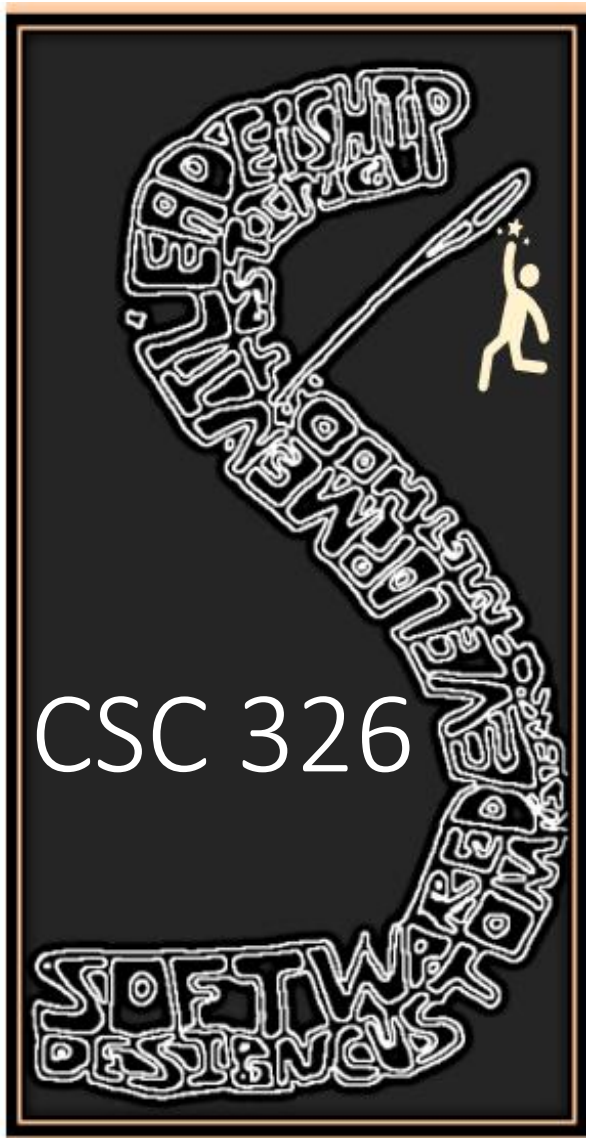
Group Project

F2 – 2020

Fernanda M. Eliott, Ph.D.

