Workshop 3

Activity 2 – Assignment Teams

- Get to know each other – some icebreaker ideas
    - What's your favourite TV show or movie or book? Why?
    - Show an item that's on your desk/in your home and tell your team members something about it.
    - What is something that you find really fun or you are really good at?
    - What is something you find really irritating?
- Share contact details
- Create a communication channel – SLACK, WhatsApp – whatever works best for your team. However, you must check the restriction of any of the software that you choose, e.g. can you access it anywhere anytime?
- Nominate a team member, Create a folder in **Google Drive** & **Trello Board** and name them as:
    - FIT2001_2021OCT_Team## (## - team number),
      e.g. FIT2001_2021OCT_Team99
    - Invite all team members & tutors (*cheng.yue@monash.edu & peter.huynh@monash.edu*)

    - Note: For Trello Board, create 3 lists and prefix with Assignment No – ***A1 To Do, A1 Doing, A1 Done***

Activity 3 – Agile vs. Waterfall - The 12 Agile Principles

- Bayside Bikes: You have told Andrew Rogers that you are considering developing his new system using an Agile approach. He is a bit worried about this because some of his friends in the IT industry have said a more traditional approach would be better. He wants to know why you are going to use the Agile approach
- Task: Discuss the impact each of the 12 principles of Agile, will have on the development of the new system, and why the waterfall model may not be better.
- Be prepared to present your discussion to the class.

1. Waterfall VS Agile

The Waterfall Methodology (2 points each)	
advantages	disadvantages
• Long Term Planning Scale • Clear structure	• Time from specification to implementation is long • Ability to respond quickly to change is low • Ability to meet deadlines is low

The Agile Methodology (2 points each)	
advantages	disadvantages
• Distance between client and developer is short • Ability to meet deadlines is good	• Short Term Planning Scale • Constrained by daily meetings for effective coordination. • Requires lots of collaboration, such as with customers and clients, although they may not always be available.

2. Why are you going to use the Agile approach?

- Projects are much more likely to be successful and much less likely to fail when using the agile process as compared with the waterfall process.
- The above mentioned advantages of Agile over Waterfall.

3. Why the waterfall model may not be better?

- The waterfall model is static, which means while the client has the new requirement or new demand, waterfall model is not suitable to go back and change something that was not well-thought out in the concept stage during the testing stage in development.

4. Discuss the impact of each of the 12 basic principles of agile. Try to link to the Bayside Bikes case study (principle 9-12).

Basic principle # 9 is “Continuous attention to technical excellence and good design enhances agility.”. By focusing on technical excellence and good design, an effective business information system will be able to be designed and implemented in a short time frame.

Basic principle # 10 is “Simplicity–the art of maximizing the amount of work not done–is essential.”. By focusing on simplicity, the team will not get lost in irrelevant details or inconsequential aspects of the project. The team will be able to implement the core features requirements:

- report on a range of things like popular days / times for rentals, profitability, most popular accessories, etc.
- the system to manage bike bookings, rentals and returns, and to track the physical details, availability status and condition of their bikes and accessories. They would also like to offer special deals to their regular customers.

Sprints can be used to focus on each one of the core requirements as a time until the most essential core functionality of the information system has been implemented.

Basic principle # 11 is “The best architectures, requirements, and designs emerge from self-organizing teams.”. A self-organising team will be able to self-direct to meet the project requirements most effectively, as each of the team members will be able to lead the team in different aspects.

Basic principle #12 is “At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.”

- The team will be able to stay focused on the goals and deliverables of the project without getting bogged down in the details.
- The team regularly reflects on the rental and condition of various types of bicycles in different places and adjust accordingly according to the needs of different places.

Appendix 1: 12 Agile Manifesto Principles

Reference: https://www.agilealliance.org/agile101/12-principles-behind-the-agile-manifesto/

1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
4. Business people and developers must work together daily throughout the project.
5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
7. Working software is the primary measure of progress.
8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
9. Continuous attention to technical excellence and good design enhances agility.
10. Simplicity–the art of maximizing the amount of work not done–is essential.
11. The best architectures, requirements, and designs emerge from self-organizing teams.
12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behaviour accordingly.

1	Satisfy the customer	●
2	Welcome changing requirements	●
3	Deliver working software frequently	●
4	Collaborate daily	●
5	Motivated individuals	●

6	Face-to-face conversation	●
7	Measure of progress through working product	●
8	Promote sustainable development	●
9	Continuous attention to technical excellence	●
10	Simplicity is essential	●
11	Self-organizing teams	●
12	Regularity reflect on continuous improving	●

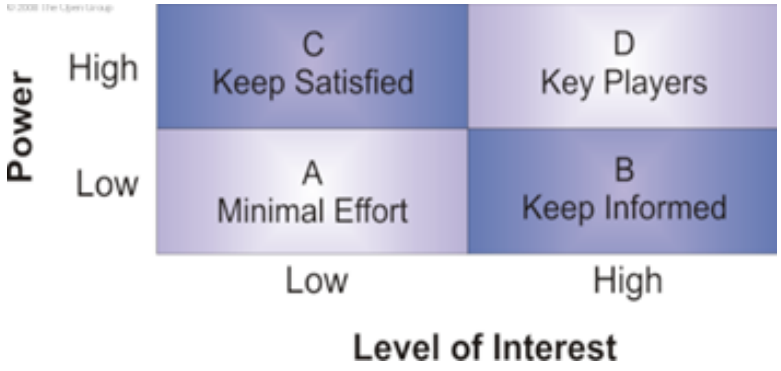
Activity 4 – Stakeholder management: Bayside Bikes

Work with your group and discuss the following:

1. Who are the different stakeholders for the new system development for Bayside Bikes?

- Andrew (Owner)
- Bayside Bicycles employees
- Customers

2. Where would you place them on the power/influence matrix? Why?



1. Who are the different stakeholders for the new system development for Bayside Bikes?
   Where would you place them on the power/influence matrix?

C High power, less interested people ●	**D** High power, interested people ● Andrew (Owner) ● Project Manager
A Low power, less interested people ● Customers	**B** Low power, interested people ● Bayside Bicycles employees

2. For each of the stakeholders identified above, please justify your answer. (Why you place them on each power/influence matrix?)

Andrew: He is commissioning the project, so of course he has high power and is interested

Project Manager: The project manager will be responsible for the project so obviously he is a high power and high interest stakeholder for the project.

Employees: the employees will be using the system on a daily basis, so they will be interested in the outcome regardless of the fact that they have low power. While the employees are low power, they may still have some influence over the project through collaboration and feedback with the project team.

Customers: Customers just care about being able to rent bikes and the quality of their experience with the business. Therefore they are low interest. They are also low power as they do not have any control over the project.