# **MILESTONE 2** -- SFT221 SCRUM Report and Reflections

This report should be completed in the class and submitted at the end of class. Late submissions cannot be accepted without prior approval of the instructor.

**GROUP**: \_\_\_\_\_\_\_\_\_\_\_\_\_5\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Members Present**:

|  |  |
| --- | --- |
| 1. Audrey Mary Duzon | 4. Ka Ying Chan |
| 2. Tae Yong Eom | 5.Julia Alekseev |
| 3.Azad Zeynalov | 6. |

## Milestone 2 Tasks

Some of the software for the project has already been written for you and is available on Blackboard. You must use this in your project and every team should add it to the source code for their repository. Anything in the main function is simply for demonstration purposes and can be replaced. The software you are being given has not been tested and you will need to test it.

You need to study the problem and the code provided for you and then:

* Add any new data structures you will require This will require a thorough analysis of the problem and the existing software. This should be done by creating a new header file in the directory where the rest of the source code has been placed. You do not want to go back and modify it later if you can avoid it as it will slow the project.
* Create a test plan for the project by replacing the text in the supplied test plan template with your test plan.

**Deliverables Due at End of Lab**

* Completed SCRUM report & reflections

**Deliverables Due within 48 hours of lab**

* An analysis of the problem (no written artifacts produced),
* A series of data structures created as header files and stored in the repository,
* A test plan stored in the repository.

**Rubric**

|  |  |  |
| --- | --- | --- |
| Individual | Group Participation | 75% |
| Teamwork | 10% |
| SCRUM Report | 15% |
| Group | Data structures (complete, correct and well-designed) | 20% |
| Test Plan (complete, well-written) | 20% |
| Git Usage (used properly with good structure) | 10% |
| Jira Usage (creates issues, tracks progress) | 10% |
| Meets Deadlines | 15% |
| SCRUM Report and Reflections | 25% |

**SCRUM Report**

**Summary of Tasks Completed or Delayed in the last week:**

Here you can list all of the tasks completed in the last week along with any tasks which could not be completed with a reason why they could not be completed.

|  |  |  |
| --- | --- | --- |
| **Member** | **Tasks Completed** | **Tasks Delayed/Blocked** |
| Ka Ying Chan |  |  |
| Julia Alekseev | **Reflection, input.c and input.h** |  |
| Audrey Mary Duzon |  |  |
| Tae Yong Eom |  |  |
| Azad Zeynalov |  |  |
|  |  |  |
|  |  |  |

For every task delayed or blocked, describe the reason for the delay or block, how it impacts the project and the proposed solution or workaround**.**

|  |  |
| --- | --- |
| **Delayed or Blocked Task** |  |
| **Reason for delay or block** |  |
| **Impact on Project** |  |
| **Solution or work-around** |  |
|  |  |
| **Delayed or Blocked Task** |  |
| **Reason for delay or block** |  |
| **Impact on Project** |  |
| **Solution or work-around** |  |

**Summary of Meeting:**

A summary of the main points discusses in the meeting and the outcomes of the discussions.

|  |  |  |
| --- | --- | --- |
| Topic | Discussion Summary | Outcome |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

**Summary of Decisions Made:**

This will include major architecture and design decisions, testing decisions, prioritization of tasks, dealing with problems encountered and other major outcomes from the meeting.

|  |  |
| --- | --- |
| Decision | Rationale |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**Tasks Attempted During Meeting:**

Each member is assumed to participate in the SCRUM meeting and contribute to the completion of the SCRUM report and reflections. Since the SCRUM meeting will not take more than 20-30 minutes, there is lots of time left to undertake some of the actual work tasks. In the table below, each member should list what they did to complete the SCRUM report, the reflections, and 1-4 other tasks they completed during the class period. If a task could not be completed, the student should indicate why this was not possible.

|  |  |  |  |
| --- | --- | --- | --- |
| Member | Task Attempted | Time Spent | Complete? |
| Julia | **Reflection, scrum, heather** |  |  |
| Audrey | **Git organization, branch set up** |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

**SCRUM Tasks Selected for Next Week**:

The tasks each member has selected to pursue for this class or the next week.

|  |  |
| --- | --- |
| Group Member | Task Description |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**Major Outcomes of Meeting:**

This is where you should highlight the major accomplishments of the class.

|  |  |
| --- | --- |
| Outcome | Impact on Project |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**Things That Went Well in This Meeting:**

Here you can highlight things which worked well. This indicates that the way you worked on these items is working and should be continued.

|  |  |
| --- | --- |
| Topic/Work Item | Reason for Success |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**Things That Did NOT go Well in This Meeting:**

This is where you can list things which did not go well in the class. You should analyze why this happened and suggest how you can improve it next time. This will lead to the goal of *continuous process improvement*.

|  |  |
| --- | --- |
| Topic/Work Item | Reason for Problem and How to do Better |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**Reflections**:

1. In this milestone you have been asked to analyze a problem and design software(functions) to complete the solution without actually writing the software.
   1. Is this process more difficult than just writing the software to complete the project? If so, why is it more difficult? If not, why is it easier than just writing the software?

***Answer:*** *The process of analyzing and finding possible solution can be more involved than writing the code. Since we need to break all steps down, understand them and build a flow chart to make sure we know how each part works and how we can use it and test it. Therefore, when the process of all those problems solving is complete, it is easier to go ahead and come up with the code.*

* 1. Describe two advantages of developing software in this manner rather than just moving on to writing the functions without writing specifications first.

***Answer:*** *The most main advantage is the fact that when we analyze and work like that, we can have a template of the work the is needed to be done. Moreover, by thinking about possible tests while designing our logic we can potentially identify issues that we might have miss unless we would try to analyze the project.*

1. Why is it a good idea to create a test plan? Describe at least 3 advantages of test plans.

***Answer:*** *Test plans are good because it gives us a plan of our work, it provides us ideas of possible issues that may occur and address them before the happen, as well possibly identify new creative ways to work.*

1. Describe the process you used to analyze and understand the existing software.

***Answer:*** *first we need to understand what the purpose of the program is. Then we need to analyze the code and understand how the code works and if it corresponds with the purpose of the program. Following that analyzation, we can start thinking and asking questions of how we can use the program as a user and what would be the potential misused or proper uses to be able to test and make sure that the program preforms as intendent.*