

Software Hut 2008

- Basic information
- The task is to build solutions for our business clients
- There are 15 teams – each team works with one of the clients
- There will be 4 clients and thus 4 systems needed:
- We will meet the clients on Friday
- Before then we will look at some of the arrangements for the Software Hut

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Background

- You will be using an agile approach called Extreme Programming (XP)
- You have 12 weeks to complete the task
- Weeks 2 – 5 involve requirements capture and incremental delivery of tested code
- Client meetings are on Fridays when each team will have up to 30 minutes with their client

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Deliverables

- In week 5/6 a short requirements document will be produced and signed off by the client
- In weeks 10 - 11 teams can give demos of their systems to their clients
- Delivery at the end of week 12.

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Assessment

- 50% - given by the client and based on the quality of the solution as they see it
- 50% - given by us and based on the quality of the engineering process as the academics see it
- There is a team cash prize for the best solution for each client
- The very best solution qualifies for the IBM Thinkpad Challenge competition.

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Basics

- Professionalism is very important
- You will use the *epiGenesys* design and testing framework (based on PHP)
- You will use a special CVS system and wiki to store all your material and to help you to plan your project
- Every week you must upload the latest versions of documentation, code etc. and fill in timesheets.
- On Fridays your managers will check up on progress

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This week

- Thursday – lecture will look at some basic XP techniques
- Friday – you will meet your client and your manager
- There will be a schedule published
- Tuesday lectures will continue for a couple of weeks and then stop
- Thursday lectures will continue for a couple of weeks and then become surgery sessions

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Documentation provided

1. Software Hut delivery schedule
2. Marking scheme
3. List of teams
4. Using SXP in the Software Hut (Brief notes on XP)
5. Project management in the Software Hut
6. Extracts from the book (Running an agile software development project)

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Agile development - principles

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan

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Basic techniques

- Writing simple stories
- Understanding how these connect together
- Writing tests before you code
- Deliver frequent working software
- Integrating new stories into a working system
- Working in pairs at all times
- Swapping the pairs every day

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