

09/12: Schedule and Teamwork

The Capstone Experience

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*From Students...
...to Professionals*

Schedule and Teamwork

➤ Schedule

➤ Teamwork



Capstone Work Requirements

- Every team member should be working all the time.
- Work on all parts in parallel.
 - Hardware / Software
 - Front End / Back End
 - Web / iOS / Android
- Work in advance.
 - Mitigate risks.
 - Get systems working.
 - Hardware
 - Software



Schedules

- Schedules > Weekly Schedule
- Schedules > Major Milestones
 - 09/10: Status Report Presentations
 - 09/17: Project Plan Presentations
 - 10/10: Alpha Presentations
 - 11/14: Beta Presentations
 - 12/01: Project Videos
 - 12/04: All Deliverables
 - 12/06: Design Day
 - 12/11: Capstone Wrap Up
(10:00 a.m. – 12:00 p.m.)

Are there fixed milestones in the “real” world?



Project Parts

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



Building A Project Schedule

- Start With Fixed Course Milestones
 - See [Schedules > Major Milestones](#)
 - Read About Each
- 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 → 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



Version Control

- Versioning
 - Discrete “Internal” Versions (States)
 - May Correspond to Builds
- Version Control Systems
 - Check Code In and Out
 - Mark Specific States as Versions
- Motivation
 - Build Breaks System
 - Revert to Earlier Build
 - Avoid Bridge Burning
- Every team must use MSU’s GitLab.
 - Manage All Project Code
 - Instructors must have access.
 - Project sponsors may be granted access.

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 TMs
 - Identify Slippage
 - Hold Each Other Accountable (or Contact TMs)
 - Set Corrective Action
 - Adjust Schedule



Schedule and Teamwork

✓ Schedule

➤ Teamwork



Team Organization

- Up to Each Team
- Organize into Roles
 - Sponsor/Client Contact
 - Program Manager
 - Developer Roles
 - Web
 - Mobile
 - Back End
 - Front End
 - Etc.
 - Tester
 - Systems Administrator
 - Etc...
- Everyone must make significant technical contributions, including significant software contributions. ← **Fair Warning**



Team Dynamics

- Key to Success
- Significant Component of Course Grade
- Potential Teammate Problems
 - Not Attending Team Meetings
 - Not Being Involved
 - Not Responding
 - Not Completing Tasks On Time
 - Submitting Poor Work
 - Leaving Your Work for Others
 - Lying to Teammates about Task Status
 - Etc...
- Address Problems Immediately
 - Within Team
 - With Dr. D., James, Luke, Griffin, Sam
- Be Ready to Discuss During Interviews



Grading

[1 of 5]

- Team (70%)
 - Project Plan Document & Presentation 10
 - Alpha Presentation 10
 - Beta Presentation 10
 - Project Video 10
 - Project Software & Documentation 30
 - Total 70
- Individual (30%)
 - Technical Contribution 10
 - Team Contribution 10
 - Team Evaluation 05
 - Meeting Attendance, Preparation & Participation 05 ← Can Be Negative
 - Total 30



Grading

[2 of 5]

- 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.



Grading

[3 of 5]

Effect of Team Contribution					
Technical Contribution	Team Contribution	Team Evaluation	Meeting Attendance	Team Total	Grand Total
10	10	5	5	70	100
10	9	5	5	70	92
10	8	5	5	70	84
10	7	5	5	70	76
10	6	5	5	70	68
10	5	5	5	70	60
10	4	5	5	70	52
10	3	5	5	70	44
10	2	5	5	70	36
10	1	5	5	70	28
10	0	5	5	70	20

Nota Bene: Assumes Perfect Score In Every Other Category



Grading

[4 of 5]

- Every student must earn the following required minimal grades in each grading category.
- Failure to earn the required minimal grades in any of the grading categories is grounds for receiving a final grade of 0.0 for the course.
- Minimal Team Grade Requirements
 - Project Plan Document & Presentation 5.0 / 10.0
 - Alpha Presentation 5.0 / 10.0
 - Beta Presentation 5.0 / 10.0
 - Project Video 5.0 / 10.0
 - Project Software & Documentation 15.0 / 30.0
- Minimal Individual Grade Requirements
 - Technical Contribution 5.0 / 10.0
 - Team Contribution 5.0 / 10.0
 - Team Evaluation 2.5 / 05.0
 - Meeting Attendance, Preparation & Participation 0.0 / 05.0