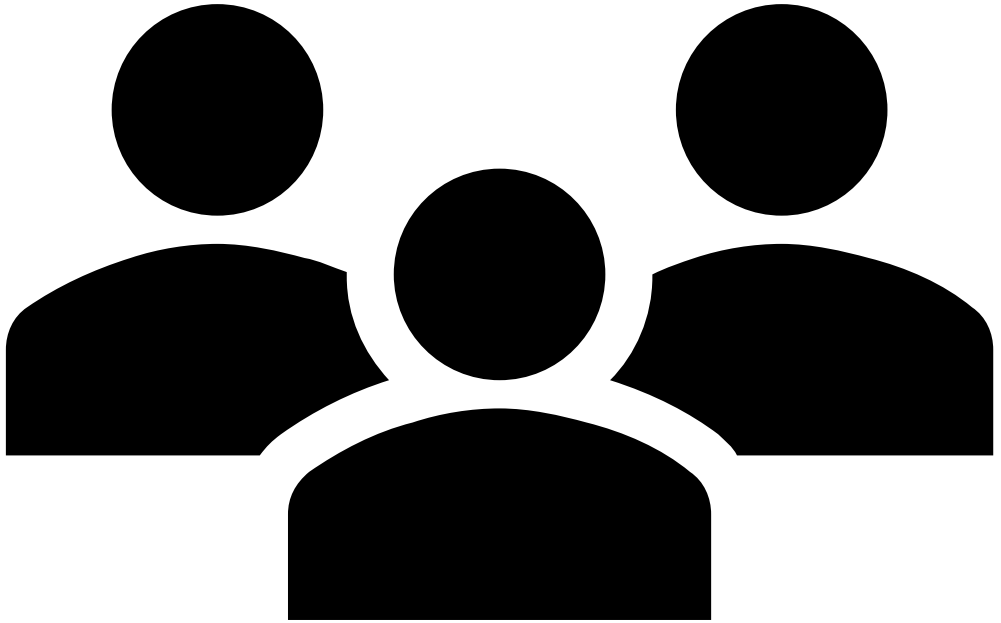
Computer Science, Grinnell College



Acknowledgments: I would like to thank Dr. **Barbara Z. Johnson** for her generosity.
(I also want to thank prior iterations of this course, all led by Dr. Barbara Johnson,
Dr. Sam Rebelsky, Dr. Anya Vostinar, and Dr. Janet Davis.)

Requirement

1. Always, a single submission per group. However, Each group member has to present something.



First Step

After being assigned to a project, you will:

1. Meet with your community partner to understand the project;
2. Meet with your peers to check for understanding and gather ideas for the project;
3. Collaboratively create a presentation to explain the project to your mentor. It should have:

- Project Goal;
- Ideas to accomplish the Goal;
- Possible difficulties/ issues you already envision
- In what areas would you like to get help from your mentor?
- Schedule – what days and time work for the group? (provide a lot of options to your mentor!!!)

