Geo Catching
Half-Year Retrospective

03/01/2017

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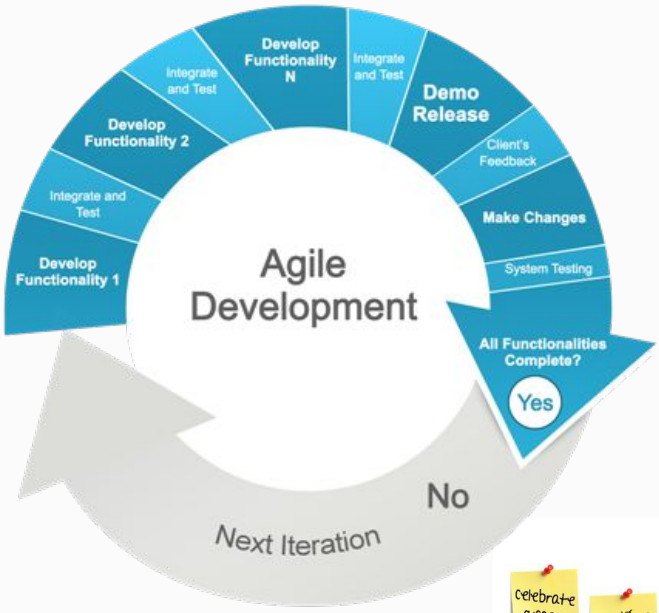
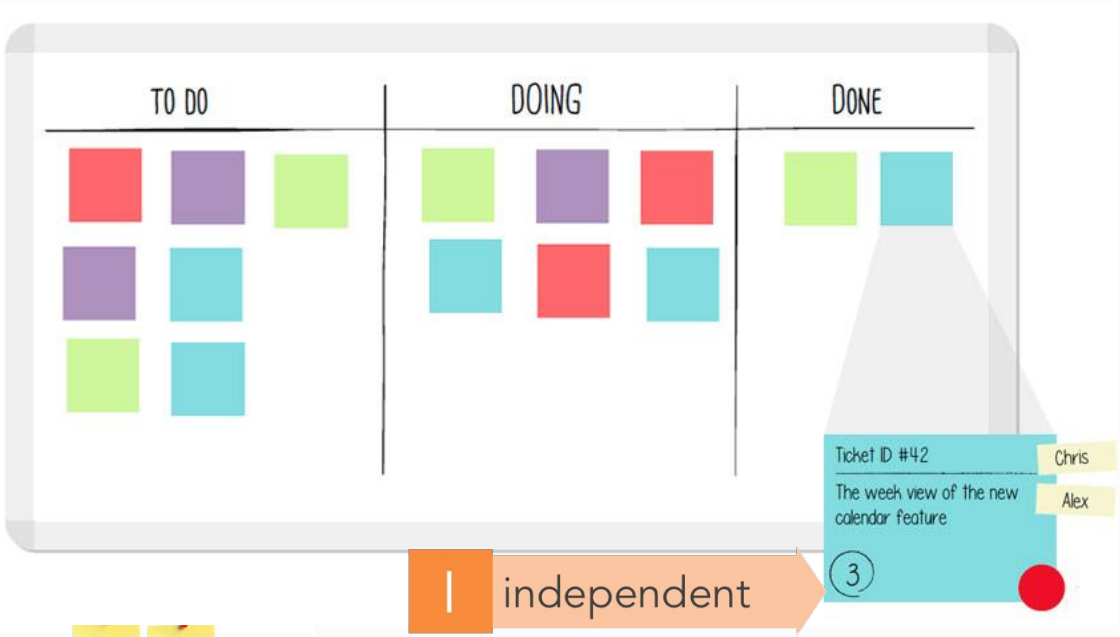
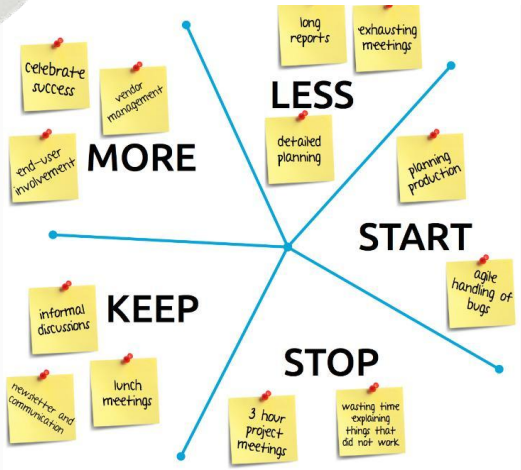
First Semester Retrospective