- In the capstone course, absence does not make your teammates' hearts grow fonder.
 - Nonresponsive
 - Email
 - Slack
 - Microsoft Teams Messages
 - Miss Meetings
 - All-Hands
 - Triage
 - Client
 - Team
 - Miss Work ← **Key**
 - In Lab and/or Online with Teammates
 - During Sprints
 - Before Major Milestones
 - Miss Deadlines
 - Other team members may be forced to do your work.
 - We may tell other team members they no longer need to assign you work.
- NB: Your teammates will be evaluating you weekly and at the end of the semester.



GitLab

- Every team must use MSU's GitLab.
 - Manage All Project Code
 - Instructors must have access.
- Access by External Project Sponsors
 - Can Accommodate
 - Contact James
- To Receive Credit for Code, Student Must
 - Commit Code
 - Using Student's GitLab Account
- Read the syllabus.



Team Contribution

- Based on Variety of Factors Including But Not Limited to...
 - Attendance and Participation
 - Team Meetings
 - Project Sponsor Meetings
 - All-Hands/Split-Hands Meetings
 - Completion of Tasks
 - Correctly
 - On Time
 - Willingness to Take on New Tasks
 - Making Significant Technical Contribution
- Read the syllabus.



Technical Contribution

[1 of 3]

- Required of Everyone
- Significant Work and Code
- Does Not Include Code...
 - Committed to GitLab by Someone Else
 - That Does Not Work
 - That Was Copied from the Internet
 - Not Included In The Project
 - For CheckInCount = 1 to 100 {Modify Code Slightly; Checked Code In Again}
 - Etc...
- Necessary, but Not Sufficient
 - Doing Research
 - Creating UI/UX Designs
 - Creating Documents
 - Giving Presentations
- Read the syllabus.



Technical Contribution

[2 of 3]

- Pair Programming
 - Writing Code Together
 - Not Watching Someone Else Write Code
 - Must Decide When Committing Who Gets Credit for What
 - Receive Credit Only for Code Checked Under Your Account
- Demonstrating and Explaining Software
 - By Author
 - Any Time
 - In-Person
 - Lab iMacs
 - Person Laptop
 - If Not Able, Assume Not Working



Technical Contribution

[3 of 3]

- Significant Effect on Team Contribution
- Project Software == 43% Team Grade
- No Significant Technical Contribution
 - No Credit for Project Software
 - Maximum of 57% of Team Grade
 - Maximum Team Contribution of 5.7/10.0
 - Most Likely Will Not Pass CSE498
- Read the syllabus.



Team Problems

- Can Be
 - Really Hard
 - Awkward
 - Frustrating
- Addressing Problems
 - ASAP
 - Directly
 - Respectfully
 - Maturely
- Resolving Problems
 - Internally First
 - TMs
 - Dr. D. and James
- “Bad” Team Not an Acceptable Excuse
- Managers
 - Can Help
 - Have Limited Experience with Time Travel



We don't have one of these.



Schedule and Teamwork

✓ Schedule

✓ Teamwork



Office 365 on Windows

- Optimal
 - Download Template
 - Edit Template Using Only Office 365 On Windows
 - The version of Office on the VM will work
- Possible
 - Download Template
 - Make Copy of Template
 - Edit Copy of Template Using Teams PowerPoint Editor
 - Edit Original Template Using Office 365 On Windows
 - Copy-and-Paste From Copy to Original Template
- Don't
 - Use Web Version of Office
 - Use Mac Version of Office
 - Use Mac Version of Office and Export to Windows Version



What's ahead?

[1 of 2]

- Upcoming Meetings

- ~~09/03, Tu: Risks and Prototypes~~
- ~~09/05, Th: Project Plan~~
- ~~09/10, Tu: Team Status Report Presentations~~
- ~~09/12, Th: Schedule and Teamwork~~
- 09/20, Fr: Team Photos (8:00 a.m. – 5:00 p.m.)
- 09/17, Tu: Team Project Plan Presentations
- 09/19, Th: Team Project Plan Presentations
- 09/24, Tu: Team Project Plan Presentations

10% of
Team Grade



What's ahead?

