Announcements

- Time records
  - Most people are spending about 9 hours outside of class – right on target for 12 unit course
  - Includes substantial work on project
- Story level of detail
  - 2-3 sentences is about right
    - Mostly OK in projects, a few too short
  - Main purpose
    - be self-contained
    - express main idea in enough detail to estimate
  - Expectation that you will refine details with client when implementing a story
    - We're not requiring you to document these details (because XP doesn't)
    - This only works because XP assumes close customer contact—so make sure you keep talking to them

Announcements

- Prototypes
  - At least one team is looking at this as a first version
  - Nominally, should throw it away
  - Will not be required
    - But you must decide
    - If you keep it, you have to use XP QA practices when developing it

Announcements

- Engineering stories
  - E.g. learn some new system
  - User story must represent progress to customer
    - Not necessarily direct value
    - Engineering stories are OK
- Size of stories
  - Need to fit into iteration
  - Recommendation: 3-18 ideal hours
  - Break up if much bigger than this
- Effort level, weeks 4-6
  - 6 calendar hours / week / person
  - 2 person team : 3 weeks * 6 hours/person * 2 people / load factor 2 = 18 ideal hours
  - 4 person team : 3 weeks * 6 hours/person * 4 people / load factor 2 = 36 ideal hours

Announcements

- Story priority
  - Each story should "hang together" from client's perspective
    - Rationale: stories as a unit of planning
  - If parts of the story are lower priority for the client, split up the story