Project Management tools







Computer Science tools

maven

Jenkins

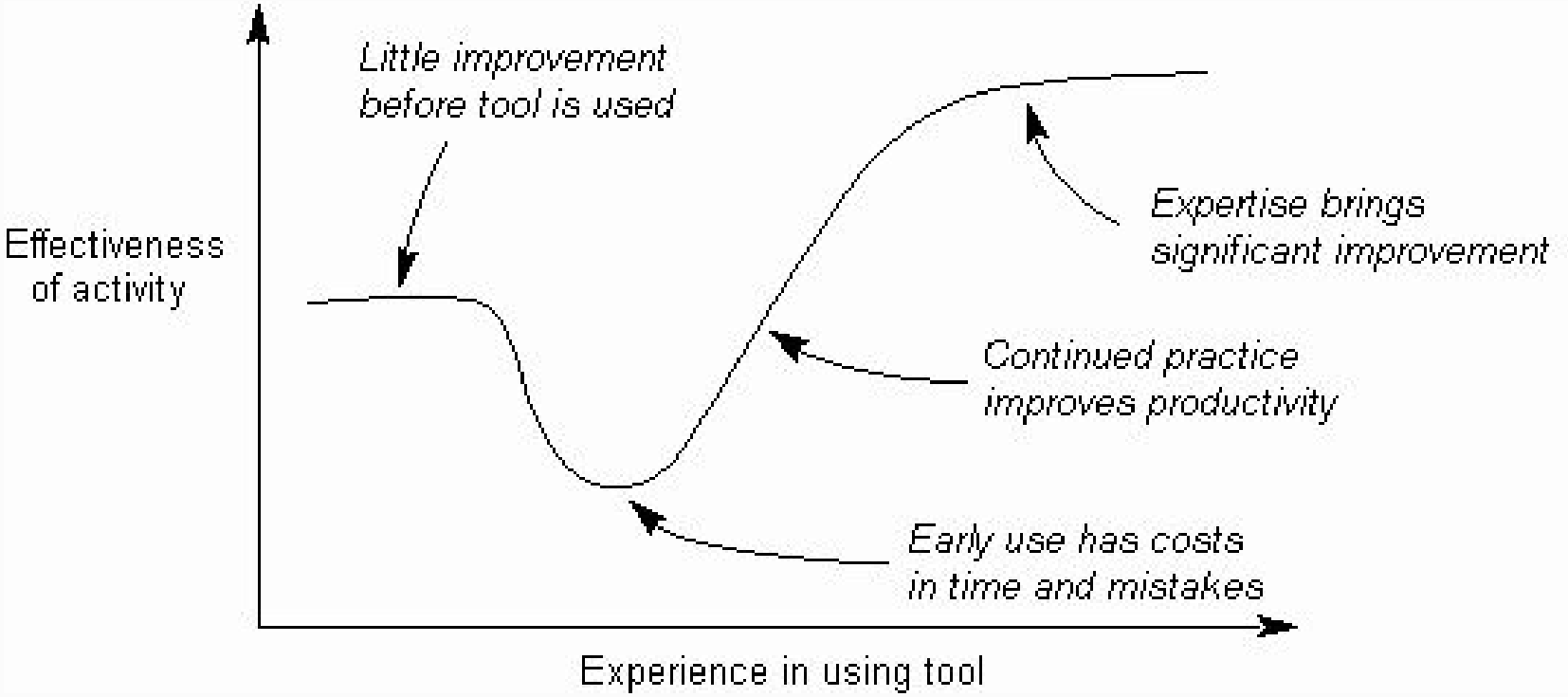
Jersey

RESTful Web Services in Java.

