

Coma (v.1)

Gunnar Schaefer Marcel Kyas Martin Steffen

Christian-Albrechts University Kiel

Wintersemester 2004/05



Introduction

Informal spec.

First timeline sketch

Misc

Introduction

- simulation of “real” project
- including all (or many) phases:
 - specification
 - realization, architecture
 - testing, shipping
- product:

conference manager tool: *Coma*

(more details later)

Side conditions

- firm **deadline**: end of semester!
 - **heterogeneous** team
 - unlike previous semester: almost “theoryless” project (in some sense)
- ⇒ one main problem will be: **cooperation/coordination/putting things together**
- there is no “**solution**”, the solution is: what we make of it
 - motives:
 - “**Schein**” (of course)
 - learning to do project work/team work
 - roles of **supervisors**:
 - **managers**: we are responsible for official things, grading, etc.
 - **client**: we provide the informal spec
 - **moderators** of the discussions
 - providing **framework** (installing/helping to install software, getting literature etc), discussion partner,
 - technical assistance and support

Consequences

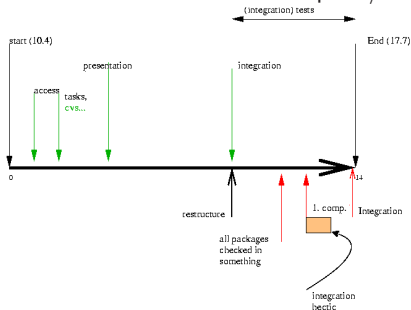
- tight schedule: one semester is **short**
 - don't **postpone** things
 - be **open**
 - tell the team: if you get delayed for some reason
 - better change plans than stick to unrealistic ones
 - ask for help/offer help to others
 - make realistic timeplans/estimations¹
- requirement specification is part of the task!
- success by
 - * initiative
 - * openness, communication
 - * (yes, and of course work ...)

¹a typical unrealistic (and often heard) estimation is: "last 4 weeks my group only achieved 10% of the plan, but the next two weeks we do 500%."

²Don't wait till someone else tells you what to do. Don't wait till the lazy group 12 does something.

Consequences

- tight schedule: one semester is **short**
 - don't **postpone** things
 - be **open**
 - tell the team: if you get delayed for some reason
 - better change plans than stick to unrealistic ones
 - ask for help/offer help to others
 - make realistic timeplans/estimations¹



- requirement specification is part of the task!

Consequences

- tight schedule: one semester is **short**
 - don't **postpone** things
 - be **open**
 - tell the team: if you get delayed for some reason
 - better change plans than stick to unrealistic ones
 - ask for help/offer help to others
 - make realistic timeplans/estimations¹
- requirement specification is part of the task!
- success by
 - initiative²
 - openness, communication
 - (yes: and of course **work** ...)

¹a typical unrealistic (and often heard) estimation is: “last 4 weeks my group only achieved 10% of the plan, but the next two weeks we do 500%.”

²Don't wait till someone else tells you what to do. Don't wait till the lazy group 12 does something.

Consequences

- tight schedule: one semester is **short**
 - don't **postpone** things
 - be **open**
 - tell the team: if you get delayed for some reason
 - better change plans than stick to unrealistic ones
 - ask for help/offer help to others
 - make realistic timeplans/estimations¹
- requirement specification is part of the task!
- success by
 - initiative²
 - openness, communication
 - (yes: and of course **work** ...)

¹a typical unrealistic (and often heard) estimation is: “last 4 weeks my group only achieved 10% of the plan, but the next two weeks we do 500%.

²Don't wait till someone else tells you what to do. Don't wait till the lazy group 12 does something.

What we expect

- active participation in **all** phases, in particular also the specification/setup phase
- active participation in the weekly meetings³
- workable solution of the chosen task
- don't drop out in mid-flight
- timeliness
- during semester/end-of-semester: deliverables, demo and presentation(s)

³take both parts **serious!** (the other parts, too, of course ...)

Introduction

Informal spec.

First timeline sketch

Misc

Coma

- why this project?

⇒ simple reasons:

- we (as **clients**) know vaguely what we “want”,
 - you (as **IT specialists**) probably don't exactly know what we want
- conference manager:

A web-based tool to assist the distributed preparation, organization, and processing of scientific conferences.

Requirements

- 4 main kinds of **customers**
 1. administrator: “guru”
 2. authors: submit papers, wait for acceptance
 3. program committee
 - decides about acceptance/rejection of contributions
 4. chairman (1 or many):
 - boss/moderator of the program committee
 - taking final decision[
- adaptability: product should be usable for many conferences
- “maintainability”: product should be manageable via the net
- “portability”: should be deployably/run with standard
- “security”: it should not compromise the safety of the system software

Possible tasks

- data base(s)
- report generation, web page generation
- discussion tracking
- management of discussion status
- visualization of status
- algorithm for assignments
- interface for authors
- interface for maintainers
- interface for programm commitee

testing

n/manual

Introduction

Informal spec.

First timeline sketch

Misc

Semster

- fixed dates:
 1. start: now
 2. end: end of semster: Friday, 11. February 2005
- ⇒ 15 tuesdays/ approx general 15 meeting during semester (i.e., without Christmas)
- at the end (as said)
 - demo
- wish: early [integration](#)⁴
- wish: testing

⁴will be hard(er) this time.

Today

- supervisors
 - introduction
 - project intro and warm up (= now)
 - CVS intro
- team
 - personal introduction
 - expertise of the team
 - how many participants?
 - 4/8 hours?
 - formation of **teams** of the **first phase**

first 2 weeks

- get the ball rolling: \Rightarrow
- we need (at least) two teams⁵
 1. taskforce “Spec”
 - explicit requirement definition of the requirement spec
 - taking into consideration
 - manpower of the semester
 - modularizability, equal load
 - expertise of the members
 - sources
 - thinking
 - discussion with us⁶
 - “market analysis”
 - deliverables:
 - spec. document
 - presentation
 2. taskforce “Tools”
 3. taskforce Testing

⁵depending on how many we are

⁶i.e., we need appointments.

first 2 weeks

- get the ball rolling: \Rightarrow
- we need (at least) two teams⁵
 1. taskforce “Spec”
 2. taskforce “Tools”
 - selection of the tools/languages for the implementation
 - which database server (if any)
 - which language(s), which versions
 - ...
 - taking into consideration
 - manpower
 - local availability⁶
 - expertise!
 - sources
 - discussion
 - “market analysis”
 - deliverable
 - tools spec (versions)
 - presentation
 - expertise (i.e., being able to help the others)

first 2 weeks

- get the ball rolling: \Rightarrow
- we need (at least) two teams⁵
 1. taskforce “Spec”
 2. taskforce “Tools”
 3. taskforce Testing
 - make a test concept, deliverables: as the other task forces

⁵depending on how many we are

Till/during next week

- members
 - get cvs **ready**(see handout)
 - organize your **workplace**
 - first appointments?
- coordinators:
 - make first informal spec ready
 - make email adresses available
 - finalize web-page
 - organize further literature

Introduction

Informal spec.

First timeline sketch

Misc

Misc

- current means of **communication**:
 - email-addresses
 - our web-page (hopefully always up-to date), contains
 - results of discussions, handouts, links
 - decisions
 - current status
 - ...

Statistic

Plus

Things we did not like

- passivity:

Things to do/org better

- not two spec groups?
 - avoids bickering/merging/friction which spec to take
 - we cannot have all the rest as tools-groups, because the tools groups where wasted time
 -