09/09: Risks and Prototypes

The Capstone Experience

Dr. Wayne Dyksen
Department of Computer Science and Engineering
Michigan State University
Fall 2019
Risks and Prototypes

➢ Risks

• Prototypes
Identifying Risks

• What You Don’t
  ▪ Know
  ▪ Understand
  ▪ Know How to Do

• Normally
  ▪ Major Project Features
  ▪ “Showstoppers”

• Varies From
  ▪ Not Familiar With But (Probably) Can Learn to
  ▪ Absolutely No Idea How to Do It

What are you worried about?
What should you be worried about?
Example Risks

Including but not limited to...

• Business Processes
• Key Application Features
• Hardware Systems
• Software Systems
• Development / Programming Environments
• Programming Languages
• Etc...
Prioritizing Risks

• Classify Difficulty
  ▪ High Very Hard, No Idea How to Do
  ▪ Medium
  ▪ Low Not Hard, Probably Doable

• Classify Importance
  ▪ High Showstopper, Must Have
  ▪ Medium
  ▪ Low Not Vital, Nice to Have
Prioritizing Risks

The Capstone Experience

Risks and Prototypes
Case Studies: Basketball Apps

• Play Effectiveness
  ▪ Determine Effectiveness of Plays
  ▪ Record All Plays with Results
  ▪ Produce Reports of Effectiveness

• Player Timer
  ▪ Keep Track of Player Times
  ▪ Record Minutes Played and Rested
  ▪ Use On the Bench, During the Game
Basketball Apps Architectures

Play Effectiveness Application
  Visual Basic
  MS Access
  Windows Desktop

Player Timer Application
  Visual Basic
  MS Access
  Windows Tablet PC

Basketball already had all three of these components.

I had some of these.
Basketball Apps Risks

• What SDK should I use?
• Can I write this in Visual Basic?
• How do I make a GUI in VB?
• How do I interface VB with Access?
  ▪ Create/Open/Save a Database?
  ▪ Read/Write Records?
  ▪ Traverse Records?
• How do I implement clocks in Windows?
  ▪ Game Clock?
  ▪ Wall Clock?
• How do I generate a report from Access?
Mitigating Risks

• Use Existing Resources
  ▪ Including But Not Limited To
    o Faculty
    o Other Students
    o Product Demos
    o Book Sample Code
    o Downloadable Examples
    o Wizards
    o Etc...
  ▪ Test Drive
    o Install
    o Compile
    o Extend
    o Etc...

• Build Prototypes
  ▪ Single Purpose
  ▪ Quick-and-Dirty

Nota Bene:
1. Check license if including in project.
3. Inform client.
Basketball Apps Risk Mitigation

• Game Clock
  ▪ Start /Stop
  ▪ Counts Down
  ▪ By Minutes:Seconds

• Handling Access Records
  ▪ Write Number
  ▪ Read Number
  ▪ Add Up Numbers
Risks and Prototypes

✓ Risks

➢ Prototypes
Prototypes

• Developed
  ▪ Early
  ▪ Rapidly

• Implement Subset of the Requirements

• Done for Variety of Reasons

• Are Not Finished Goods

• “Hacking” (Good Sense)
Why? Answer Questions

Help Determine...

• Specifications
  ▪ Functional
  ▪ Design
  ▪ Technical
• Usability
• How Existing Code Works
• Programming Languages
• Development Environments
• Operating Environments
• Etc...
Why? Determine Schedule

Determine how long it will take to...

• ...learn the new programming language.
• ...learn the development environment.
• ...learn the existing code.
• ...convert the existing code.
• ...convert the existing database.
• ...get libraries working.
• ...deploy the application onto an iOS device.
• ...Etc....
Why? Identify Risks

• Operability
  ▪ How do we make a game clock?
  ▪ Where do we store the data?

• Interoperability
  ▪ How does the game clock work with other tablets?
  ▪ How do the tablets all write to the same database?

• Scalability
  ▪ Will the game clock propagate in real time?
  ▪ Will the database engine keep up?

• Reliability
  ▪ What happens if the clock tablet dies?
  ▪ What happens if the database tablet dies?

• Etc-Ability...
Speed (to Write)

• Critical
• 2-3 Day Tasks
• Use Whatever Works
  ▪ RAD Languages
  ▪ SDK’s
  ▪ IDE’s
  ▪ Design Tools
  ▪ Wizards
  ▪ Sample Code
  ▪ Etc…
• Stop When Questions Answered
Tradeoffs: Speed (to Write) vs...

