Team Final Project

CHANGE LOG

Typically updated places in a wiki page over the initially released version of the project/iTrust requirements are highlighted in blue color.

- **[iTrust requirements]** Nov 12, Wed: In UC 14, in 14.3 Sub-flows (the end of the first bullet point and second bullet point), replace "Oct 14-28, 2014" with "Oct 14-27, 2014" to fix the mistype of the ending date.
- **[iTrust requirements]** Nov 12, Wed: In UC 14, in last bullet point in Influenza Epidemic Detection Algorithm, some sentences are added to explain the meaning of "weekNumber". "For example, assume that the specified date is Jan 30, 2014, then the preceding two weeks of Jan 30, 2014 are Jan 16-Jan 29, 2014 (including two weeks: Jan 16-Jan 22, 2014 and Jan 23-29, 2014). Then the weekNumber of the week of Jan 16-Jan 22, 2014 is 3, which is the number of weeks starting from Jan 1, 2014 needed to reach the period of Jan 16-Jan 22."
- **[iTrust requirements]** Nov 8 Sat: In UC41, "The event is logged [UC5, S44]." has "S44" crossed out because this "S44" subflow is obsolete and doesn't exist any more. Note that for logging info for UC41, please refer to S2 of UC5: "[S2] For creating, viewing, modifying, or deleting information, the following information is recorded: the MID of the logged in user, any appropriate secondary MID of the user whose information is being accessed, a transaction type corresponding to the given action, and the current timestamp."
- **[iTrust requirements]** Oct 31 Friday: A note on "fake email" is added to the end of UC41 (the earlier description didn't include such info while asking students to implement sending "a fake email"): "Notes: There is a fake email system that provides a "send" method -- using that method, you specify the email sender, recipient, subject, and message body. The "email" is stored in the database, but not actually sent via real email. To view these fake mails, you click the "View fake emails" link at the bottom of any page in iTrust. The fake email system is already built, and will probably not need editing for this assignment."
- **[iTrust requirements]** Oct 30 Thursday: Logging info added near the bottom of UC20 (the earlier description didn't include such info while asking students to implement logging)
- **[iTrust requirements]** Oct 27 Monday: Added/replaced some phrases in the end of S1 and S2 in UC14 to clarify these two places: "The LHCP is provided a yes/no answer on whether an epidemic is occurring during consecutive two weeks immediately preceding the specified date (e.g., assuming that the specified date is Oct 28, 2014, then the consecutive two weeks are Oct 14-28, 2014)."
- **[iTrust requirements]** Oct 27 Monday: Added two algorithm sketches in the end of UC14 for students to implement (the earlier description didn't include such algorithm sketches while asking students to implement them)
- **[Project Logistics]** Oct 20 Monday: Updated iteration pages to clarify the specific period for each iteration (Iteration 1, Iteration 2, Iteration 3)

PROJECT WIKI PAGES

Project Teams
Project/iTrust Requirements

First Meeting – meeting time between Oct 20 - Oct 24 (Monday-Friday)
Iteration 1 – demo time between Oct 27 - Oct 31 (Monday-Friday)
Iteration 2 – demo time between Nov 10 - Nov 14 (Monday-Friday)
Iteration 3 – demo time between Dec 1 - Dec 5 (Monday-Friday)
Final Presentation – meeting time between Dec 8 - Dec 12 (Monday-Friday)
Final Documentation Due before the final presentation meeting between Dec 8 - Dec 12 (Monday-Friday)
Final Code Submission Due before the final presentation meeting between Dec 8 - Dec 12 (Monday-Friday)

COURSE STAFF SUPERVISOR SCHEDULE

Grigore's Meeting Slots
Tao's Meeting Slots
Boyang's Meeting Slots
Shy-Yauer's Meeting Slots
Wei's Meeting Slots
Jingning's Meeting Slots

LOGISTICS

Projects will be done in project teams (see your team formation in this wiki page, accessible to only logged-in users) of 7 to 8 students (online students will be in the same team). Each team has a course staff member, i.e., course staff supervisor, that will be working with the team for the rest of the semester. There are 26 teams in total.
Your team will work on team software development for the new iTrust requirements posted on the project requirements wiki page.

