Projekt CS 2008

http://www.it.uu.se/edu/course/homepage/projektDV/ht08

Coordinators

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+ our industrial partners

Partners from Industry

- Ericsson Research
  - Michael Åström
- Mobile Arts
  - Lars Kari
- Green Hat People
  - Niklas Tyllström
  - Magnus Thylander

Course Overview

- Projekt CS 22.5 hp:
  - 50% speed in period 1 (i.e. max one other course)
  - 100% speed in period 2
  - Attendance is mandatory!
- Goals:
  - ... members of project group
  - ... how a big project is run
  - ... from planning to implementation
  - ... use modern techniques, tools and principles when constructing programs
  - ... find suitable limitations of the assignment
  - ... deeper knowledge in at least one aspect of a complex distributed system

Course Overview

- A project course:
  - work in project
  - lectures (to get started)
  - supplementary lectures on request from students
  - external reviews (2)
  - individual discussions
  - public presentation (Jan 15)

Projekt CS

- Fall 2002
  - Football
    - team Dynamo Pavlov
  - Map-making system
    - K-9
- Fall 2003
  - Football
    - team Gifr
  - Real-Time Middleware for Sony AIBO (Kelb)
- Fall 2004
  - Football
    - (team Underdogs)
Projekt CS 2005
- Project Avatar
  - Three Crowns
  - A distributed mobile phone game (RPG)
  - Collaboration with Klas Ericsson
- Project AGPS
  - Assisted GPS server and test program
  - Collaboration with Mobile Arts

Projekt CS 2006
- Project Poi
  - Points of interest
  - Community driven
  - Collaboration with Mobile Arts and Street Media
- Project TGM
  - Teazle Goes Mobile
  - Collaboration with Aniware

Projekt CS 2007
- Fuatara
  - Social networking
  - CCT – Converged Community Toolkit
    - with Ericsson Research
- ShiShi.TV
  - Real time video broadcasts from a "studio" to web sites and mobile phones
  - Feedback from viewers
    - with MobileBooster & Mobile Arts

Projekt CS 2008
- ~15 students
- Green Hat People
  - (Localization Based Multiplayer Games)
  - with Ericsson Research
- Uppsala University
  - (Coordination Examination)
- Mobile Arts
  - (IMS Message Office)
- Citerus
  - (Scrum)
- Henrik Hindbeck
- Lars Karl

Project characteristics
- Server with database
- Protocols and packages for communication
- Web interface
- Client for cell phone
- User data
- Existing/non-existing protocols/standards
- Programming languages (J2ME, Java EE, Erlang)

Tools (examples)
- Software Development Kits (NetBeans/Eclipse)
- Version Management (CVS/Subversion)
- Bug Management (Bugzilla)
- Wikiportal(s) – project web page, discussion fora, etc
- MS Project – project planning tool
### Project rooms

- **1026** – IMS Message Office (Mobile Arts)
- **1029** – Location based multiplayer games (Green Hat People)
- **1033** – Shared meeting room
- Workspace for everyone (chair, desk, computer with network connection)
- Printer
- Test equipment (server, etc) and other hardware (mobile phones, etc).

### Schedule this week...

- **Today 1/9**
  - Introduction
  - Presentations by Ericsson Research, Mobile Arts and Green Hat People
  - Quick look in the project rooms
- **Tuesday 2/9 13.15 in 1145**
  - Introduction to Scrum
- **Wednesday 3/9 13.15 in 1145**
  - Groups are formed
- **Friday 4/9, 13.15 in 1145**
  - Scrum workshop

Next week: Erlang and J2ME lectures

### To do …

- Fill in the survey
- Create work space for everyone in the project rooms
  - Make a list of missing things
- Decide which project you want to join
- Consider if you want the position as project leader
  - One per project
- Study results from previous years
  - Avatar, TGM, AGPS, Poi, ShiShi.TV, Fuatara

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