- Speed vs Best Practices
  - Testing
  - Documentation
  - Security
  - Software Engineering
  - Usability
  - Performance
  - Coding Standards
  - User Interface Standards
  - Using Real Data
  - Etc...
- Hence, May Not Be Appropriate in Final Deliverable
Challenge/Danger

• “Hack” Solution
  ▪ It works.
  ▪ It’s *a* way to do something.

vs

• “Correct” Solution
  ▪ It works.
  ▪ It’s the *“right”* way to do something.
  (There may be more than one “right” way to do something.)
Basketball Prototypes Case Studies

- Play Effectiveness
- Player Timer
- Radio Stats
- Real Time Play Stats
- Plus/Minus
Play Effectiveness App

• Functional Specifications
  ▪ Determine Effectiveness of Plays
  ▪ Record All Plays with Results
  ▪ Produce Reports of Effectiveness
    ○ Each Play
      ○ # of Successes / # of Attempts

• Design Specifications?

• Technical Specifications?
Initial Meeting with Video Coordinator

I Learned...
• Done After Game
  ▪ On Desktop Computer
  ▪ From DVR-Like App
• Lots of Plays (~ 200) in Play Book
• ~20-40 Plays Run Per Game
• Plays Categorized
  ▪ Early Offense 1,2 (i.e., Fast Breaks)
  ▪ Offense 1,2 (i.e., Half Court Plays)
  ▪ Special Situations 1,2 (i.e., Out of Bounds)
• Overwhelming

The Business Processes
Can you relate?
The Capstone Experience

Play Effectiveness Architecture

- Play Effectiveness Application
- Visual Basic
- MS Access
- Windows Desktop

Basketball already had all three of these components.
Risks

• Learning Basketball Business Processes
• Programming in Visual Basic
  ▪ Can this be done in VB?
  ▪ ! Can I learn VB?
• Making a GUI in VB
• Interfacing VB with Access
  ▪ Creating/Opening/Saving a Database
  ▪ Reading/Writing Records
  ▪ Traversing Records
• Generating Reports in Access
• Etc...
## BB PE PV1
(Prototype Version 1)

### Fields
- P# Play Number
- T Time
- C# Clip Number
- EO Early Offense
- O Offense
- SS Special Situations
- R Result

### Nota Bene
- Just Screen Layout
- No Code (Underneath)
- Never Have All Entries Filled at Once

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**Game**

<table>
<thead>
<tr>
<th>Opponent</th>
<th>Harvard University</th>
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<td>Location</td>
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<tr>
<td>Date</td>
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<td>Number</td>
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**Play**

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<th>T</th>
<th>C#</th>
<th>EO</th>
<th>EO2</th>
<th>O1</th>
<th>O2</th>
<th>SS1</th>
<th>SS2</th>
<th>R</th>
<th>Notes</th>
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<tr>
<td>48</td>
<td>12:34</td>
<td>426</td>
<td>Run</td>
<td>Gun</td>
<td>1-4 Screen</td>
<td>Low Post</td>
<td>SLOB</td>
<td>Blah</td>
<td>Two Pointer</td>
<td>Feed to Adams. Washington always gets the rebound. Jefferson or Hamilton should take the shot.</td>
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**Roster**

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<td>Washington, George</td>
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<td>Franklin, Ben</td>
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<td>4</td>
<td></td>
<td></td>
<td>Hamilton, Alex</td>
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</tbody>
</table>

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What I Learned From PV1

- Wanted to Identify Plays Within a Possession
- Plays Categorized Series / Set
  - Set is Variation on Series (“Parameterized Plays”)
  - E.g.
    - Series: Thumbs
    - Sets: Up, Down, Circle
    - Plays: Thumbs Up, Thumbs Down, Thumbs Circle
  - 1, 2 Notation
    - EO1 = Early Offense Series
    - EO2 = Early Offense Set
  - ST (Special Teams) Missing

Huge Impact On Design
What I Learned From PV1

• Results Coded
  ▪ X\textit{N} Missed \textit{N} Pointer (X1, X2, X3)
  ▪ O\textit{N} Made \textit{N} Pointer (O1, O2, O3)
  ▪ FF Foul on the Floor
  ▪ TO Time Out
  ▪ Etc...

