Week #2: CS189A

• Teams formed and selected
• Getting Started & Design lecture: Prof. Richert Wang

• Project setup
  • Turn in team info to TA by end of discussion section tomorrow
    – Team name, 1 sentence description of project, github repo
      (shared with ckrintz and stevebako if private), emails if requested
      on selection list in piazza

...
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      (shared with ckrintz and stevebako if private)
  - Send group email to mentors (emails in piazza), cc ckrintz, stevebako
    - Start process to schedule first and weekly meeting
  - Schedule daily scrum meetings, mentor meetings, weekly TA mtg
- Plan Sprint I (which starts tomorrow!)
  - Vision statements & sprint planning
- Work on vision statements
  - Send to mentors requesting feedback by end of discussion tomorrow
- Next Monday: Turn in vision statements: email to TA by class end
Sprint Planning: Sprint 1

- Oct 12-25 (10 working days)
- Layout priority list: things to get you started
  - Vision statement
  - Technology investigation
  - Team support tools
    - Github, Trello, Pivotal
  - Start on Product Requirements Doc (PRD) version 1
    - Details on this next Wednesday (week 2 of sprint)
  - Initial prototyping
- Break into tasks
  - Granularity up to you but 1-2 days max per person
  - Go around group and estimate time (1/2day or day)
- Plan to have each team member demo something at end
  - Tasks and sprint
    - Later sprints you will demo overall and individual "stories"
Sprint Planning: Sprint 1

- Oct 12-25 (10 working days)
- Layout priority list: things to get you started
- Break into tasks
- Plan to have demos at end
- Go around group take tasks until each have 10 days worth
  - Remaining task stay in priority order until next sprint
  - This is your Product Backlog
- Setup burndown, update it on every scrum (scribe)
- Scribe (can change over time) records scrum blockers and missed task deadlines

- 50 lines committed per team member per week starting next week
  - Lines can be code, writing (vision/prd), documentation, tests, ...
Technologies to Consider + Ask Mentors

• Work on **tutorials** if new to you
• To support workflow
  – Trello, PivotalTracker, Podio, Jira
  – Github
  – Issue tracking (github, waffle.io)
• Fast prototyping
  – firebase, angularjs, react, atlassian stash
• Continuous builds
  – Jenkins, travis
• Wireframes
  – gomockingbird (mockingbird), balsamiq
• Useful components/technologies
  – Oauth
• Mobile app platforms
• IDEs, programming languages

• Server and cloud:
  • System configuration: Ansible, Puppet, Chef, Saltstack/Saltcloud
  • Virutal servers/object store: AWS, Google, Azure
    • Use free tier & student credits
  • Platforms: Google App Engine, Heroku
  • Mobile Backends: Backendless, Google Endpoints, AWS Lambda
  • Services: MongoLab, Instacluster, Amazon RDS,
  • Hadoop/ElasticMapReduce
  • APIs: Twitter, Facebook, Google technologies (maps/earth/drive)
    Development environments: Apache JClouds
2-Page Vision Statement

• PDF via email to TA by end of class (class time allocated) on Monday
  – Project Title / Name (can change)
  – Team name, members names/emails
  – Team lead
  – what the project is about
    • What problem the project is solving (what is innovation, the science, and new core technical advance)?
    • Why the problem is important
    • How the problem is solved today (if it is)
  – Identify the outcome of the project
  – Define initial project milestones: specification, design, prototyping
  – How do you plan to articulate and design a solution
    • List the implementation platform and technologies will plan to use to develop the solution
    • Overview the process model you will employ to achieve the milestones