

Alpha Milestone Instructions

Goal: Demonstrate that your team has all the system’s features implemented and basically working (although polishing and bug fixes may be needed).

Deliverables: Demo video, Demo presentation, and updated artifacts

Demo Video

The team will be responsible for creating and narrating a demo video. Two A&B points will be awarded for creating the presentation. The team may assign the video-creation tasks (and the associated A&B points) however they see fit.

The demo video must meet three primary goals:

1. Demonstrate the progress that the team has made since last iteration.
2. Make clear who contributed what to the project and demonstrate those contributions.
3. Display the team’s work in the best possible light.

To meet Goal #1, do the following:

- Include all the newest features in the demo. Don’t leave any out. A big point of this exercise is to demonstrate all the wonderful progress that the team has made.
- Clearly state which features are new as they are being demoed. You need not state which features are old, unless you think there may be some confusion.
- Although UI features are a high priority, you may also demonstrate that backend functionality is working, even if it’s not yet connected to the frontend. The key thing is to prove that the code runs! Along those same lines, you may also demo automated tests.

Meeting Goal #2 should be straightforward in theory – simply say who built each feature as you demo it. However, you may need to place extra effort into scripting, so you don’t forget to credit anyone. Also, be sure not to make any factual errors.

To meet Goal #3, any demonstration of UI must take place in the context of a cohesive story. That is, the presenter must describe one or more characters (with names, like Alice and/or Bob) and relate a story about the character using the software. The presenter must stick to this story format. The story and accompanying demo must be well thought out, and not leave the audience with the impression that the presenter is making it up as he/she goes along. Use realistic names for things and not made-up placeholders, like “foo” and “slafjsd”.

Also, since the UI is generally the most interesting, you should lead with that.

The video must be limited to 10 minutes. Also, it must be in a format playable in VLC (<http://www.videolan.org/vlc/>), which covers most common formats.

Note that I will use this video as a primary component in grading your milestone.

Demo Presentation

One or two team members must present a live demonstration of the project. The emphasis of the presentation should be on showing off the functionality that the team has implemented (essentially goals 1 and 3 from the video instructions). Unlike the video, it is not necessary to say who created what. Follow the relevant video instructions (e.g., using a story with realistically named people) in performing the demo.

The demo should be no more than 10 minutes long (plus a couple additional minutes for questions and discussion).

Updated Artifacts

With respect to artifacts, you need to do only three things:

1. Tag your project as “alpha” in SVN.
2. Make sure that your user stories are up to date – don’t forget the status column!
3. Fill in your team’s “tasks” spreadsheet to indicate how much work each team member performed and which tasks they completed.