

# 09/23: Schedule and Teamwork

#### The Capstone Experience

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## Schedule and Teamwork

**≻**Schedule

**≻**Teamwork

## Where do you start?

- Project Plan
- Prioritized Risks
- Feature Set(s)
- Fixed Milestones
  - Course
  - Client

Tradeoffs...

**Features** 

VS.

Time

Are there fixed milestones in the "real" world?

#### Schedules

- Schedules > All-Hands Meeting
- Schedules > Major Milestones
  - **■** 09/16: Team Status Report Presentations
  - **■** 09/21: Team Project Plan Presentations
  - 10/19: Team Alpha Presentations
  - 11/23: Team Beta Presentations
  - 12/07: Project Videos
  - 12/09: All Deliverables
  - 12/10: Design Day Setup
  - 12/11: Design Day



## **Project Parts**

- Break Down Project
  - Main Parts
  - Sub-Parts
  - Sub-Sub-Parts
  - Etc...
- Categorize
  - Risks
  - Dependencies (Particularly Risk Dependencies)
  - Priorities
- Worry About
  - Interfaces Between Parts
  - Integration of Parts



## **Building A Project Schedule**

- Start With Fixed Course Milestones
- Estimate Times for Tasks for Parts
  - Building
  - Integrating
  - Testing
- Assign Tasks to Team Members
- Must Keep Everyone Busy All the Time
- Use "Short" Deadlines (E.g., 2-3 Days) Why?
- Document and Track
  - Microsoft Project?
  - Collaboration Tool?



## **Estimating Time for Tasks**

- Rough Estimate
  - Intuition
  - Experience
- Refined Estimate
  - Prototype or Partial Build
  - Extrapolation
  - E.g., 2 Days to Build  $1 \rightarrow 6$  Days to Build 3
- Keys
  - Be Realistic
  - Include Buffer Time if Unsure
- Adjust Schedule Accordingly

## Typical Build Cycle

#### Until Project Done Do

- 1. Divide Next Big Task Into Little Tasks
- 2. Assign Little Tasks to Team Members
- 3. Complete Little Tasks
  - a. Implement
  - b. Test
- 4. Integrate Little Tasks Into Big Task
- 5. Test Big Task

Very Important

High Priority Risks Get High Priority Scheduling

#### **Revision Control**

- Versioning
  - Discrete "Internal" Versions (States)
  - May Correspond to Builds
- Revision Control Systems
  - Check Code In and Out
  - Mark Specific States as Versions
- Motivation
  - Build Breaks System
  - Revert to Earlier Build
  - Avoid Bridge Burning
- Examples
  - GitHub
  - Visual SourceSafe
  - GNU RCS (Revision Control System)

Can Be Serious Problem

## Living Schedule

- Schedule Is Dynamic
  - Unforeseen Problems
  - Added Features (Avoid Feature Creep)
  - Etc...
- Track Your Progress
  - Microsoft Project?
  - Collaboration Tool?
- Revisit Schedule Often
  - Weekly Team Meetings
  - Weekly Triage Meetings with Angie
  - Identify Slippage
  - Hold Each Other Accountable (or Contact Angle or Me)
  - Set Corrective Action
  - Adjust Schedule



## Schedule and Teamwork



**≻**Teamwork

## Team Organization

- Up to Each Team
- Organize into Roles
  - Client Contact
  - Program Manager
  - Developer
  - Tester
  - Systems Administrator
  - Etc...
- Everyone Must Make Technical Contributions

## Team Dynamics

- Key to Success
- Significant Component of Course Grade
- Address Problems Immediately
  - Within Team
  - With Dr. D. and/or Angie
- Be Ready to Discuss During Interviews