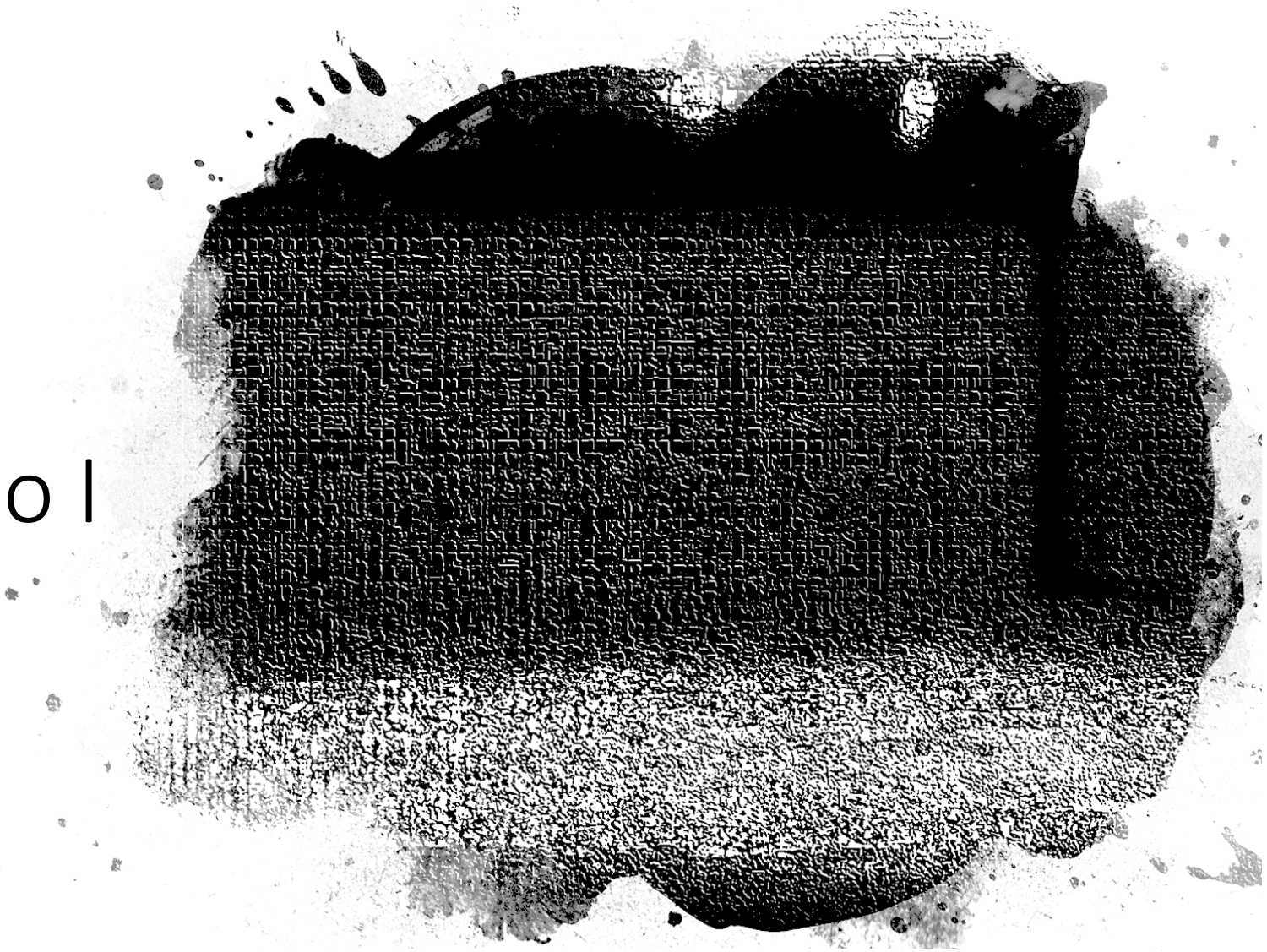
Meetings

Always come prepared to the meetings! What does that mean?

- **Organization and method**. Prepare a short presentation describing: 1. In what stage of the process you are right now; 2. Next Steps and timeline for those steps; 3. How can this person be helpful (What do you expect from this meeting?)
- Be on time, clear and concise (be mindful of their time!)
- After the meeting, discuss with your group to check for understanding and decide what to do next.
- Keep these presentations to keep track of the progress.

Deliverables – Group Project

Group project report and demo I



Demo I - Screen Mockup

In chapter 5, Hartl mentions and shows a screen mockup. That is a crucial step to help you understand your project and envision possible difficulties and actions going forward.

- You will create, and then present a Screen Mockup during our class.
- In class, pay attention to the other groups (this is a very insightful experience!) and collaborate with questions or tips.
- Remember to send me the Screen Mockup after the presentation.

Resources:

- Website mockup design: the complete guide and figma.

What to Turn In

1. A brief summary of what you have accomplished during sprint 1. What have you learned so far while working on this project? What have you done?

2. A review about how the team is functioning. What is working and what should be changed?

3. What do you plan to do for sprint 2?

4. Screen Mockup.

Group project report and demo II

Demo II - Wireframe

Resources:

- Wireframe, Mockup, Prototype: What is What?
- How paper wireframing will make you a better designer

Demo II - Wireframe

- You will reflect on the essential elements and the content of your project;
- Then, you will meet with your group and collectively work on a paper wireframing. Collect everybody's ideas and define a final version. Scan the documents created in the process and organize those in a presentation. Add a slide to explain how this process helped you to get a better sense of the project. Present to the class and interact with the other projects.
- Remember to submit your slides after the presentation.