• Wanted to Record Notes on Defense

• Didn’t Care About
  ▪ Player Times
  ▪ Video Clip Number (C#)
BB PE PV1

Fields
- P# Play Number
- T Time
- C# Clip Number
- EO Early Offense
- O Offense
- SS Special Situations
- R Result

Nota Bene
- Just Screen Layout
- No Code
  (Underneath)
- Never Have All Entries Filled at Once

So, from this to...
**BB PE PV2**

**Fields**
- **PO#**
  Possession Number
- **PL#**
  Play Number
- **SS**
  Special Situations
- **DF**
  Defense

**Nota Bene**
- Just Screen Layout
- No Code (Underneath)
- Would **NOT** Have Entries in All Fields

### Play
- **T**: 12:34
- **PO#**: 12
- **PL#**: 17

#### Series
- **EO**: Early Offense
- **OF**: Zone Offense
- **ST**: BLOB
- **SS**: 2 For 1

#### Set
- **R**: O2
- **DF**: Man-to-Man

#### Notes
Feed to Adams. Washington always gets the rebound. Jefferson or Hamilton should take the shot.

### Roster
1. Adams, John
2. Jefferson, Tom
3. Washington, George
4. Franklin, Ben
5. Hamilton, Alex

### Commands
- Insert Play
- Insert Possession
- Clear Play
- Save Play
- Delete Play

### Game
- **Opponent**: Harvard University
- **Location**: Boston
- **Date**: July 4, 1776
- **Number**: 1776070401
What I Learned From PV2

• Wanted to Grade Effectiveness of Plays
• Wanted to Record Player Steals and Assists (Remember this...)
• Needed to Navigate Plays and Possessions
• Wanted to See Running Total Score
BB PE PV2

Fields
- PO# Possession Number
- PL# Play Number
- SS Special Situations
- DF Defense

Nota Bene
- Just Screen Layout
- No Code (Underneath)
- Would NOT Have Entries in All Fields

So, from this to...
Play

PE# 2  Time  12:34  PL# 17  MSU 37  Op 23

Series | Set | Effectiveness
-------|-----|---------------
EO     | Corner (Rescreen-Post) | Great
ST     | BLOB | Quick Post for Perimeter | Poor
OF     | Zone Offense | Jersey - Side Ball Screen | So-So
R      | X | O | Outstanding
DF     | Man-to-Man | Something Else | Good
SS     | 2 For 1 | Blah Blah | Unreal

Notes
Feed to Adams. Washington always gets the rebound. Jefferson or Hamilton should take the shot.

Roster

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<tr>
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<td>Washington, George</td>
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<td>4</td>
<td>Franklin, Ben</td>
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<tr>
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<td>Hamilton, Alex</td>
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</tr>
</tbody>
</table>

Commands
- Next Play
- Next Possession
- Previous Play
- Previous Possession
- Delete Play
- Delete Possession
- Exit

Game

Opponent | Harvard University
Location | Boston
Date     | 11/17/2003
Number   | 1776070401
What I Learned From PV3

• Wanted...
  ▪ Grades to Be A, B, C, D, F
  ▪ Results Associated With Players
  ▪ Series/Set Combined
    (“Thumbs Up” Rather Than “Thumbs”, “Up”)
  ▪ To Record Player Rebound

• Will be used by...
  ▪ Video Coordinator, GAs, and Managers
  ▪ Very Familiar with DVR Controls

• Did NOT Want to Record Player Steals or Assists
So, from this to...
BB PE AV1
(Alpha Version 1)
First Version With Code Not Much Implemented
What I Learned From Alpha 1

• Entering a Play
  ▪ Some Things Calculated Automatically
    ○ Play/Possession Number
    ○ Score
  ▪ Most Things Entered With Mouse Via Pull-Down Menus
    ○ Series / Set
    ○ Result
  ▪ But Time Entered With Keyboard Via Typing Numbers

• Need
  ▪ Mouse-Only Input
  ▪ Easy Way to Adjust Clock
BB PE AV1
(Alpha Version 1)
First Version With Code Not Much Implemented

So, from this to...
BB PE AV2
Still Not Much Implemented
Basketball Prototypes Case Studies

✓ Play Effectiveness
  • Player Timer
  • Radio Stats
  • Real Time Play Stats
  • Plus/Minus
Player Timer App

• Keep Track of Player Times
• For Each Player Record
  ▪ Minutes Played
    o Game Clock Time
    o Consecutive & Total
  ▪ Minutes Rested
    o Wall Clock Time
    o Consecutive

• Must
  ▪ Be Usable on the Bench, During the Game
  ▪ Be Portable and Not Require Electrical Outlet
  ▪ Feel Like a Pen and a Clipboard
Player Timer App

