# Distributed and Outsourced Software Engineering (DOSE 2012) Assignment 1:

# *Scope Document and First Communication in the Group*

(10 points of 100)

## *Deadline: Wednesday, October 17<sup>th</sup> 8am (Zurich time) Commit the files at*

https://github.com/DOSE-ETH/dose2012/tree/master/scope/group\_n/ where n is your group number.

# 1. Basic Information

### 1.1 Mailing Lists

We have created mailing lists for all the groups. In these mailing lists, all the members of the group are subscribed. The mailing lists are:

se-dose-group1@lists.inf.ethz.ch se-dose-group2@lists.inf.ethz.ch

... se-dose-group21@lists.inf.ethz.ch

# Important: When you send an e-mail to any member of your group, please CC your group mailing list.

#### 1.2 Communication Rules

There are several universities involved in this project. Good communication is **important**. Please, when you send any e-mail to the assistants or your colleagues start the subject with: [dose2012]. Furthermore, when you sign the e-mail **add your group number** (you will get a group number soon), **and the university where you are from**.

## 1.3 Using Github

We use Github <u>http://github.com</u> as our software development and collaboration platform. It is based on the distributed version control system Git <u>http://git-scm.com/</u>. The Git repository stores all the committed versions of your files. So, please keep only **one version** of any document in the repository, and use file names that reflect the content of the document. For example, the name of scope document should be "scope.doc" and not "xwt25t.doc". You should always keep only one version of the file; previous versions of it can be restored using Git. If you are new to Git, we recommend you take a look at the official Git book, available online:

#### http://git-scm.com/book

A simple way to interact with the Github repository is by using the Github client software' (available for Windows and Mac):

http://windows.github.com/

http://mac.github.com/

## 1.3 Project Deadlines

The project milestones and project deadlines are the following:

- Assignment 1: Scope Document and First Communication Deadline: October 17<sup>th</sup>
- Assignment 2: Requirements Document Deadline: October 30<sup>th</sup>
- Assignment 3: API with Design by Contract Deadline: November 13<sup>th</sup>
- Assignment 4: Test-Driven Development Deadline: November 20<sup>th</sup>
- Assignment 5: Implementation in Eiffel Deadline: December 17<sup>th</sup>
- Project Presentations (at ETH): 18.12.2012

# 2. Scope Document

Before starting the project, the groups need to define the scope of the project. Without a shared vision, teamwork cannot take place. In this assignment, you have to define which game your group is going to develop and which team is responsible for each component (Logic, GUI+Net, AI). The list of accepted games has been published at:

https://github.com/DOSE-ETH/dose2012/wiki/Accepted-Games

In the dose2012 project, the overall scope document is provided by the course organizers. It is available in the project repository:

https://github.com/DOSE-ETH/dose2012/tree/master/scope

This scope document describes the overall organization of the dose2012 project.

<sup>&</sup>lt;sup>1</sup> The Github client only gives basic Git functionality. For more advanced features, you will have to use the Command-line Shell that comes together with the client.

## Task 1

*Please once you decide which game your group will implement, add this information to the Accepted-Games Table:* 

https://github.com/DOSE-ETH/dose2012/wiki/Accepted-Games

# Task 2

The goal of this task is to write a scope document. Each **group** has to write its own scope document. A template of the scope document can be found at:

https://github.com/DOSE-ETH/dose2012/tree/master/templates

Commit the files at

https://github.com/DOSE-ETH/dose2012/tree/master/scope/group\_n/

where n is your group number.

## 3. First Communication

The groups have been published at

https://github.com/DOSE-ETH/dose2012/wiki/Groups

There are groups with 2 teams (2 locations) and groups with 3 teams (3 locations). The games should be split in 3 components (Logic, GUI+Net, AI) for the 3-teams groups and 2 components (Logic, GUI+Net) for the 2-teams groups.

# Task 3

The third task of this assignment is to have a first meeting with the whole group. To start with, each **team** will have to define a **contact person**. The contact persons need to contact all the members of the group and collect/ask the following information/questions:

- 1. Name, e-mail skype id Github user name
- 2. Eiffel Experience: (none basic good excellent)
- 3. Do you have EiffelStudio installed? If not, ask them to install it
- 4. Experience in writing requirement documents: (none- basic good excellent )
- 5. Work Experience
- 6. Biggest project: (line of code)
- 7. Knowledge in OO languages (e.g. Java, C#)
- 8. Other programming languages
- 9. Languages he/she speak
- 10. Ask him/her to send you a picture
- 11. Time Slot for Meetings: We want to have meetings with at least the contact person of each team. Ideally, everybody should attend the meeting. Find a time slot where most of the group can be on-line. The meeting will be 30 minutes, and everybody should reserve this weekly time slot (although we might not meet weekly). Restriction: Tuesday morning is impossible. If possible, propose several options.
- 12. Any other information you think it is important to know.

*Once you have all the information, prepare a presentation. See an example at:* 

https://github.com/DOSE-ETH/dose2012/tree/master/examples/

Commit the presentation at

https://github.com/DOSE-ETH/dose2012/tree/master/scope/group\_n

where *n* is your group number.

# 4. Effort Expended per Team

We want to keep track of the time expended in each task per each team. Please, during the assignment store the following information:

1) How many person hours did you dedicate to Assignment1?

a) How many person hours of Assignment 1 did you use for communication? Split the answer in two categories:

I. Communication with members of the same team (located in the same university)

II. Communication with members of other teams (located in other universities)

b) How many person hours of Assignment 1 did you use for development of the assignment result (preparing the documents, answering questions, writing documents, reading documentation, etc)?

2) From question 1.a):

a. How many hours were used for voice communication?

b. How many hours were used for other way of communication such as e-mail, forums, etc.?

c. How many hours did you use for face-to-face meetings?

3) How long did you have to wait for a reply from the other team? Indicate best case, worst case and average in hours.

After each assignment, you should also commit your Skype logs (or any other chat logs). Commit the logs at

https://github.com/DOSE-ETH/dose2012/tree/master/logs/group\_n

where n is your group number.