Class Project
Project Description

Produce a 1 page description of your project. If you are planning to work in a group, include the complete list of goals for the project, and describe what sublist of those goals you will complete. Upload the project description to the Blackboard assignment and to the top level of your project folder. Also indicate what part of those goals you will have working at the end of the first two week iteration.
Characteristics

- Agile methods break tasks into small increments with minimal planning, and do not directly involve long-term planning. Think top down design.

- Each iteration involves the team working through a full software development cycle including planning, requirements analysis, design, coding, unit testing, and acceptance testing when a working product is demonstrated to stakeholders. It is an important part of the Agile to produce a working extension of previous iteration in each iteration.

- No matter what development disciplines are required, each agile team will contain a customer representative. This person is appointed by stakeholders to act on their behalf and makes a personal commitment to being available for developers to answer mid-iteration problem-domain questions. I am the customer representative.
Project Development Methodology

- Develop a set of project goals to be accomplished by the end of the semester. Upload your list of goals to the SVN. Label the first set of goals as goals0. This is the 1 page project description indicated at the beginning of this lecture. As you progress in the project you will likely need to revise your goals. Upload your new goals to the SVN assignment in Blackboard and to the top level of the SVN project folder as goals1, goals2, ...

- You must start with a working code in your project.
- Replace bits in the original code to produce a starting version of your project.
- Upload the starting version to the SVN as project0.
Project Development Methodology

- Every two weeks upload a new working version of the project stored in directories project1, project2, ...
- Each new project\textsuperscript{N} upload must be work up to the point specified in your goals\textsuperscript{N}. If it doesn't (and normally won't) meet the goals you specified, resubmit an updated goal list to both Blackboard and the SVN with the title revisedgoals\textsuperscript{N}. 
Final Report

- Due Friday of Finals Week
  - An individual written report in .doc format describing your project (what it does, how to play it, etc) and how to compile/run it. Include screen shots of the running project in your report, and include a reference to the code in the svn. In order to receive credit for your class project, I must be able to compile and run the project as stored in the SVN. So check your project's portability by downloading/compiling/running it on another machine.