Player Timer Application

Visual Basic

MS Access

Windows Tablet PC

I had some of these.
Risks

• Learning Basketball Processes
• Implementing Clocks in Windows?
  ▪ Game Clock
  ▪ Wall Clock
• Very Limited Screen Real Estate
  (Different Problem Than Mobile App)
• Computing and Displaying Cumulative Times
• Hidden Risk (“Danger Will Robinson!”)
Player Timer Development

- Knew Exactly What They Wanted, So...
- Designed “Final” Version
  - User Interface
  - Data Base Schema
  - Etc...
- Coded “Final” Version
- Bench Tested “Final” Version
- Field Tested “Final” Version
  - In Practice Scrimmage
  - Totally and Completely Unusable
- Scrapped “Final” Version UI and Started Over

The Capstone Experience

Risks and Prototypes
Player Timer

The Capstone Experience

Risks and Prototypes
Software Updates

• Enable Clock Adjustments  (While Clock Stopped)

• Enable Check In/Out By Touching
  ▪ Check In/Out Button
  ▪ Player Name
  ▪ Player Slot

• Allow > 5 Players Checked In  (While Clock Stopped)

• Enable Pending Check In  (While Clock Running)

• Eliminate All Modal Dialog Boxes
Basketball Prototypes Case Studies

✓ Play Effectiveness
✓ Player Timer
  • Radio Stats
  • Real Time Play Stats
  • Plus/Minus
<table>
<thead>
<tr>
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The Capstone Experience

Risks and Prototypes

Real Time Play Stats
Plus/Minus
Risks and Prototypes

✓ Risk

✓ Prototypes
09/09: Announcements

- Apple Developer License
  - Request Invitation from James or Ryan
  - Team Members are Members
  - James and Ryan are Admins

- PowerPoint Slide Deck Submission Instructions
  - Read Carefully
  - File Name Conventions
    - All Lower Case
    - Replace Blanks with Dashes
    - Examples
      - “Spectrum Health” → “spectrum-health”
      - “team-[team-name]-status-report.pptx” → “team-spectrum-health-team-status-report.pptx”
  - Submit to Dr. D. and your client by the deadline.
  - ! (Submitted Correctly) → !(Processed Correctly)

- Scheduling Client Conference Calls
  - Use Google Calendar
  - Respect Other Appointments

- Absences
  - From Meetings
  - From “Working”

- Does anyone need equipment? See James and Ryan.
What’s ahead?

• Team Photos
  o Thursday, September 19, 9:00 a.m.
  o Dress code is business casual or business.
  o TAs will make schedule.
  o Must Have Signed Photo Release Form.

• Setup
  ▪ Team Machines
    o Dell Server If Needed (Ask TAs)
    o Apple iMacs (with Windows 10 VM)
  ▪ Team Software
    o Microsoft Office
      ❖ Word and PowerPoint
      ❖ Microsoft Windows Version ← Required. Use Windows 10 VM.
    o Web Server
    o Code Repository
    o SDK’s
    o Etc.
  ▪ Apple Developer’s License
    o Request Invitation from James or Ryan
    o Team Members are Members
    o James and Ryan are Admins
What’s ahead?

• All-Hands Meetings
  ▪ 08/28: Capstone Overview
  ▪ 09/04: Capstone Overview — Project Plan
  ▪ 09/09: Risks and Prototypes
  ▪ 09/11: Team Status Report Presentations
  ▪ 09/16: Resume Writing and Interviewing
  ▪ 09/18: Career Days
  ▪ 09/23: Team Project Plan Presentations
  ▪ 09/25: Team Project Plan Presentations
  ▪ 09/30: Team Project Plan Presentations
  ▪ 10/02: Team Project Plan Presentations
What’s ahead?

• Team Status Report Presentations
  ▪ **PowerPoint Template**
  ▪ Due 11:59 p.m., Tuesday, September 10
  ▪ Email to Dr. D.
    o Subject: Team [Team Name]: Status Report Presentation
    o Subject: Team Auto-Owners: Status Report Presentation
    o Attachment: team-[team-name]-status-report-presentation.pptx
    o Attachment: team-urban-science-status-report-presentation.pptx

• Dr. D. Will Combine Into Single PowerPoint Slide Deck
  ▪ To Speed Things Up During Meeting
  ▪ Do NOT Modify Master Slide
  ▪ Must Use Windows Version of Microsoft Office

• Each Team Presents
  ▪ Using TAs’s Laptop
  ▪ At Most 5.0 Minutes (Rehearse Timing)
  ▪ Single or Multiple Presenters (Your Choice)
What’s ahead?

