

# Software Hut Delivery Schedule 2008

Week	Date	Deliverable Items
1	14-15/2	THURSDAY – initial briefing and lecture on XP, FRIDAY – meeting clients
2	21-22/2	THURSDAY – lecture on Unit tests, FRIDAY – Management meeting
3	28-29/2	THURSDAY – lecture on System testing and modelling, FRIDAY - Release 1: Demo to client and manager. <i>Place code and binary in release directory.</i>
4	26/2	THURSDAY – lecture on how to package and deliver software, FRIDAY – Management and client meeting – deliver requirements document
5	13-14/3	THURSDAY – lecture on debugging, refactoring, library development, <i>Place code and binary in release directory.</i> FRIDAY – release 2 Management and client meeting
Easter	16/3-7/4	
6	10-11/4	THURSDAY – lecture and XP review, FRIDAY – Management and client meeting
7	17-18/4	FRIDAY - Release 3: Demo to client and manager. Place code and binary in release directory.
8	24-25/4	FRIDAY – Management meeting
9 (c)	1-2/5	FRIDAY - Release 4: Demo to client and manager. Place code and binary in release directory.
10 (c)	8-9/5	FRIDAY – Extensive systems testing and Demonstration to client.
11 (c)	15-16/5	MONDAY – Final release to client. Please hand in a CD and printed documentation to be set to the client, via reception. WEDNESDAY – QA exercise email to Mike and the other team.
12	22-23/5	MONDAY – Final release and QA hand in, to be checked by the managers, place in team directory. (NB you may correct any errors found by the client or after the QA exercise). FRIDAY – Poster presentations in the Lewin Lab and Personal Evaluations via reception (posters also from Crossover and Genesys teams – external visitors will be present..
15	4/6	PRIZE CEREMONY

## Lectures/Meetings

Attendance is compulsory for all team members in all scheduled lecture/meeting/tutorial slots. There may be a need to schedule extra lectures after week 6.

Lectures will be in Mappin Lecture Theatre 12

Management meetings will be in Mappin Lecture Theatre 11

Some client meetings will be in video conferencing facilities – details later

Demos will be in the Lewin Lab.

# Software Hut 2006-7 Mark Scheme

## Marks assigned by the managers (50%)

*The following will be assessed for the team as a whole:*

Marks

- 15** Each team must hold at least one minuted team meeting a week, where the minutes are recorded in the management tool and include:  
Members present and identify chairman and secretary (1);  
Problems encountered during the week (4);  
Requirements document and story cards (5); and  
Bugs identified (5).
- 15** Testing (Marks for this section are calculated at the end of each fortnight):  
Submit every new or revised story card and bug fix to test server at least once, as they are completed (5);  
JUnit/PHPUnit tests should provide a high level of code coverage and bug detection of non-interfaces classes (5); and  
Have a suite of automated or documented GUI tests (5).

*The following will be assessed for each team member:*

Marks

- 10** Process and Code quality:  
Comments in code (5); and  
XP process applied (5).
- 10** Personal:  
Personal Evaluation, in the final week of the semester (5); and  
Time sheets, entered daily into the management tool (5).

## Marks assigned by the clients (50%)

*The following will be assessed for the team as a whole:*

Marks

- 20** Documentation:  
Demonstration, in week 10 (5);  
User manual (5);  
Installation Guide (5); and  
Maintenance document (5).
- 25** Design:  
Ease of use (5);  
Understandability (5);  
Completeness (5);  
Innovation (5); and  
Robustness (5).
- 5** Overall:  
Happiness (5).

*Group marks may be capped for an individual if he/she does not participate, or takes on a smaller amount of the project.*