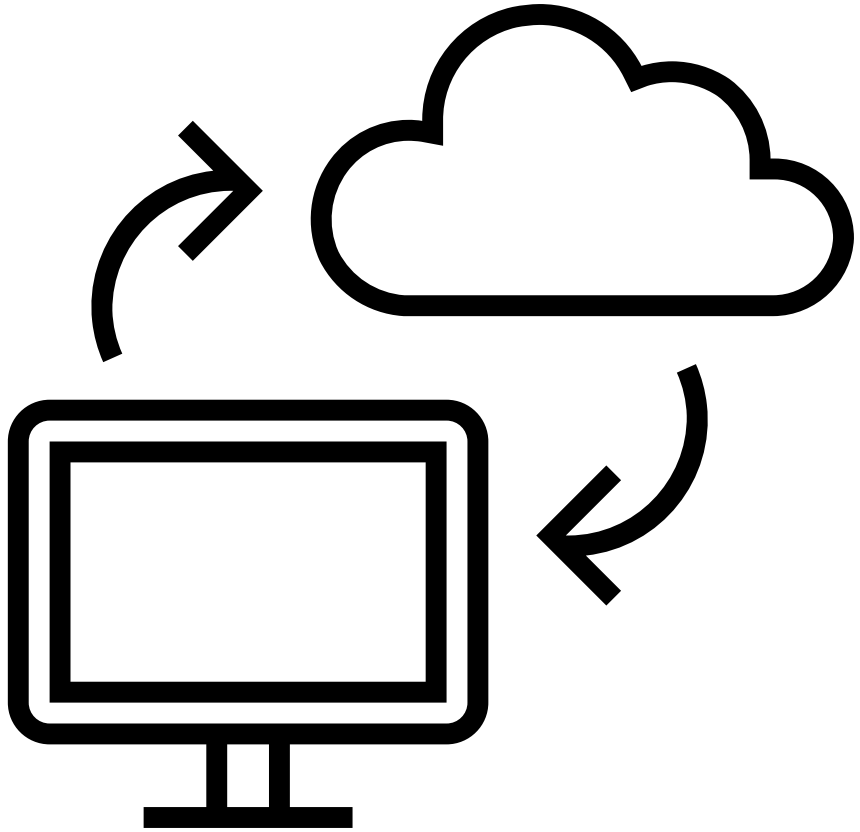
What to Turn In

1. A brief summary of what you have accomplished during sprint 1. What have you learned so far while working on this project? What have you done?

2. A review about how the team is functioning. What is working and what should be changed?

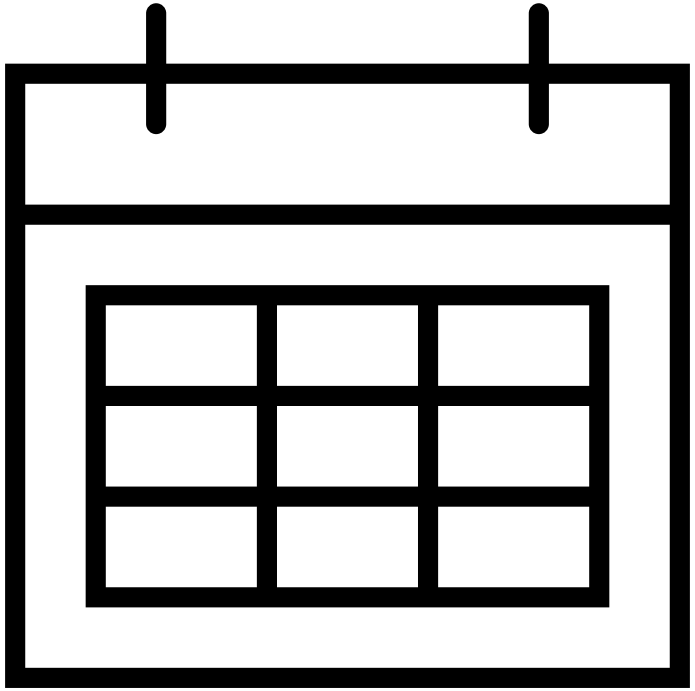
3. What do you plan to do for sprint 3?

4. Wireframe



Group project report and demo III

Demo III - Timeline



1. You will interact with your group and reflect:

- How are we doing?
- What have we accomplished so far?
- What is missing?

2. You will list the next steps and create a deadline for each one of them. Consider December 15 as the last day to finish coding.