[2 of 2]

- Split-Hands Meetings
 - Used On Presentation Days
 - 09/10: Team Status Report Presentations
 - 09/17,19,24: Team Project Plan Presentations
 - Three Locations
 - Luke: 115 International Center
 - Griffin: 1281 Anthony
 - Sam: 1130 STEM
 - Find the rooms in advance.
 - Attendance Taken As Usual Including Lateness



Misc. Notes

- Talk With your TM About Adapters for Presentations
 - We Will Order Any Adapters That You Might Need
- Please Remember That Photos Will Be Posted On The Capstone Website and in the Design Day Booklet

Questions?

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Grading

[1 of 2]

- Team (70%)
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 - Beta Presentation 10
 - Project Video 10
 - Project Software & Documentation 30
 - Total 70
- Individual (30%)
 - Technical Contribution 10
 - Team Contribution 10
 - Team Evaluation 05
 - Meeting Attendance, Preparation & Participation 05 ← Can Be Negative
 - Total 30



Grading

[2 of 2]

- Final Grade Sum Of...
 - Individual Total
 - % of Team Total Based on Team Contribution
- Grand Total =
$$\begin{aligned} & \text{(Individual Total)} \\ & + \\ & \text{(Team Total) * (Team Contribution) / 10.0} \end{aligned}$$
- *Nota Bene*: Your Team Contribution will have a very significant effect on your final grade.



Meeting Attendance, Preparation & Participation (MAPP) [3 of 6]

MAPP Point Deductions

- All-Hands / Split-Hands
 - Meeting-Ready \leq 3:00:00 p.m.
 - Present
 - -0.0 MAPP Points
 - 3:00:01 p.m. \leq Meeting-Ready \leq 3:05:00 p.m.
 - Late
 - -0.5 MAPP Points
 - Meeting-Ready $>$ 3:05:00 p.m.
 - Absent
 - -1.0 MAPP Points
 - Leave Meeting Before Ended by Instructor
 - Must Swipe Spartan ID Cards with TM, Leaving and Returning
 - Must Leave and Reclaim Mobile Devices with TM (Approved by University Ombudsperson)
 - -1.0 MAPP Points if (Fail to Swipe and/or Leave Mobile Devices) or (Extended Period)
 - Weekly Triage Google Form and Google Slides
 - Late or Not at All
 - -0.5 MAPP Points
 - MAPP grade may become negative.



Meeting Attendance, Preparation & Participation (MAPP) [1 of 2]

- Excused Meeting Absences
 - Job Interviews with Documentation
 - Sickness Including COVID with Documentation
 - Grief Absence with Request and Approval
 - Some MSU Events
- Cannot Accommodate Most Conflicts
- No Accommodations for Personal Reasons
- **Will NOT Be Excused from Doing Work**



- Requesting Excused Absences
 - Handled by James and TM
 - Email James and TM
 - CC Dr. D.
(Dr. D. will not forward or respond.)
- Taking or Retaking Capstone in Spring 2025
 - Due to Dropping or Failing
 - Extremely Limited Enrollment
 - First-time eligible students will get first priority.
 - You may not be able to take capstone in the spring. ← **Note**
 - Re-enroll After Dropping
 - Re-take After Failing



Team Contribution

- What % of Team Grade (70 Points) Does Student Deserve
- Based on Variety of Factors Including But Not Limited to...
 - Attendance and Participation
 - Team Meetings
 - Project Sponsor Meetings
 - All-Hands/Split-Hands Meetings
 - Completion of Tasks
 - Size and Number
 - Correctly
 - On Time
 - Willingness to Take on New Tasks
 - Making Significant Technical Contribution
- Read the syllabus.



Technical Contribution

- Significant Effect on Team Contribution
- Project Software == 43% Team Grade
- No Significant Technical Contribution
 - No Credit for Project Software
 - Maximum of 57% of Team Grade
 - Maximum Team Contribution of 5.7/10.0
 - Most Likely Will Not Pass CSE498
- Read the syllabus.



