Distributed and Outsourced Software Engineering (DOSE)

Assignment 4: Implementation in Eiffel

(40 points of 100)

Prototype: Tuesday, November 22nd - 8 am (Zurich time)
First Implementation: Tuesday, November 29th - 8 am (Zurich time)
Final Implementation: Tuesday, December 13th - 8 am (Zurich time)
Commit the files at
https://svn.origo.ethz.ch/dose2011/src/group_n/
where n is your group number.

1. Questionnaire

Each team should have collected the time expended in Assignment 3. Christian Estler will contact you indicating where to submit the collected data.

Important: the time expended is collected by teams and calculated in person-hours. For example, if 3 people participated in a meeting for 2 hours, then the expended time is 6 hours.

For assignment 4, you should also collect this information:

1) How many person hours did you dedicate to Assignment4?

    a) How many person hours of Assignment 4 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 4 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.

2. Deadlines

The project will be implemented in 3 phases:

1. **Nov. 22nd**: *A prototype should be delivered. Students at ETH will have to show the prototype during the exercise session. Students at other universities should show the prototype to their assistants.*

2. **Nov. 29th**: *The first version of the system should be delivered. This version is not a prototype; it should be a working game component. A demo will be done.*

3. **Dec. 13th**: *The final system will be presented at ETH during the lecture on Tuesday, December 20th.*

3. Daily Build

The system should be built on a daily basis. Everybody must commit the code daily. Only commit code that compiles! Do not forget to commit new classes.