CSc 191 - 01 Senior Project - Part II
Department of Computer Science, CSU, Sacramento
Seminar (83850) Thursday 9:00 to 10:15 Tahoe Hall 1007
Fall Semester 2016

Instructor: Bob Buckley, Computer Science Faculty
Office: Riverside Hall 3002
Phone: (916) 278-7324
Email: buckley@csus.edu

Office Hours
Time TBD
or by appointment

Text: SCRUM: A Breathtakingly Brief and Agile Introduction,
Chris Sims & Louise Johnson,
Dymaxicon ©2012

Course website: http://athena.ecs.csus.edu/~buckley/CSc191/CSc191.html

Catalog Description: CSC 191. Senior Project-Part II. Continuation of the team project begun in CSC 190. Teams apply software engineering principles to the design, implementation and testing of their software product. All technical work is published using guidelines modeled after IEEE documentation standards along with an appropriate user manual. Oral and written reports are required. Senior project is completed with the successful delivery, installation and demonstration of the software along with all approved documentation. Lecture one hour, laboratory three hours. Units 2.0

Prerequisite: CSC 190

Course expectations:
• Team members are expected to cooperate and collaborate as a team throughout the duration of the project.
• Each team is expected to also collaborate with their project client throughout the duration of the project.
• Each team is expected to apply the “Agile Principles” and to organize and do the work in accordance with the SCRUM methodology.
• In collaboration with the project client, all the project work will be identified and prioritized.
• Project work will be sized and assigned into two week “sprints.”
• At the end of each “sprint”, the work completed will be assessed, including a review by the project client, and the work for the next “sprint” will be assigned.
• The project is to be completed, delivered and accepted by the client on or before Friday of the last week of instruction.

Required of team members:
• To meet weekly with the course instructor at the time and place of the scheduled seminar
• To meet weekly with their faculty adviser, who will serve in a modified form as the team’s “SCRUM master”.
• To meet weekly as a team to coordinate and collaborate on the required work.
• To meet with the project client (at a minimum) at the end of each “sprint” to review and assess the completed work
• To be responsible for the preparing agendas and minutes for all client and faculty adviser meetings.
• To establish a process for responding to whatever reporting is required by the project client, the faculty adviser and the course instructor.
GRADING

**Team**
- 10% Weekly team status reporting
- 30% Assessments provided by the team’s client (during and end-of-semester feedback)
- 20% Assessments provided by the team’s faculty adviser
- 20% Quality and effectiveness of required documentation (e.g. Product Backlog, Task Board, Sprint Review, Retrospective and all meeting Agendas & Minutes)
- 10% End of semester assessment of team’s Project Log

**Team Member**
- 10% Individual team member attendance / participation and in class presentations

**NOTE:** Team members are expected to have effectively cooperated and collaborated throughout the project. Failure of any team member to do so can negatively affect the project and consequently the evaluation of all team members. If problems arise, the course instructor should be informed immediately.

No laptops, phones, iPads, tablets unless required by the instructor (NONE!)

**Academic Integrity:** You are responsible for reading the Sacramento State policies on academic honesty found at http://www.ecs.csus.edu/wcm/csc/academic/academicintegrity.html