jetty://

JUnit

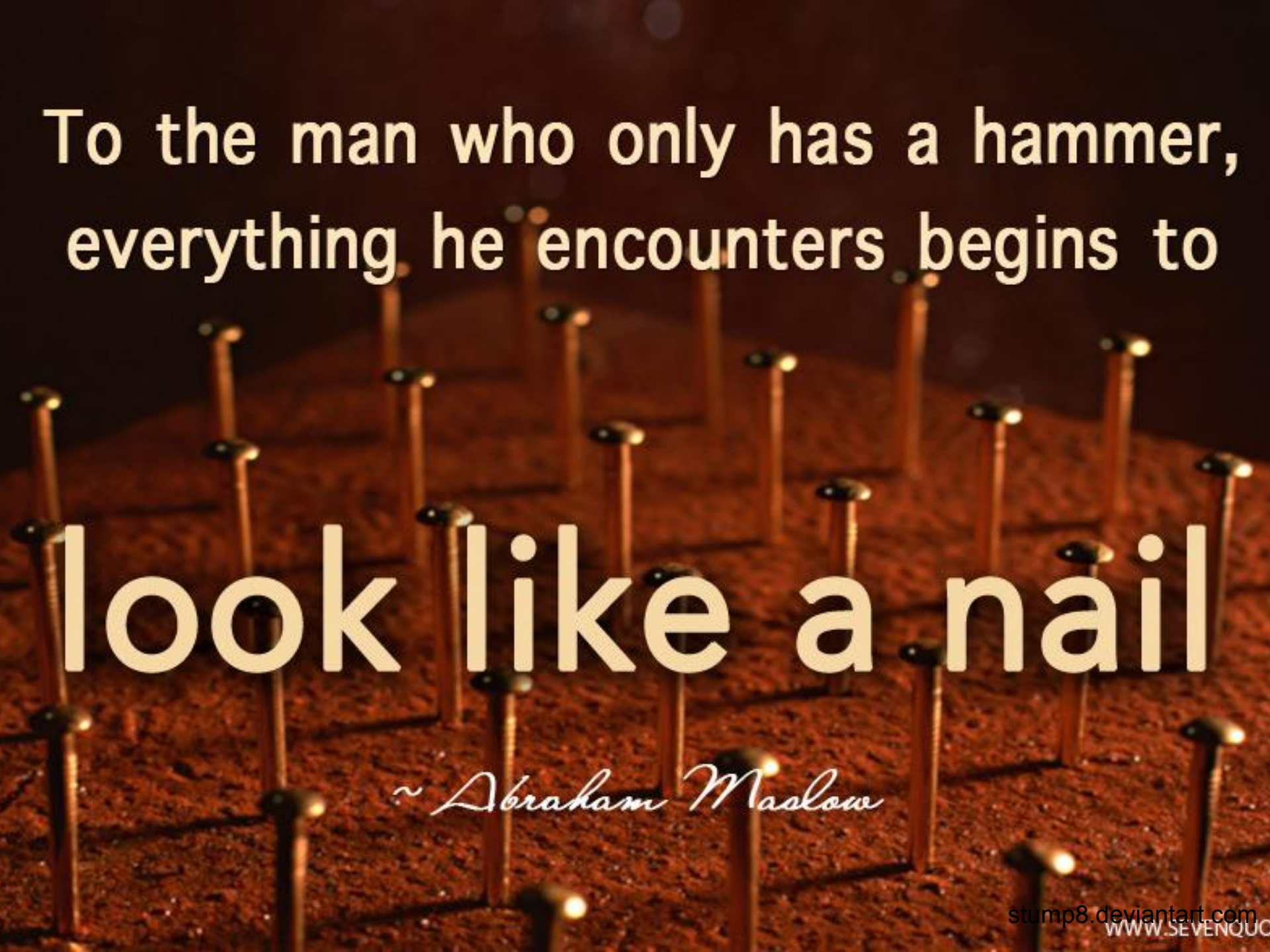
Tools learning curve



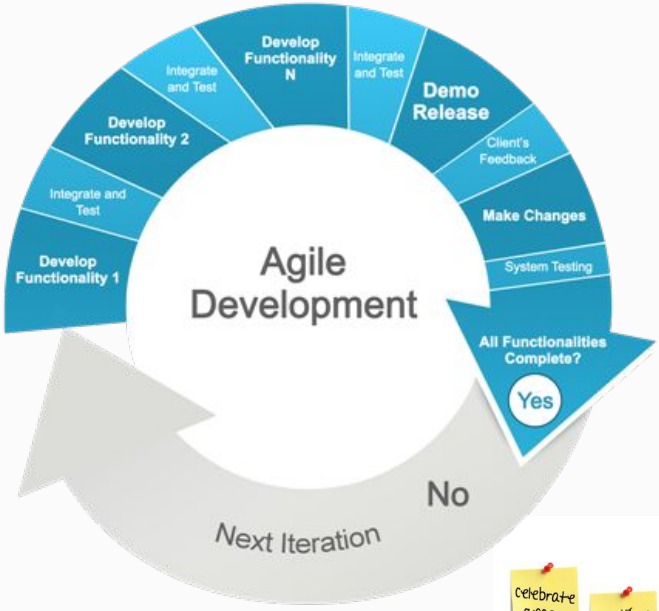
Tools learning curve

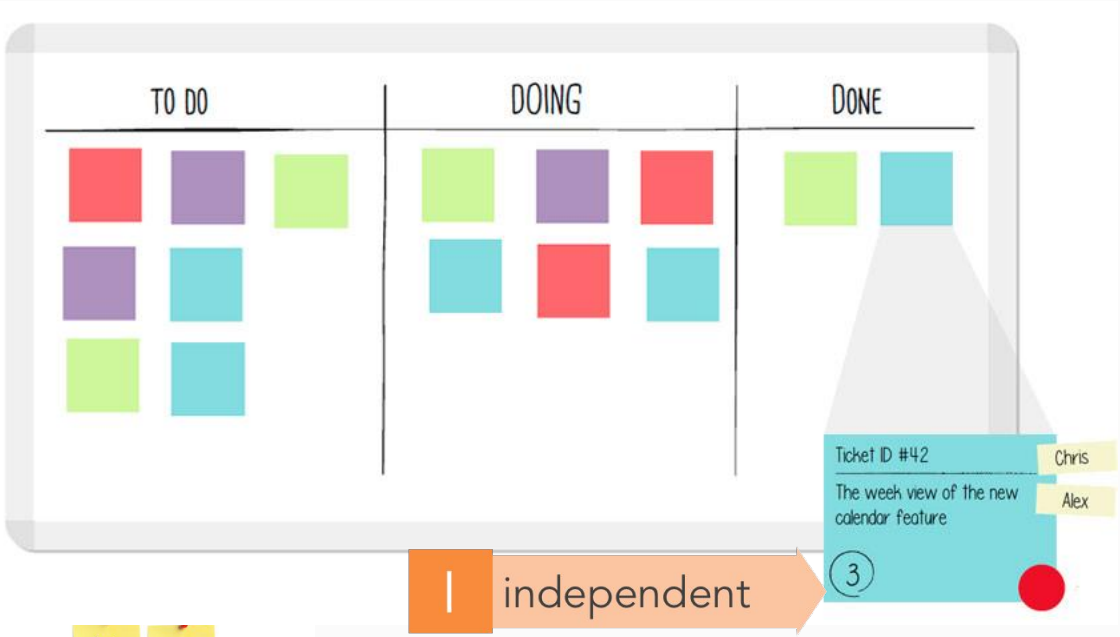
However...

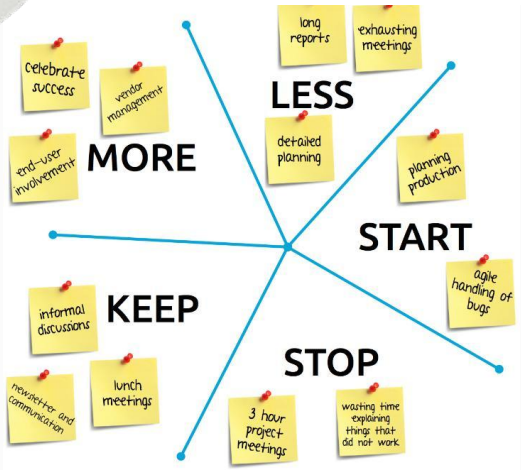
Tools are just tools


To the man who only has a hammer,
everything he encounters begins to
look like a nail
~ Abraham Maslow
stump8.deviantart.com

Project Management tools







Project Management concepts

Task Management

Agility

Team Management

Continuous improvement

Validation

Computer Science tools

maven

Jenkins

Jersey

RESTful Web Services in Java.

jetty://

JUnit

Computer Science concepts

Task automation

Versioning

Continuous integration

Web-services, REST

Deployment

Testing

To other tools !

