Iteration 3

Please sign up for the Iteration 3 meeting with your course staff supervisor. To sign-up, please look here (accessible to only logged-in users) for the course staff supervisor in charge of your team, then enter your team name (e.g., T800) in one of the available slots for that person shown in the available time slot wiki page for that person:

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

Timeline

Iteration 3 is the period Starting at the end of the Iteration 2 meeting and Ending at the beginning of Iteration 3 demo time between Dec 1 - Dec 5 (Monday-Friday).

NOTE: Iteration 3 meetings will last likely for 60 minutes, as the previous iterations.

Iteration 3 is worth 15 points.

Guidelines

We will use the guidelines that we had for Iteration 2 with the additional guidelines below, some new and some repeated for emphasis.

Additional Guidelines:

- The course staff need to be able to run your project and all the tests on their computer. During the Iteration 3 meetings, the course staff supervisor will check out your Iteration-3 tag on their computer. It is in your team’s best interest to ensure before the meeting that your code could run on the course staff supervisor’s computer, that you have all your code tagged, that all your automated tests pass, and that the instructions for your manual tests are detailed enough (document the steps for manual testing on your team’s wiki or in SVN such that the course staff supervisor could reproduce your steps during the meeting).

- You are strongly encouraged to meet with the course staff supervisor BEFORE the Iteration 3 meeting to ensure that your team’s (possibly incomplete) code works on their computer. This is another opportunity to talk with the course staff supervisor about any problems that you may be facing. It’s fine to assign just one person or pair to meet with the course staff supervisor about this.

- Your team must be able to convince us that you followed XP.

An easy way to show that you’re following XP is to have several commits for each story/task: first commit some new tests that you added (even if failing, although in general it’s not good to have failing tests), then commit the code that makes the tests pass, then refactor the code and commit the changes. That way you can show you’re following the test-code-refactor cycle.

- Tag the contents of your SVN repository that represent your progress at the end of Iteration 3 as Iteration-3. Instructions for tagging your code were given in Iteration 2.
- Please DO NOT wait until the Iteration 3 meeting to notify course staff supervisor of any technical problems that you may be facing.
- Ensure that all the user stories are listed and broken down into tasks for all previous iterations prior to the meeting. Please incorporate the feedback from the course staff supervisor on your user stories, including offered suggestions or improvements.
- Ensure that you walk through the use case implementation and testing for your proposed new use case. See the details here.
- Do not switch the presentation laptop during the meeting.
- There shall be no “big pairs” (more than two students) or “pairs helping another pair” (pairs who did nothing else but help other pairs). Each student must belong to a pair that did some actual work and shall be able to demonstrate your story/test/code/refactor cycle.
- If your presentation laptop does not have a built in VGA adapter (this is true for Macs), please bring your own VGA adapter.
Advice on Prioritizing Work

For Iteration 3 and the Final Demo, your team may prioritize your work as if you wanted to contribute to the open-source code. We won't require you to contribute, and making such contributions to open source will not affect your grade in any way. However, this is still a good way to think about your code: what should you do, and how should you program, if you had to put your name behind it, and your prospective employer could see it. It's better to get fewer things done well than to attempt more things and do them poorly.

Checklist

- Did you make enough progress? Note that after the Iteration 3 meeting there will be only <=1 week before the Final Presentations.
- Can the course staff check out and run your code and tests?
- Do you have a meeting agenda?
- Have you decided on your MARS roles? Make sure each student has a different role from the last iteration. For an iteration meeting, the moderator role will be taken by the team/development leader for that iteration.
- Have you frequently updated the Wiki?
- Have you frequently committed to SVN? If you're using GitHub, have you frequently synced your commits with SVN?
- Did you tag your work as Iteration-3 before the meeting?
- Have you notified us of important technical issues in advance?
- Can your code and tests be run on all your team members' computers, especially on the presenter's computer?
- Has each pair made at least 4 SVN commits?
- Has each pair written (or updated) at least 2 automated tests (or discussed in advance with the course staff supervisor why you have no automated tests) for each new task?
- Does your commit message include your pair's name or netid? Did you say what your pair did in the commit message (you can just refer to a task or story on Wiki, need not copy all the text)? Also, you shall not have any blank commit messages.
- Has your plan been updated with the actual time that it took to complete the user stories?
- If you're presenting with a Mac, do you have a VGA adapter?
- Are the meeting minutes posted on the Wiki within 24 hours? Your minutes shall have enough details to recall what was discussed in the meeting.
  For example, "discussed user stories" is not detailed enough, but "the course staff supervisor suggested that user story 1 shall be broken down more" is better.
- Are you prepared to answer questions about each SVN commit log?