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Agile Development Presentation: SCRIPT

Slide 1:

This presentation is about how Agile Development Methods and Artefacts are being used in the management of Athletics club Demonstration Program.

Slide 2:

First element of artefact is user stories. They are short, simple descriptions of the desired functionality from the perspective of the user

From the project, we have “As a user, I can view the trainings available, filtered by age group by default, so that I can check programmed trainings for each week”, or “As a coach, I can add training records to existing events, so that I can keep update how the trainings are going” for example.

Slide 3:

At this moment we transcript the user stories in backlog items, which add information needed for the product backlog.

Each element has an ID, just an auto-incremented number, to be able of track all of them, including their dependencies. We shorter the name, and add the importance. We use numbers from 0 to 150 at the start, but there isn’t a top limit. Higher implies more important. For this example the importance is 80

Next we add an initial estimate in functions of Story Points. 3 Story Points is the time needed by 3 people working 1 day or by 1 person working 3 days (8 hours/day).

Finally we add a “how to demo” field to explain how we can check that the feature has been covered, and notes if needed.

Slide 4:

The backlog items are stored in an external document; we use a short but clear version of backlog items which includes the ID, name, importance and story points. They are ordered by importance. We have different types of items needed for the management of the project, not just features, but technical work and knowledge acquisition too. They are elements that have been considered at the moment of planning a spring. In our first product backlog we have Research alternatives of database management systems as knowledge acquisition, finalize the use cases diagrams as feature and Install and configure distinct software as technical work.

Slide 5:

At this point we have to explain a little about communication in our Scrum Project.

**We have a meeting with the Product Owner once a week**. He understands each story, even these who had been added by other people to the backlog. He owns the sole right of assign the importance level

**The team meet up at least once a week**. Diary communication throw slack (could be considerate as a daily scrum). Only the team assign the estimation (story points)

**We make a Spriny planning meeting before each Sprint**. Whole team and the product owner are there, so that if the owner wants to introduce changes in the importance level, scope of a story or the estimation of the story , all can be analysed (scope, estimate, importance)

Likewise, due to any change, the team can also valorise the cost about external and internal quality, although internal quality should not be negotiable.

Scrum master role is supplied both by the professor and the own team.

Slide 6:

This is how we did our first spring, whose length was 2 weeks.

The goal was first, get a first version of use cases diagrams and second, make majority of decisions about tools and frameworks

The estimated velocity for 4 people, working 5 hours each week, and considering 1 Man-day is 8 hours of work, is 5 Story Points.

Then, we get the most importance backlog items trying to fit that 5 story points. We create a task breakdown to decide the tasks needed for this spring. We divide make use cases diagrams in 4 tasks, one for event, another for training and so on. Research alternatives of ORM is divided into Spring, Hibernate and other, keeping only Hibernate for this sprint trying to fit to estimated velocity.

Slide 7:

The Work Breakdown Chart shows to who have been delegated the tasks and the result of the Sprint. Only the Hibernate task was half-done, the rest was done at time.

Slide 8:

The Burndown Chart reflects the day-per-day work in terms of hours remaining. The blue line represents the planned effort, how many hours should be remaining at that moment in order to finish the sprint at time. The yellow part represents the actual hours remaining, so at the beginning we started well (the graphic is below the blue line) but at the end we didn’t finish all tasks (hibernate task was half-done)