv2: 3+ sequence diagrams, 3+ UI interaction/sequence diagrams + mockups
      – Sprint backlog: Stories with tasks and timings; selected by team members to amount to 10 days; build/track burndown chart (show TA at meeting)
        » Plan to add commit links and trello/pivotal cards to PRDv2 for each
• Thursday: Scrum, TA meetings, finish/turnin PRDv1 via email
  – Please include an updated vision statement with your PRDv1 turnin!

PRDv2 User Stories / Use Cases

• Revise spec to add detail to the functional specification to match your design
• Add user stories and break up the stories you have into finer grained stories
  – Provide UML, sequence diagrams, dataflow diagrams
  – Goal: a CS senior should be able to take your doc and implement the project
• For each fine-grained story, provide a description and acceptance test
  – Provide time estimates (1 person-hours) for each story implementation
    • Ensure you can finish the implementation in the time you have (this/next quarter)
  – Prioritize tasks to have a complete prototype by the end of this quarter
    • Focus on the externally facing interfaces, mock out what you cannot get to
  – Write unit tests to implement tasks for mandatory tasks
    • Document these tasks (autogen the documentation/usage)
  – Add trello/pivotal task links (titles must match) to PRDv2 for each story
• Prototype designed mandatory tasks; add github commit ID/link to PRDv2
  – Github must have unit tests, documentation (for anything without unit tests), and prototyping implementations for each story in Sprint
• If you have a user interface
  – Provide mockups that are tied to the functionality described in 1+ components
Your Project Design: PRDv2

- High level diagram: Architecture (hardware/software)
  - Evolve your overview picture from PRDv1 to provide significantly more detail and any updates or changes

- UI and Design: Detailed design
  - UML diagrams of primary data structures that comprise the system architecture connected via their associations (if any)
    - Ensure that each "class" is balanced in terms of cohesion & coupling
    - Annotate with pre/post conditions when appropriate
  - Sequence diagrams
    - synchronous and asynchronous for key interactions between classes
      - At least 3 different interactions
    - User interactions with the system
      - At least 3 different interactions
      - Can be a human user or a machine user (API) interaction
        » Event response, updated application state
      - If you have a user interface: Provide mockups for primary UIs