CS 398: Application Development

Week 09 Lecture: Sprint 2 Kickoff

Sprint 1 Demo; Lectures on Web Services, REST, Spring Boot

Sprint 1 Demo

Things that were handled well:

- Meeting minutes, project tracking.

- Issues logged in GitLab with priorities, estimates.

- Teamwork!

Lessons for Sprint 2:

1. A sprint demo should contain all of your work for that sprint - work is done.

   - Everything should be merged back to Main, and you should demo from Main.

   - Issues should all be updated and closed for the work completed.

2. Make sure you can demonstrate or demo everything - either with a UI or set of unit tests.

3. When you are blocked as a team, <u>ask us for help</u>. We're your technical support!

4. Don't skip on unit tests.

   - Write your tests alongside the feature (TDD). Do not leave them for later!

   - "Your feature isn't Complete until it's tested and merged back to main".

A Note on Grading

The goal of our rubric is to grade you based on the decisions your team made. We cannot compare your projects directly, but we can evaluate how well you planned and executed your project.

The rubric for the Sprint Demos has items listed below each section.

- Those represent "meet requirements"

- Meeting each of those points should result in a grade somewhere between 7/8 on each score.

"Exceeding expectations" typically means doing more than I had listed.

- burn-down charts for project tracking, which GitLab doesn't directly support.

- interactive prototypes in Figma for design and implementation.

- classes designed so that they could support both local and cloud storage.

- teams that setup accounts on CodeWithMe and did pair programming in the cloud.

Remaining Lectures

Week 9 (aka this week!)

- Service architectures
- Web services & REST
- Spring Boot framework
- JPA and hibernate

Week 10

- Concurrency
- Asynchronous programming
- Threading
- Coroutines

Weeks 11-13

- Integration testing
- Deployments & Packaging ??
- (Profiling)
- (Functional Kotlin)
- Kotlin Multiplatform

Is there anything else we should cover?

Sprint 2 Kickoff

A sprint kickoff is done in the first day of the sprint. The goal is to determine what you will commit to delivering.

Before starting the kickoff meeting

• The previous sprint is compete.

• All work from that sprint that was completed should be committed/merged to main, with working unit tests and and the issues updated and closed.

• If you didn't complete something in the previous sprint, then make sure that the issue is updated with all of the details, and put it back into the sprint backlog so that you can discuss it again. Do not merge back to main.

What to do **during the kickoff meeting**

• Discuss changes that you need to make to your process based on the retrospective.

• Make sure the planning board in GitLab is setup for your new sprint.

• Review and update the priorities and time estimates of the issues in the product backlog. This will include unfinished work from the previous sprint.

• Assign issues to everyone based on the time you have available this sprint.

`templates/sprint-kickoff-guidelines.pdf`