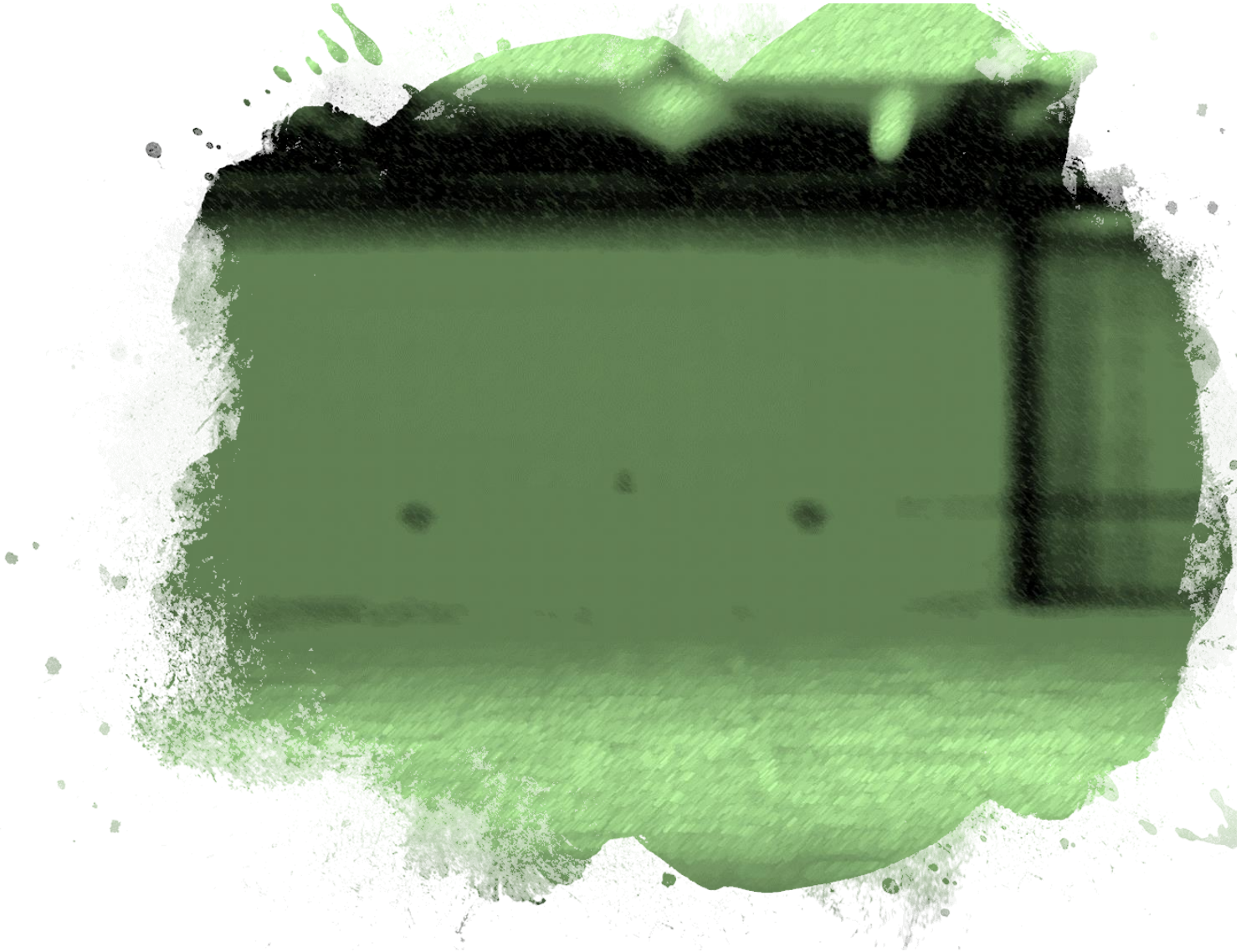
3. Meet with your instructor to chat about your planning and progress.

What to Turn In

1. You will list the next steps and create a deadline for each one of them.

2. A brief summary of what you have accomplished during this sprint. What have you learned so far while working on this project? What have you done?

Group project report and demo IV



Demo IV

You will show your app and explain:

What does it do?

How does it fit with the client's needs? Who is the target custom?

What has been particularly challenging?

What have you learned so far?