Your team can use room 1112 SC or 1314 SC for project meetings among project team members (note that your first/iteration/final meetings with the course staff supervisor won’t use these two rooms). All CS427 students are already granted card key access to these two rooms. But please AVOID using the rooms in the following "room NOT available" time periods when other classes use the rooms:

- Mondays  whole day rooms available! 😊
- Tuesdays  3pm-4pm (room 1314 NOT available)
- Wednesdays 6pm-7pm (room 1314 NOT available)
- Thursdays  8am-10 pm (rooms 1112/1314 NOT available)
- Fridays  8am-10 pm (rooms 1112/1314 NOT available)

FIRST STEPS

1. Your first task as a team is to agree on a team contract. Below is a sketch of what the team contract shall look like.
2. Team contracts are due by the First Meeting. You will need to print your team's contract, have all the members of the team sign it, and submit it during the First Meeting.
3. Your team shall sign up for a time for a First Meeting slot. In particular, your team shall sign up following the instructions on this page for a meeting slot with the course staff supervisor in charge of your team (you can find out who is your course staff supervisor from this wiki page, accessible to only logged-in users).
4. Ensure that your team has already set up its wiki page according to the sample format (see the detailed instruction on such project wiki page in the First Meeting wiki page). You will use this team wiki page to keep an online record of your team's progress throughout the course project, including the minutes of your meetings.
5. You shall do role assignment among team members for each of the three iterations (Iterations 1, 2 and 3). In particular, for each iteration, your team shall assign three team members to take the roles of team/development leader, planning leader, and quality assurance leader, respectively. Note that the role assignment shall reflect rotation of taking roles, i.e., satisfying the following requirements: (1) every team member needs to take one role during at least one iteration; (2) no team member is allowed to take the same role for more than one iteration. For a team with 7 or 8 members, 1 or 2 members will take two different roles across two iterations. Please refer to the beginning of the lecture on "team management/use case requirements" and Section 2.3 roles of plan-driven process materials for more details on role responsibilities.

Team Contract

Team contract for ________________ (your team name goes here; you can find out your team name from this wiki page, accessible to only logged-in users)

- We agree that we will participate actively in this class project.
- We agree that all members of our team will be present during the demo for each milestone.
- We agree to consistently meet as a team at ________________ (time(s) and day(s)) [minimum meeting time: 1 hour] each week for the duration of the course project. This is in addition to meeting separately in pairs (if our meetings last long enough that we do all our work and pairing during the meetings, then we don't need separate meetings for pair programming), and this is separate from team meetings with your course staff supervisor.
- We agree that we will do actual pair-programming and that we will switch pairs regularly.
- We agree that we will respond to e-mail/calls/etc. from our team members and the course staff within ________ hours.
- We agree to report an unresponsive team member to the course staff as soon as problems occur.
- We agree that we will seek help from the course staff and not wait until the last minute before the assignment is due.
- We agree that we will post our progress frequently on our team's page on the class wiki.
- ... include additional clauses for your team....
- ....

Signed,

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<thead>
<tr>
<th>Name</th>
<th>Signature</th>
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<tbody>
<tr>
<td>FIRSTNAME1 LASTNAME1</td>
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<tr>
<td>FIRSTNAME2 LASTNAME2</td>
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Ideally, your entire team would meet at least one evening each week to work on the project. This is primarily work time not play time. Your team may choose any meeting style that works best for you, and which reflects XP practices. Please keep minutes of ALL meetings that you have as a team on your team’s wiki page. Create a Child Page for the minutes of each meeting.

All team members must be present at each meeting with the entire team and/or the course staff supervisor.

**TIMELINE**

In the rest of the course project, each team will present their progress to the course staff supervisor for the team based on the schedule below:

- **First Meeting**: Oct 20 - Oct 24 (Monday-Friday)
- **Iteration 1** demo: Oct 27 - Oct 31 (Monday-Friday)
- **Iteration 2** demo: Nov 10 - Nov 14 (Monday-Friday)
- **Iteration 3** demo: Dec 1 - Dec 5 (Monday-Friday)
- **Final Presentation** (includes submission of code and non-code artifacts): Dec 8 - Dec 12 (Monday-Friday)

Each milestone demo will be worth **15 points**. The final demo will be worth **50 points**.

**FAQ**

1. **Will we be able to change teams?**  
   No.

2. **What if I don’t like my team?**  
   In practice, you will not always choose your teams. Learning how to function effectively within a team is an important skill that you will need. We hope that you can learn some of that in this class. FYI, here is a blog post on "How not to work with others" written by a Cornell CS professor.

3. **Is it fair to force us into teams?**  
   All teams were formed in more or less the same random manner, similar to what you may experience in the real world when you graduate.