Tools learning curve

Class Starfish

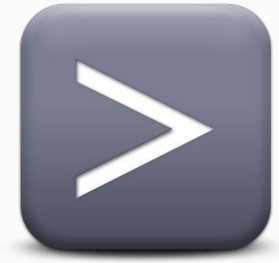
STOP

- Waiting the last minute to work
- Working in tunnels until the end
- Fighting each other
- Having a full project board in Jira

KEEP

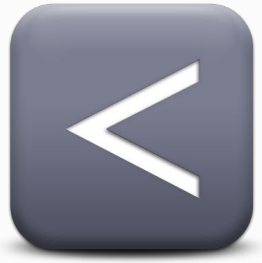
- Motivation
- Focus on the client needs
- Git good practices

MORE



- Focus on the value for the client
- Using us as Coach/ Products Owner / Client
- Tests

LESS



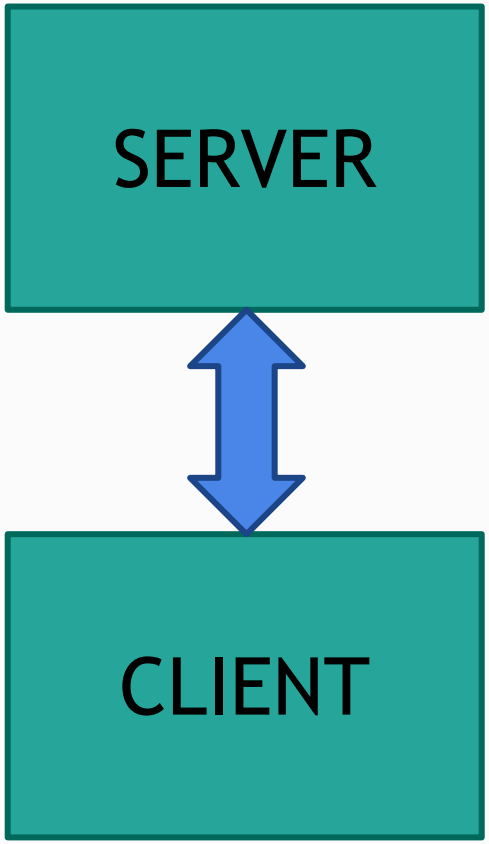
- Inactivity

- Doing the minimal (because minimal is not good enough for us)

START

- Continuous delivery
- Making the project your own
- Reducing the technical debt
- Using components and sprint in Jira
- Using tracker in Jira (only 1 team with a bug in their app ??)