What to Turn In

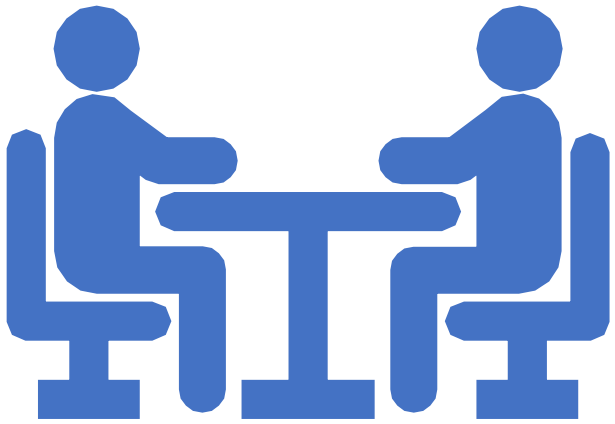
A brief summary of what you have accomplished during sprint 4. What have you done?

A review about how the team is functioning. What is working and what should be changed?

What are the next steps?

Summarize what you learned so far and how this will benefit your career.

Showcase – Final (Demo V)



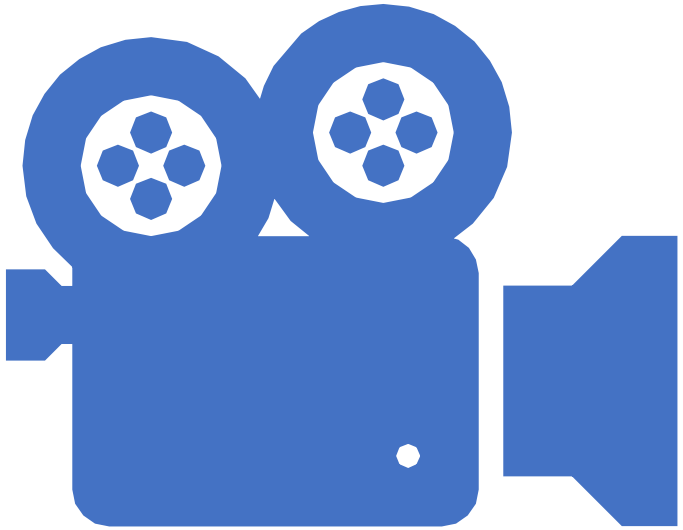
Community Partner

Before the final meeting/demo, agree upon the remaining goals (if any) with your community partner and write them down!!

Final

25 minutes (additional 5 minutes for questions)

- You will show the product demo video (3-4 minutes).
- Summarize what you learned and how this will benefit your career. (Each group member has to present.)
- Remember to include acknowledgments in the presentation.

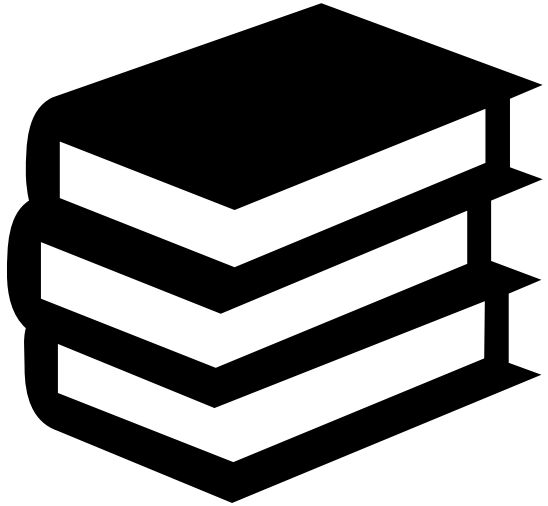


Internal Product Demo Video

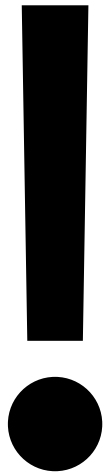
- You will create a Product Demo Video (3-4 minutes).
- Include the Screen Mockup, Wireframe, and other relevant information to show the development process.
- What is the vision for this product? Why does it exist?
- What does it do? Who is the target customer?
- What drove the design choices for this project?
- Final remarks.