• Team Status Report Presentations (Continued)
  ▪ Split All-Hands Meeting
    o Ryan’s Teams: Anthony 1279
    o James’ Teams: Anthony 1300
  ▪ Sit
    o With Your Team
    o In Front Rows (Both Sides of Room)
  ▪ Each Team Presents
    o Using TAs’s Laptop
    o In Alphabetic Order by Team Name
    o At Most 5.0 Minutes (Rehearse Timing)
    o Single or Multiple Presenters (Your Choice)
What’s ahead?

• Project Plan Presentations
  ▪ September 23, 25, 30
  ▪ Due 11:59 p.m., Sunday, September 22
    o PowerPoint Slide Deck
      ❖ Template Posted on Downloads Page
      ❖ Submit Windows PowerPoint Source
      ❖ To Dr. D. and Sponsors via Email
    o Word Document
      ❖ Submit Windows Word Document Source
      ❖ To TA and Sponsor via Email
    o Obtain Approval by Sponsor In Advance
    o Read Submission Requirements

▪ Split All-Hands Meeting
▪ Dress by Presenting Team is Business Casual
▪ Clients Often Attend
Status Report Presentation

Team [Team Name]

The Capstone Experience

Dr. Wayne Dyksen
Department of Computer Science and Engineering
Michigan State University
Fall 2019
Status Report Instructions

• Use the Microsoft Windows version of PowerPoint.
• Required Template
  ▪ Do not edit the master slides.
  ▪ Do not change the organization or number of slides.
  ▪ Make your presentation fit within these four slides.
• Content
  ▪ For the slide titles, replace [Team Name] with your company name as in “Team Auto-Owners” and [Project Title] by the project title posted online.
  ▪ All presentations will be posted on the course web site so do not include company confidential information or anything that your client would not want posted.
  ▪ Delete this slide from the presentation.
• Presenting
  ▪ The order of the presentations during our meeting will be team numerical order.
  ▪ The time limit for your presentation is 5 minutes, which will be strictly enforced. Practice your presentation to ensure that you will finish within the allotted time.
• Submission by Email ← Read this carefully.
  ▪ All presentations are due via email to me and to your client by 11:59 p.m., Tuesday, September 10. Send your presentation to your client in a separate email; do not cc me.
  ▪ For subject, use “Team [Team Name]: Status Report Presentation” as in “Team Urban Science: Status Report Presentation”.
  ▪ Attach the PowerPoint source file named “team-[team-name]-status-report-presentation.pptx” as in team-auto-owners-status-report-presentation.pptx. Use all lower case and replace blanks by dashes in your filename.
  ▪ Include some (professional) text in the body to avoid being sent to my junk folder and to practice being a professional.
Team [Team Name]

Status Report

[Project Title]

• Project Overview
  ▪ Description Point 1
  ▪ Description Point 2
  ▪ Description Point 3
  ▪ Description Point 4

• Project Plan Document
  ▪ Status Point 1
  ▪ Status Point 2
  ▪ Status Point 3
  ▪ Status Point 4

Include status information.
What’s the status of your project plan document?
Have you started it?
How much have you written?
What percentage complete is it?

Delete this textbox and the brace to the left.
Team [Team Name]

Status Report

[Project Title]

• Server Systems / Software
  ▪ Description &/or Status Point 1
  ▪ Description &/or Status Point 2
  ▪ Description &/or Status Point 3

• Development Systems / Software
  ▪ Description &/or Status Point 1
  ▪ Description &/or Status Point 2
  ▪ Description &/or Status Point 3

Include status information. Are all systems up and running? Have you tested everything? Delete this textbox and the brace to the left.
Team [Team Name]

Status Report

[Project Title]

- Client Contact
  - Status Point 1
  - Status Point 2

- Team Meetings
  - Status Point 1
  - Status Point 2

- Team Organization
  - Description Point 1
  - Description Point 2

Include **status** information.

Have you talked with/met with your client?

Have you scheduled a weekly conference call? When?

Have you scheduled an in-person meeting? When?

How many times has your team met so far?

Have you scheduled team meetings? How often?

**Delete this textbox and the brace to the left.**
Team [Team Name]

Status Report

[Project Title]

Risks

• Risk 1
  ▪ Description
  ▪ Mitigation

• Risk 2
  ▪ Description
  ▪ Mitigation

• Risk 3
  ▪ Description
  ▪ Mitigation

• Risk 4
  ▪ Description
  ▪ Mitigation

List only “real” risks. For example, learning a new computer languages is not a risk.

Give “useful” explanation of how you are going to mitigate each risk. For example, “we will learn how to do it” is not a useful explanation.

Delete this textbox.