Verticality VS Horizontality

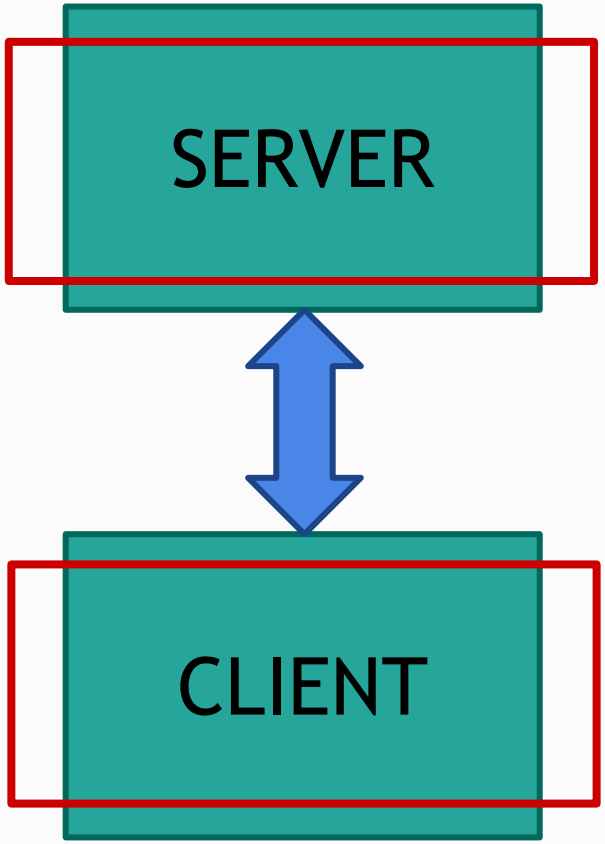


Track game field (zones)
Track players location
Persist data

Communication

Display terrain (zones)
Retrieve player location
Inform server of game data

Horizontality



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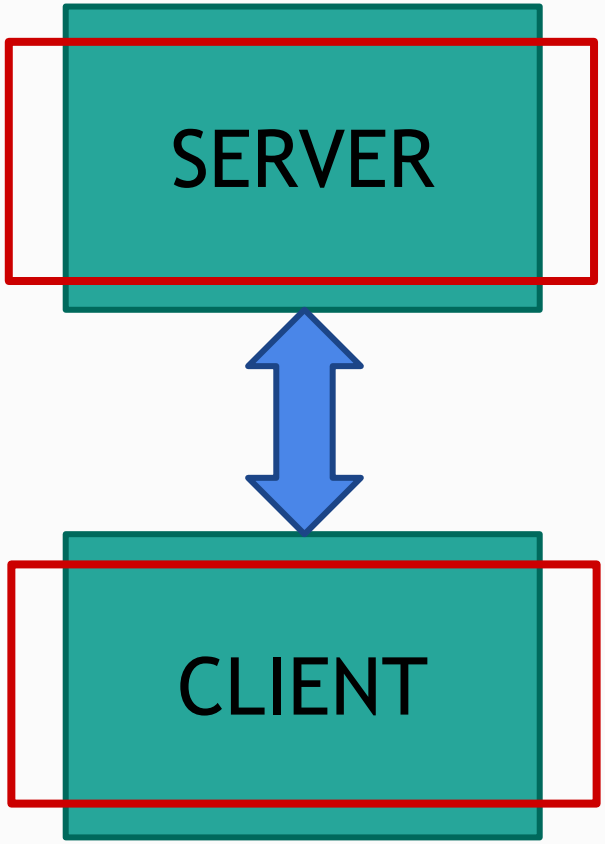
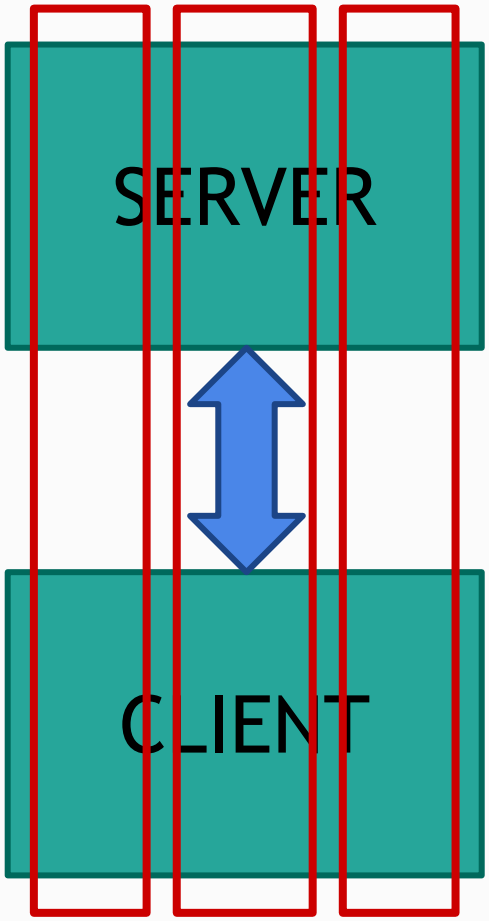


