

# 01/22: Schedule and Teamwork

### The Capstone Experience

Dr. Wayne Dyksen

Department of Computer Science and Engineering Michigan State University

Spring 2019



#### **Announcements**

- Project Plan Presentation Conflicts
  - Request from TAs and Dr. D.
  - Ask now!
- Capstone Lab
  - Fridge and Water Cooler Do NOT Have Drains
  - Take out the garbage.
  - Keep the lab clean.
  - Check the PowerPoint on the LCD TV. Email me if it's hung or busted.
- Issues? Problems? Questions?



## 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
  - **01/17: Status Report Presentations**
  - 01/29: Project Plan Presentations
  - 02/19: Alpha Presentations
  - 04/02: Beta Presentations
  - 04/23: Project Videos
  - 04/24: All Deliverables
  - 04/25: Design Day Setup
  - 04/26: <u>Design Day</u>
  - 05/02: Project Videos

Hint: Plan for your Alpha Presentation in your schedule.

## **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

#### 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
- Examples
  - GitHub
  - Visual SourceSafe

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 TAs
  - Identify Slippage
  - Hold Each Other Accountable (or Contact TAs or Dr. D.)
  - Set Corrective Action
  - Adjust Schedule

he Capstone Experience



## 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 TAs
- Be Ready to Discuss During Interviews

Grading [1 of 6]

•	• 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>05</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>	05					
	<ul> <li>Meeting Attendance</li> </ul>	<u>05</u>					
	■ Total	30					



The Capstone Experience Schedule and Teamwork

15

- 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 6]

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



The Capstone Experience Schedule and Teamwork

18

# Grading

Spring Grade Distribution Goal				
Grade	Number			
4.0	141			
3.5	0			
3.0	0			
2.5	0			
2.0	0			
1.5	0			
1.0	0			
0.0	0			



Schedule and Teamwork

[5 of 6]

19

#### Unacceptable Excuses for Not Contributing

- They never asked me to do anything.
- They never let me do anything.
- I wrote 1000's of lines of code but they weren't included in the project.
- My features were not included in the project.
- I work 40 hours per week at my job.
- I live 60 minutes from MSU.
- I didn't want to work on this project team.
- I ranked this project 20 out of 20.
- I did a lot of research about stuff we never used.
- I was busy interviewing.
- Etc...



Schedule and Teamwork

[6 of 6]

- 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 while a student at MSU,
  - job after anticipated graduation from MSU,
  - commute to MSU,
  - graduation,
  - mortgage,
  - wedding,
  - visa status,
  - ability to enroll in CSE498 next semester,
  - or anything else.



#### 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...

### 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
- Addressing Problems
  - ASAP
  - Directly
  - Respectfully
  - Maturely
- Resolving Problems
  - Internally First
  - See Dr. D. and/or TAs Next but ASAP (Don't Wait)
- "Bad" Team Not an Acceptable Excuse
- Dr. D. and TAs
  - Can Help
  - Have Limited Experience with Time Travel

Potential For Bad Effect on 70% of Your Grade

## Schedule and Teamwork



**✓** Teamwork

[1 of 3]

26

#### **All-Hands Meetings**

- 01/08: Capstone Overview
- 01/10: Capstone Overview / Project Plan
- 01/15: Risks and Prototypes
- 01/17: Team Status Report Presentations
- 01/22: Schedule and Teamwork
- 01/24: Garret Gaw, Amazon
- 01/29: Team Project Plan Presentations
- 01/31: Team Project Plan Presentations
- 02/05: Team Project Plan Presentations
- 02/07: Team Photos
- 02/12: Resume Writing and Interviewing
- 02/14: Creating and Giving Presentations
- 02/19: Team <u>Alpha Presentations</u> ← <u>Start Planning For This Now</u>

Schedule and Teamwork

[2 of 3]

27

#### Project Plan Documents and Presentations

- PowerPoint Template
  - Download Now
  - Read the Read Me Slides (Over and Over and Over...)
- Submission
  - Both Project Plan Document and PowerPoint Slide Deck
  - Due 12:01 a.m., Tuesday, January 29 (Think Monday night.)

← Get on this now!

- See Submission Instructions in Template
- Presenting
  - 4-5 Teams Per Meeting Over 3 Meetings
  - Split Into Two Rooms (See Next Slide)
  - Schedule Posted Monday Evening
  - Strict 14 Minute Time Limit
  - Use Team Member Laptop
    - Bring Power Cord
    - Test In Meeting Room (in Advance)
  - Rehearse
  - 5% of Final Grade
  - Business Casual Dress

← Nota Bene!

[3 of 3]

28

#### **Project Plan Documents and Presentations**

- Half-Hands Presentation Meetings
  - Must Accommodate 26 Teams
  - Presenting in Two Rooms
  - Split Teams by TA
    - James' Teams: Engineering 2400
    - Ryan's Team: Anthony 1279
  - Just for Three Major Team Presentations
- Schedule Conflicts
  - Unavoidable Interview Trips Only
  - Notify Dr. D. and your TA well in advance.
- Alumni Distinguished Scholar Candidates
  - High School Students and Parents
  - Friday, January 25 and Friday, February 1, 2:00 p.m. 4:00 p.m.
  - Capstone Lab
- Formal Team Photos
  - Thursday, February 7
  - 3:00 p.m. 7:00 p.m.
  - In Engineering 3540
  - Dress Business Casual

← Take note!