Internal Product Demo - Readings

- Internal Product Demos — Why They're So Important
- How to Create Your First Product Demo Video as a Total Newbie
- Microsoft PPT - Turn your presentation into a video
- How to Make a Product Demo Video
- How To Create A Product Demo Powtoon

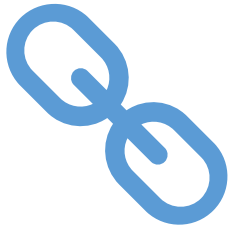


Internal Product Demo Video - Important



- Be very careful: do not show private information, such as email or username.
- Do not list the courses you have taken or publish any information about your academic record.
- Recommendation: use a non-identifiable name as your username whenever using a third-party service.

What to Turn In



Link to the Demo Video;

Presentation and any other materials you find relevant;

Summarize what you learned and how this will benefit your career.

Wrap up, Based on Dr. Johnson's website

Tasks

- Show Appreciation;
- Peer and Self Evaluation;
- Final Report.

1. Showing Appreciation

Appreciation I

Document	You will document your project and appreciate the support you received from your mentors, community partners, and peers.
Message	Each group will send a message to the alumni mentor, community partner, and course mentor. (CC your professor.)

Appreciation II (Optional)

Website	If you want to show your appreciation to a community partner, guest lecturer, or alumni mentor, just send me a message. I will post it on the course website without mentioning your name (anonymous).
Next Offerings	If you want to give tips to future students, just send me a message. I will post it on the course website without mentioning your name (anonymous).

2. Peer and Self Evaluation

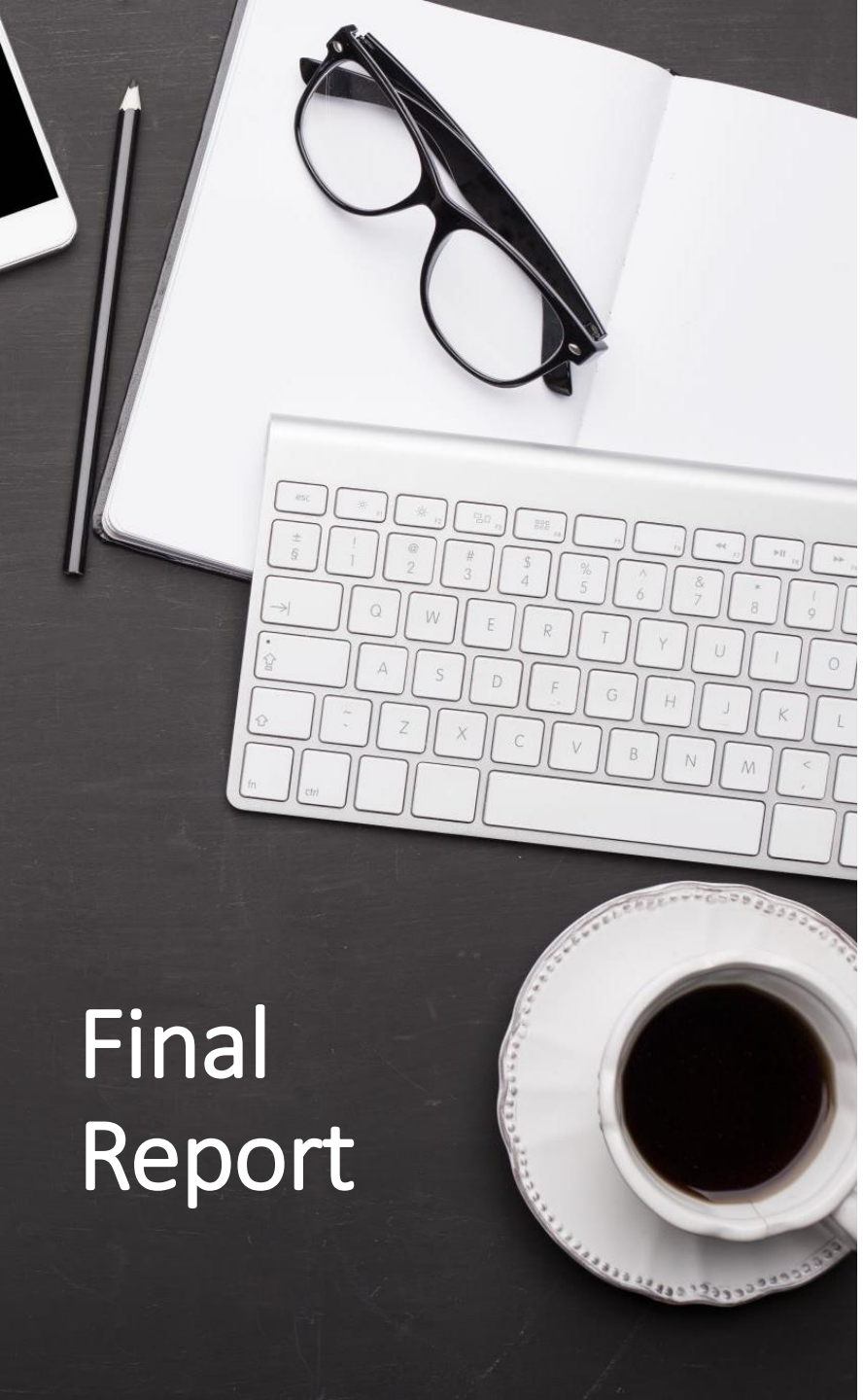
You will evaluate yourself and your team members regarding how well you worked as a team.