- Do everything
- Integrate at the end

Verticality VS Horizontality



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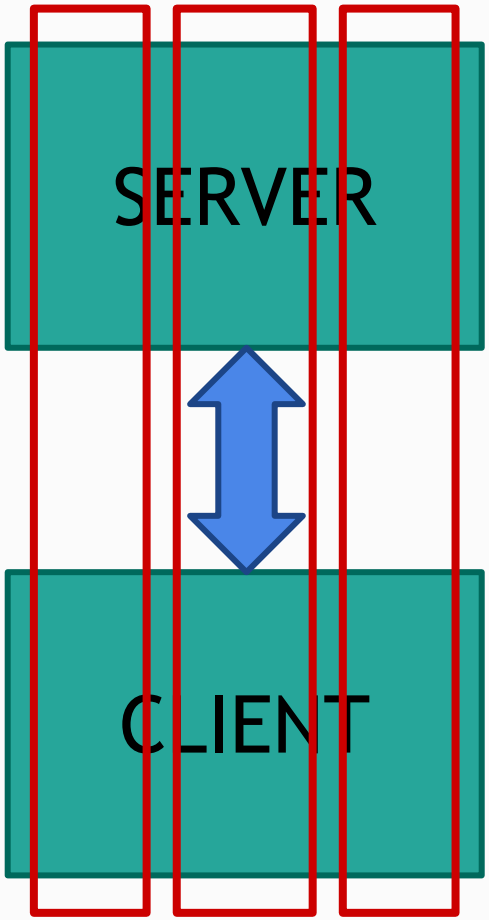
Vertical slicing



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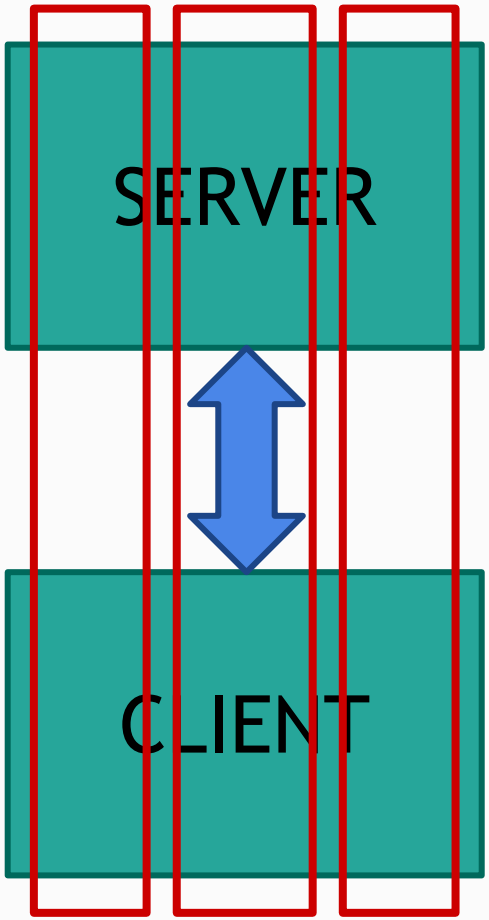


