

FIT3047

Retrospectives, Acceptance testing
and presenting to your product
owner.

Week 7



On the menu this week

Watch:

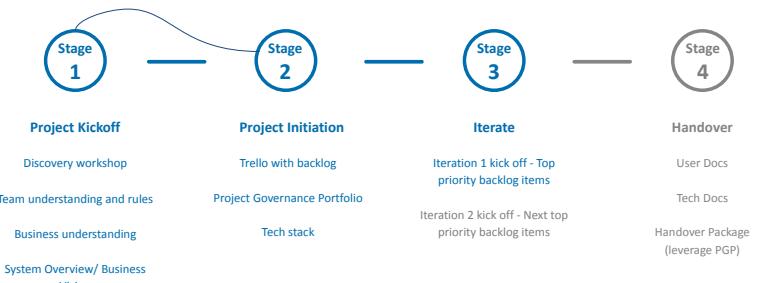
Read:

Quiz



Roadmap: Where we are

Plan for project

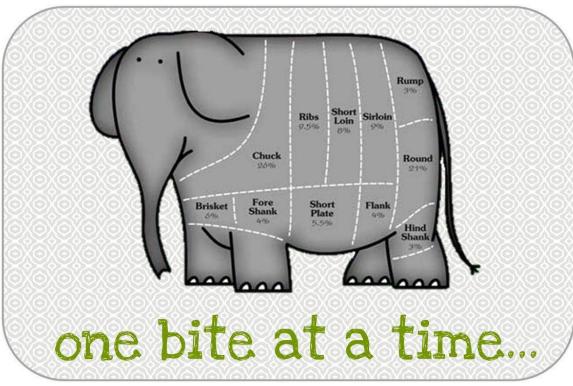


Housekeeping

- Trello boards up to date/ look good
- They are graded, every week!
- <https://trello.com/b/0QPdK4Np/sample-board-for-students>
- User stories, acceptance criteria, lanes, one person to a card
- Break the card down if it is too big
- Unit tasks in unit lanes
- PGP up to date
- Cohesive teams
- Teams are struggling, BUT it will get better



Don't Panic!



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Show us how your brain works - In your PGP



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An example of different iterations (each will go live)

You are creating a website that sells vehicles.

- Iteration 1 could be the sale of cars/4WDs and trucks,
- Iteration 2 could be the sale of motorcycles and
- Iteration 3 could be insurance policies.

Each is distinct and fully functioning, yet builds on the overall solution.



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What you should be doing - agile philosophy

Daily(?) stand up meetings to monitor and disseminate information

1. What I have done since the last stand-up,
2. What I am going to do before the next stand-up
3. Problems stopping me (to take away to solve)

Must be done properly.



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Another Part of Agile philosophy - Retrospectives

Part of that continuous improvement.

Your retrospective about iteration 1

What is a retrospective?

How does it help?

Have you noticed room for improvement yet?



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Your First Retrospective - Step 1

What went well? (5-10 mins)

- Start the session on a positive note.
- Have each team member use sticky notes to write down what they feel went well (one idea per sticky).
- Group similar or duplicate ideas together.
- Discuss



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Your First Retrospective

Provide a safe space for the team to reflect on and discuss what works well (and what doesn't!) so you can improve.

- This meeting is to improve things - improve PROCESSES
- To make life easier for next time - work smarter not harder
- positive, after continuous improvement
- Not personal, no blame.
- Listen with an open mind, and remember that everyone's experience is valid (even those you don't share).
- Set the boundary of your discussion – this retro is for the LAST iteration
- Take your new processes to your next iteration

There are many ways to a retro

--- for your first we are doing a simple version.

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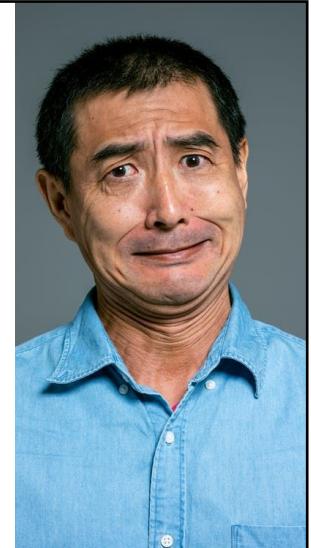
Your First Retrospective - Step 2

What didn't go well (5 -10 mins)

- Have each team member use sticky notes to write down what they feel didn't go well (one idea per sticky).
- Group similar or duplicate ideas together.
- Discuss

Not about PEOPLE

Not about content BUT



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Your First Retrospective - Step 3

How can it be improved - what processes? (10 mins)

Having identified what didn't go so well,

- What concrete actions can the team take to improve those things? (Sticky notes)
- Group them and then discuss as a team, agree to which actions/new processes, changes to processes you will take
- If necessary assign owners and a due date to get them DONE
Use them in your stand ups!