Your alumni mentor and your community partner will be asked to give general feedback about how well the team worked with them and how you contributed to the project's final prototype.

More details here.

3. Final Report: Purpose

- Your final report will be provided to the next team. You may repeat some things from your presentations or sprint reports if they are important for the next team to know about.
- This report is a place to record the last bits of knowledge that did not belong in a public presentation and that will hopefully help the next team get up to speed in the new term. Some of these items are mentioned in the wrap up page.
- Write the report that you wish you had gotten!



Final Report

1. Add your notes about the remaining goals and tasks to a document, preferably in the GitHub repo.
2. Copy to your final report any login credentials necessary for the maintenance of the app, such as temporary admin accounts, login credentials for and APIs used, etc. **Do not include any sensitive security keys!!** Contact your professor to transfer that information securely.
3. Document any details that you received from the community partner such as specialized information or codes, routine processes, people involved in the project (other than our contact person), etc. No detail is too trivial!!! We prefer that the community partners do not need to repeat themselves.
4. Once you are sure you have recorded all the information needed for the next team, you should delete any project-related work sites other than GitHub. If you used Trello, Teams, Google Docs, SharePoint, etc., please ensure that these will not persist after the final.

Final Report: Next Group – Project Explanation

- Discuss the high level view of your project.
- Explain the major parts of your project and how they fit together. What gems does your project use and why? If there are multiple gems, how do they fit together?
- Explain the workflow that your team used. If you tried different things and found some of them didn’t work as well as you had hoped, include that analysis.
- If you feel like it, include some words of encouragement or support.

Final Report: Next Group – Future Work

- What are the next steps? Provide a to do list.
- Be sure – double check – that the GitHub repo has accurate instructions for how to access and install your code.
- Is there anything hiding in the code that should be addressed? Any lingering technical issues or concerns? Should gems be updated or changed? Did you fix a particular problem but know that it has weaknesses that should be addressed? Is there a better way to do something that you just did not have time to research or implement? Do you suspect a piece of code could be more efficient but did not get to refactoring?
- Did you add gems or change the structure of project significantly? Please document those decisions and provide instructions or educational resources to help the next team get up to speed.

Final Report: Next Group – Final Remarks

1. Was there something that your group is most proud to have accomplished?
2. What tools or learning resources did you find most valuable and recommend to the next group that will work on your project?
3. What are the success tips you would like to share with future students?