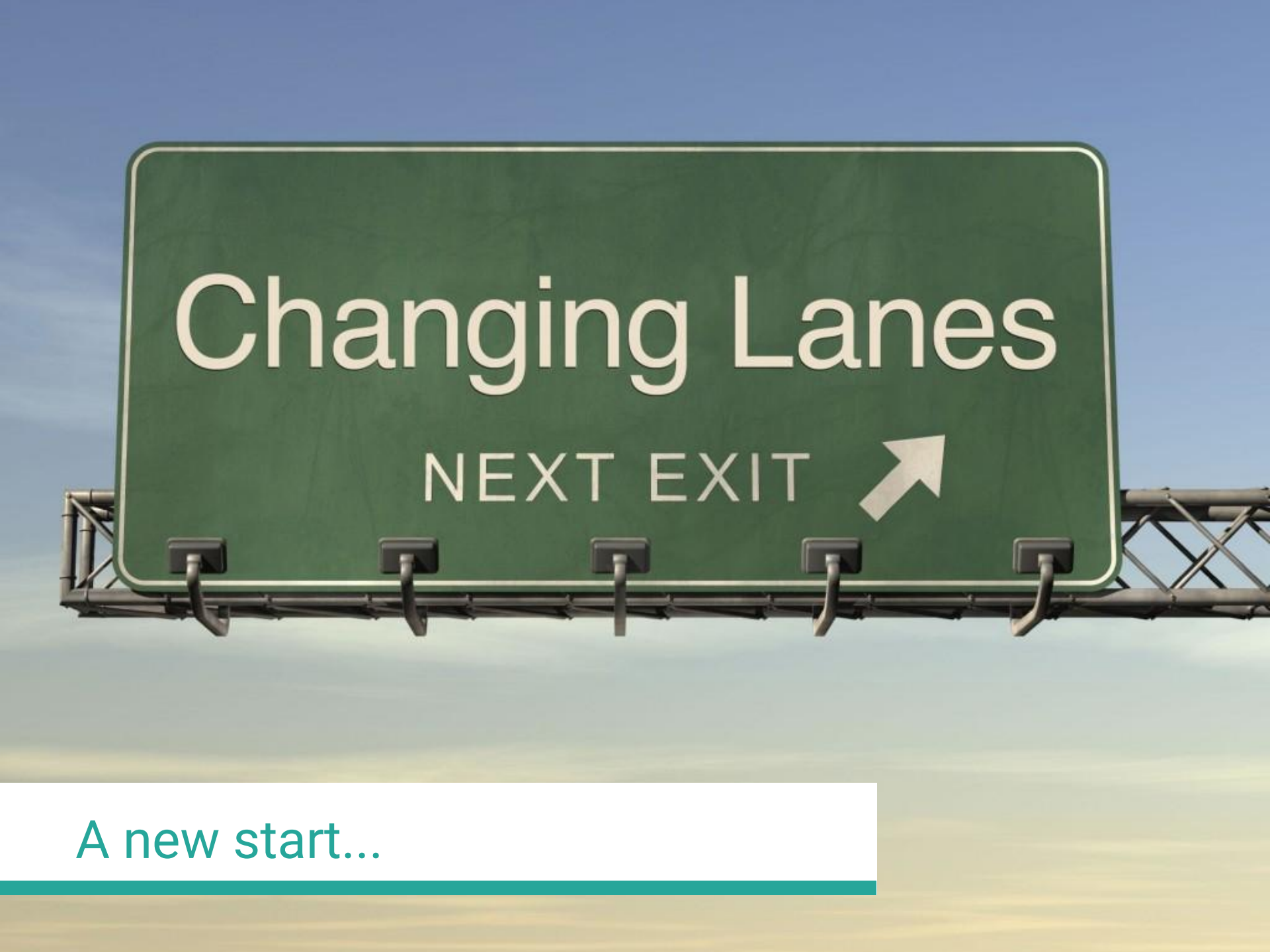
- Make slices as small as possible
- Focus on adding user value

Our Starfish

Our starfish

- STOP
  - Acting as law enforcement
- LESS
  - Giving you all the requirements
- KEEP
  - Answering emails
- MORE
  - Coaching each team
- START
  - Acting only as clients

NEXT



A new start...

The deal

WE KEEP

- The project
- The tools
- Your current code
- What you've learned
- From successes…
- … and failures

WE CHANGE

- The teams
- The teachers (kinda)
- The focus

A new challenger appears !

Sami LAZREG

lazreg@i3s.unice.fr

Objectives for semester 2

THE PROJECT

- Integrate your work
- Port to mobile
- Add your own feature

THE COURSE

- Apply the concepts
- Push your limits
- Go deeper
- Reduce technical debt

Make something you'll be proud to show

Not a database course

- We give you the
  - database schema
  - mocked data

- Now, focus on what's matter

- Here : https://github.com/LP-IDSE-16-17/authentication-ws/tree/master/db

(Thanks to Team A)

Timeline

3 Sprints:

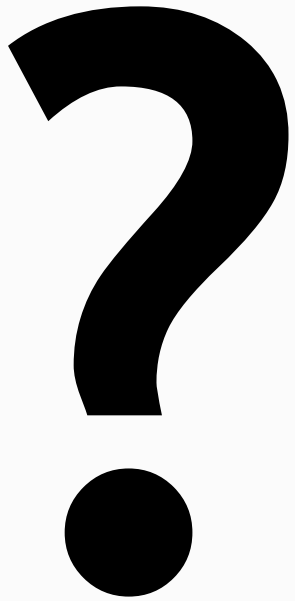
- 19/02: Release + technical report
- 28/03: Release + technical defense (code review)
- 16/05: Final release + Client demo

Organize your sprints as you want

don’t forget about client value though !

Teams

New teams

- Four teams of 6 (or 5)
- You create **YOUR** team
- Each team member must come from a different group
- Register your team and create your repo here:
  https://classroom.github.com/group-assignment-invitations/79979cffe409d0d68c89b9e72d6599c6
- Team name: X-WhateverYouWant
  - $(\mathrm{X} = \text{your team \# from 1 to 4})$

Find your (dream) team !