Quiz 2 - discuss first

What went well in the last iteration?

Team members were overall satisfied on what has been achieved so far.
Everyone has improved their personal communication skills

What went badly in the last iteration?

Needed extension for deadline. The integration of the system had to many conflicts. Most of the time when guys tried to push or pull from the source tree there was conflict. So, most of the time was wasted on managing conflicting files

What have we learned from this iteration

Should manage the development phase with team members. Need more communication and be aware what other team members are working on.
Should only overwrite a file while merging with consent of other.

What would we do to improve?

Plan the development carefully.

Communicate before working on other files in order to avoid conflicts.

Be aware what other team members are working on.

To participate, go to
flux.qa/3CAKSW



Quiz 1 - discuss first

What went well

Got a Distinction!

What went wrong

Bugs need to be detected and removed.

The website needs improvement regarding user interface and must be well represented in accordance with the font style and size, color coordination. With respect to report, there are some of the very important changes that needs attention and improvement.

Move Login and Register function in iteration 2

–User Interface and user experience must be attention seeking.

Actions taken:

•Game controls have be improvement as compare to previous one.

•Bugs have been removed.

•The website still needs attention in terms of user interface but work is in progress.

To participate, go to
flux.qa/3CAKSW



Your first retrospective

- Is part of your iteration 1 deliverable.
- You will do after you receive feedback from your integrity test before your next studio
- **You must go prepared**

You will think about:

1. What did we do well in the last two weeks ?
2. What didn't we do well?
3. What can we change for next iteration?
(on to trello Board)



One way

WHAT WAS GOOD?

WHAT WAS BAD?

IDEAS

ACTIONS

TEAM:

DATE: MM/DD/YY

Other ways of looking at this

1. Reflect as a team on three things:
 1. What should the team start doing?
 2. What should the team stop doing?
 3. What should the team continue doing?
2. Add your answers as digital sticky notes in the corresponding columns.

START

STOP

CONTINUE

TEAM:

DATE: MM/DD/YY

Other ways of looking at this

Mad, Sad, and Glad

1. Give everyone 15 minutes to come up with a list of observations they've made from that last iteration
 2. The team members should record each observation on a sticky note.
 3. Again use a whiteboard/ A3 sheet of paper.
- GLAD
Pleased the team including
 - things that went well
 - things we learned
 - novel ideas
 - things to thank people for ("bouquets")
- SAD
Disappointed the team specifically
 - things to improve
- MAD
Frustrated the team including
 - things that didn't go so well or
 - annoyed or
 - wasted time

Submission of retrospective artefact

Minutes/ boxes/ pictures of your whiteboard

- With details of what was good
- What was not good
- What processes can we do better, to improve

Submitted to MOODLE

Acceptance Testing



ACCEPTANCE TESTING Prep Questions

- When?
- Who should be there?
- Where?
- How long will it take?
- Any resources required?



Types of testing we would expect to see - discuss

- Unit testing
- Stub testing
- Regression testing (if appropriate)
- Usability testing
- Load Testing
- Stress Testing
- Performance Testing
- Backup and recovery testing
- System testing

Functional or Non-Functional Testing?



For 3048 and a client ACCEPTANCE TESTING

- You will give them a form/list containing all those high level user stories (in client terms) (that you said you would deliver at the beginning)
- You will give them user instructions
- You will upload to the client's ISP - hidden
- They will sign off or otherwise
- You will fix - They will retest
- *When completed*

THIS CAN BE YOUR FORMAL SIGN OFF
OF SYSTEMS ACCEPTANCE of that
iteration



ACCEPTANCE TESTING

- The goal of Acceptance Testing is to assess if the system can support day-to-day business
- To verify the system matches the requirements, the business needs
- The final stage of testing before the client / user accepts that new system.



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Product Owners - Week 8 - Presentation to your Product Owner for validation.

- Technical jargon overload: Was that you?
- Test Data
- Bring your product owner mentally to what you are doing
- Presentation next week - POs get their info. there. . They will validate
- **Video how to demo is one of the videos to watch!**



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Client ACCEPTANCE TESTING

Can the user use the software?
Is it really what they asked for?
Do they have trouble using it?
Does it behave exactly as anticipated?

- It is not your client's role to test your system for bugs.
- They are looking to see if the system fits their business needs that they have described to you (and you promised them!)

A question about acceptance testing.

Participation quiz question



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Showcase - and then PP

- Practise
- Don't point out every little feature
- Don't click every little button
- Don't spend 10 minutes explaining all of the validation which happens in the login form
- Do think about what a user of the system wants to accomplish when using the system, and show that.
- Do show only outward facing side and explain what a customer can do.
- No need to explain the client side unless that's all you have
- **just the very best bits of your system**



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That's all folks



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Don't forget your smiley face!



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