

Organizational matters

- The registration confirmation will happen through mailing list submission and appropriate news update on the course website. It will happen before 22 October, unless the emails will be still down by then.
- Don't worry about duplicate submissions.
- Contacting us:
se13contact@lists.st.cs.uni-saarland.de
se13students@lists.st.cs.uni-saarland.de

Project voting

- Project presentation: 22 October.
- As whole teams, until 23 October midday (11:59 am).
- Through google form, assigning vote score to all projects.
- Vote scores given as input to constraint solver to obtain fair assignments of projects to teams.
- Students without teams will be also allowed to vote and will be formed into groups based on vote scores.
- However, please try extra hard to form groups of 6, possibly 5 or 7.
- Appoint a team leader, who will be the main team representative.

After voting

- You will be formed into a team if you didn't had one yet.
- You will get your project assigned to you, as well as a tutor.
- We will setup Redmine (project management software) for you with Git repository, wiki and **issue tracking and time logging facilities**.
- Your tutor will contact you.
- You have to contact the customer and setup first meeting with him.
- During the meeting the customer, entire team and the tutor have to be present. You will elicit knowledge required for the first iteration (see next slide).

First iteration: the vertical prototype

- Length: around 4 weeks (exact dates will be given later).
- Deliverables: documentation and working software presented to tutor and customer. Issues and time logs logged in Redmine.
- Documentation:
 - four A4 pages of contract-style must/may/won't-have requirements.
 - 1 core use case, based on the requirements, with detailed “happy path” scenario and comprehensive listing of all exceptional cases.
- Goal of the iteration: early mitigation of technical risks.

First iteration: the vertical prototype

- Implement most of the use case, possibly using stubs / mock-ups.
- Focus on exercising all technologies. Examples:
 - read/write the database (with mocked-up data);
 - access the API;
 - move the robot;
 - install and run the mobile app;
 - contact the cloud;
 - visualize the shape;
 - generate the diagram;
 - simulate the environment;
 - deploy and click on the webpage.

Second iteration: the horizontal prototype

- Length: around 4 weeks (exact dates will be given later).
- Deliverables: documentation and working software presented to your tutor and customer. Issues and time logs logged in Redmine.
- Documentation:
 - Requirements update, as necessary.
 - Use case update, as necessary.
 - 2 more use cases.
 - GUI paper prototypes for all the use cases, also encompassing the exceptional scenarios.
 - UML class and sequence diagrams for all the use cases.

Second iteration: the horizontal prototype

- Implement all the “must” requirements. Both from the previous use case and the two new ones.
- Focus on staying true to your requirements, use cases, GUI paper prototypes and UML diagrams.
- Goal of the iteration: delivering a piece of software satisfying the minimal (all the “must”-s) requirements of the customer, with accurate documentation.

Third iteration: the may-haves

- Length: around 4 weeks (exact dates will be given later).
- Deliverables: documentation and working software presented to your tutor and customer. Issues and time logs logged in Redmine.
- Documentation: requirements, use cases, GUI paper prototypes and UML class and sequence diagrams update, as necessary.
- Implement as much “may”-have requirements as possible.
- Goal of the iteration: delivering an expanded, high quality software package to the customer. This final package will be submitted to grading.

Final considerations

- We will diligently search for students who do nothing; if your team participation is lacking, your grade will be negatively influenced.
- In case of team or customer problems, contact your tutor. In case of problems with your tutor, contact the course manager. In case of problems with the course manager, contact the professor. In case of problems with the professor... well then, good luck ;-)
- Borderline cases, e.g. project without GUI, will be solved on individual basis (contact your tutor).
- Log on Redmine the issues and time spent. Don't cheat; it's easy to spot.