Meeting and Work Expectations

- Meetings
 - In Person
 - Possibly Excused but Very Limited
 - If Miss Team Presentation, Must Give Presentation to Instructors
- Work
 - Entire Semester
 - Cannot Excuse Work Even if Meeting is Excused
- Example
 - Miss Entire Week
 - Attendance
 - ❖ Excused: -0
 - ❖ Unexcused:
 - » -3.5+ MAPP Points == 3.5+% of Final Grade
 - » -10 MAPP Points == 10% of Final Grade
 - Work
 - ❖ Attendance Excused or Unexcused
 - ❖ At Least -7% of Team Contribution Grade == At Least -4.9% of Final Grade
 - ❖ Maximum Possible Grade = 10.0 + 9.3 +



Final Grade Scenario 1

[1 of 4]

- Scenario
 - Missed Week
 - Attendance Excused
 - Missed Work
 - All Other Grades Perfect ← **NOTE: 0% Chance**
 - Maximum Possible Grade
- Team (70%)

▪ Project Plan Document & Presentation	10.0
▪ Alpha Presentation	10.0
▪ Beta Presentation	10.0
▪ Project Video	10.0
▪ Project Software & Documentation	30.0
▪ Total	70.0
- Individual (30%)

▪ Technical Contribution	10.0
▪ Team Contribution	9.3 ← Maximum Grade. Most Likely Less.
▪ Team Evaluation	5.0
▪ Meeting Attendance, Preparation & Participation	<u>4.5</u>
▪ Total $0.93 \cdot 70 + 10 + 9.3 + 5 + 4.5$	93.9 ← Maximum Grade. Most Likely Less.



Final Grade Scenario 2

[2 of 4]

- Scenario
 - Missed Week
 - Attendance Not Excused
 - Missed Work
 - All Other Grades Perfect ← **NOTE: 0% Chance**
 - Maximum Possible Grade
- Team (70%)

▪ Project Plan Document & Presentation	10.0
▪ Alpha Presentation	10.0
▪ Beta Presentation	10.0
▪ Project Video	10.0
▪ Project Software & Documentation	30.0
▪ Total	70.0
- Individual (30%)

▪ Technical Contribution	10.0
▪ Team Contribution	9.3 ← Maximum Grade. Most Likely Less.
▪ Team Evaluation	5.0
▪ Meeting Attendance, Preparation & Participation	<u>1.5</u>
▪ Total $0.93 * 70 + 10 + 9.3 + 5 + 5$	90.9 ← Maximum Grade. Most Likely Less.



Final Grade Scenario 3

[3 of 4]

- Scenario
 - Minimal Technical Contribution
 - All Other Grades Perfect ← **NOTE: 0% Chance**
 - Maximum Possible Grade
- Team (70%)

▪ Project Plan Document & Presentation	10.0
▪ Alpha Presentation	10.0
▪ Beta Presentation	10.0
▪ Project Video	10.0
▪ Project Software & Documentation	30.0
▪ Total	70.0
- Individual (30%)

▪ Technical Contribution	5.0
▪ Team Contribution	7.8 ← Maximum Grade. Most Likely Less.
▪ Team Evaluation	5.0
▪ Meeting Attendance, Preparation & Participation	<u>5.0</u>
▪ Total $0.78 * 70 + 5 + 7.8 + 5 + 5$	77.4 ← Maximum Grade. Most Likely Less.



Final Grade Scenario 4

[4 of 4]

- Scenario
 - No Technical Contribution
 - All Other Grades Perfect ← **NOTE: 0% Chance**
 - Maximum Possible Grade
- Team (70%)

▪ Project Plan Document & Presentation	10.0
▪ Alpha Presentation	10.0
▪ Beta Presentation	10.0
▪ Project Video	10.0
▪ Project Software & Documentation	30.0
▪ Total	70.0
- Individual (30%)

▪ Technical Contribution	0.0
▪ Team Contribution	5.7 ← Maximum Grade. Most Likely Less.
▪ Team Evaluation	5.0
▪ Meeting Attendance, Preparation & Participation	<u>5.0</u>
▪ Total $0.57 \cdot 70 + 0 + 5.7 + 5 + 5$	59.9 ← Maximum Grade. Most Likely Less.



Grade Appeal

- Students Must Demonstrate
 - Rights Violated
 - Base on Preponderance of the Evidence
- Steps to be Completed In Order
 - Meet with Instructors
 - Meet with Professor Owen
 - Request a Hearing
- If Hearing Board Finds Rights Violated
 - Case Returns to CSE
 - Grade Decided by CSE Professor(s) Appointed by Chairperson
- Nota Bene: Hearing Timing
 - Lengthy Process to Resolve
 - Two or More Months After Semester End
- Read the syllabus.

