## **ITER1** Instructions

For this initial iteration on your project, your team will collect some use cases and implement some functionality.

## **Procedure and Deliverables**

## Iteration Planning Day

On the iteration-planning day, your team will meet with the customer, and gather requirements for the project. In particular, each team member will write two "brief" use cases. There are many possible use cases, but your team must choose use cases that are most important to the business value of the project or are associated with the greatest risk.

**Deliverable:** 2 UCs (per team member) **Due:** Before ITER2 planning day Each team member must save his/her UCs in the **ProjectPlan/UCs.txt** file in your team's project space.

In addition to writing UCs, you must also propose an iteration plan. For this part, you must list the tasks that each team member will perform during the iteration, along with the number of hours each task is expected to take. Each team member must propose at least 9 hours worth of work.

**Deliverable:** ITER1 tasks (9 hours worth per team member) **Due:** Before midnight on ITER1 planning day

Each team member must save his/her list of tasks in the **ProjectPlan/ITER1.txt** file in your team's project space. In each task, make it clear which UC(s) the task contributes to.

I will approve or further negotiate the tasks by the following class meeting. Note that you must receive my approval on your ITER1 tasks.

## The Rest of the Iteration

For the remainder of ITER1, you must complete the tasks that you negotiated. Recall that you must complete all those tasks to receive regular productivity points for ITER1. Also recall that you may attempt to renegotiate your tasks on the Tuesday following the ITER1 planning day.

**Deliverable:** All completed ITER1 work **Due:** Before ITER2 planning day For your team to submit their ITER1 work, one team member must tag the **trunk** as **ITER1**.

This course places a strong emphasis on <u>working functionality</u>, so you should prioritize your work accordingly. It is OK to propose "basic functionality" initially and to later add "bells and whistles." Such bells and whistles often make good A&B work.

For additional policies regarding the project, see the course policies document.