Grading (1 of 2)

| • Team (70%)   |          |
|--|----------|
| <ul> <li>Project Plan Document &amp; Presentation</li> </ul> | 10       |
| <ul><li>Alpha Presentation</li></ul>                         | 10       |
| <ul><li>Beta Presentation</li></ul>                          | 10       |
| <ul><li>Project Video</li></ul>                              | 10       |
| <ul><li>Project Software &amp; Documentation</li></ul>       | 25       |
| <ul><li>Design Day</li></ul>                                 | <u>5</u> |
| ■ Total  | 70       |
| • Individual (30%)   |          |
| <ul> <li>Technical Contribution</li> </ul>                   | 10       |
| <ul><li>Team Contribution</li></ul>                          | 10       |
| <ul><li>Team Evaluation</li></ul>                            | 5        |
| <ul> <li>Meeting Attendance</li> </ul>                       | <u>5</u> |
| ■ Total  | 30       |

The Capstone Experience Risks and Prototypes

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Grading (2 of 2)

- Final Grade Sum Of...
  - Individual Total
  - % of Team Total Based on Team Contribution
- Grand Total =

   (Individual Total)
   +
   (Team Total) \* (Team Contribution) / 10.0
- Nota Bene: Your Team Contribution will have a very significant effect on your final grade.

#### Team of Peers

#### **Effective Team Members**

- Relate as Equals
- Have Specific Roles and Responsibilities
- Respect Specific Roles and Responsibilities
- Empowers Individuals in Their Roles
- Have Specific Skills
- Hold Each Other Accountable
- Drive Consensus-Based Decision-Making
- Give All Members a Stake in the Project

#### Potential Problems

#### Over and/or Under

- Bearing
- Qualified
- Achiever
- Etc...

## Mutual Responsibility

- You are your "brother's/sister's keeper".
- Responsible For
  - Your Contributionand
  - Your Teammates' Contributions
- What Won't Work
  - "They never asked me to do anything."
  - "They never let me do anything."
  - "He/she never asked to do anything."
  - "He/she never wanted to do anything."
  - Etc...



#### Team Evaluation Form

- 5% of Final Grade
- Rate Each Team Member
- 1. Describe the technical contributions (or lack thereof) of each team member, starting with you. That is, describe what each team member contributed as a software developer to your project. Be specific. Contributions may include things like architecture, design, algorithms, and code. Include comments about the quality of their work.
- 2. Describe the team contributions (or lack thereof) of each team member, starting with you. That is, describe what each team members contributed as a team member to your team. Be specific. Include comments about attendance at meetings, timeliness of completing work, commitment to the project, reliability, and effort put forth.
- 3. Whom do you feel did the best (either in effort or overall contribution to the team)? Why? Be specific.
- 4. Whom do you feel did the worst (either in effort or overall contribution to the team)? Why? Be specific.

#### Team Problems

- Can Be
  - Really Hard
  - Awkward
  - Frustrating
  - Etc...
- Addressing Problems
  - ASAP
  - Directly
  - Respectfully
  - Maturely
- Resolving Problems
  - Internally First
  - See Dr. D. and/or Angie Next but ASAP (Don't Wait)
- "Bad" Team Not an Acceptable Excuse

Potential For Bad Effect on 70% of Your Grade Grading (3 of 3)

 We reserve the right to make changes with sufficient notice.

- No special consideration will be given for final grades including but not limited to
  - status in any academic program including CSE,
  - financial aid,
  - rank in the armed forces,
  - job,
  - graduation,
  - mortgage,
  - wedding,
  - visa status,
  - or anything else.



Risks and Prototypes

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#### Schedule and Teamwork



**√** Teamwork

#### What's ahead?

- All-Hands Meetings
  - M, 09/21: Team Project Plan Presentations
  - W, 09/23: Schedule and Teamwork
  - M, 09/28: Team Project Plan Presentations
  - W, 09/30: Career Gallery
  - M, 10/05: Team Project Plan Presentations
  - W, 10/07: Team Project Plan Presentations
  - M, 10/12: Resume Writing and Interviewing
  - W, 10/14: Creating and Giving Presentations
  - M, 10/19: Alpha Presentations

