Sprint 1 – Live Demo

1 Agenda

The purpose of the live demo is not only to demonstrate functionality, but also to demonstrate understanding of the system's architecture, testing strategy, and implementation. Every team member should be prepared to answer questions about the system and explain code they contributed.

Before demo, you must have the following open and ready:

- User stories spreadsheet open
- Source code open in your IDE (font size large enough for projection)
- Running application
- Class diagrams
- Dashboard
- GitHub repository

Order	Topic	Description	Time (min)
1	Sprint Dashboard	Display your Sprint Dashboard document, no explanation needed.	1
2	Architecture	Display class diagrams and discuss how your design adheres to MVC.	2
3	Architecture	I will select one User Story. Your team must trace the execution flow required to complete that story, beginning with the user interaction and continuing through the controller, model, persistence, and other relevant classes.	2
4	Unit Testing	Show your list of unit test classes (e.g. in the package explorer in Eclipse) and I'll pick one unit test method and ask you to explain. Be prepared to explain what the test is verifying and why it is needed.	2
5	Integration Testing	Show your list of integration test classes and I'll pick one integration test method and ask you to explain it. Be prepared to explain which User Story and Acceptance Test the integration test verifies.	3
6	Demo	I'll choose several User Stories and ask you to demo a happy path test for each. For one or more, I'll ask you to demo a sad path test.	6
Total			**16**