As you arrive:

1. Start up your computer and plug it in.
2. ***Log into Angel*** and go to CSSE 120.
   Do the ***Attendance Widget*** –
   the PIN is on the board.
3. Go to the ***Course Schedule*** web page.
   Open the ***Slides*** for today if you wish.
4. Checkout today's project: `DETAILS FORTHCOMING, NOTHING YET.`

Session 15

Project Kickoff and Top-Down Design

Project Kickoff

Top-Down Design

Project Teams

- Find your teammates and sit with them.
- We will begin with an Ice-breaker.
- Exchange contact information

Project Requirements

- Your instructor will walk you through the Project Requirements:
  - From the course web site: **`Project Instructions`**
    `~ Musical Delivery Service`
    `~ MusicDeliveryService.html.`
- Brainstorming rules:
  - No squashing.
  - Write it down.
- Brainstorm with your team ***other features*** that a team could implement as extra's.
  - Must relate to the project as specified in some natural way: additional Delivery ideas or additional Remote Control ideas.
  - Can use additional hardware (we will fund small expenditures, less than $100 for the two sections)

After brainstorming, share results with the class (someone please record the ideas and send them to David Mutchler).

Project Process

- Your instructor will walk through the Project Process
- From the course web site: `Project Instructions`
  - `~ Musical Delivery Service`
  - `~ ProcessEtAl.html.`
- Also linked from the Requirements document.

SVN as a TEAM

- Per your instructor's directions and the Process document:
  - Add the location of your repository.
  - Check out the MusicDelivery project.
  - Examine it briefly.
  - Do the 2 steps listed in the Process document in the section on SVN. Be careful!

Project time

- Begin forming your Release Plan
  - Just a start. You'll want to think about it overnight.
- Arrange to meet to:
  - Finish your Release Plan and
  - Do your Structure Diagram or other diagram and
  - Do your Screen Sketch
    - You'll learn Tkinter in the next class session and use it to make your GUI. It supplies the user-interface controls that you would expect.
- Record your tasks in your Task List.
  - Update-edit-commit!
  - Include an item that covers your work today (e.g. "Project Kickoff, 1 hour").