Lab 2-5 (4 Sprints) Into The Scrum You Must Go

Agile development is a technique to quickly and efficiently develop software. It is immensely popular in the IT world for group work. You will be implementing a series of four sprints. Each Sprint represents 15% of your final mark. It is assumed that you have an agreement with the Instructor regarding dataset, project concept and most importantly a Product Roadmap that will score 160 points minimum on the Student Grade Plan.

General Requirements

1. You have been provided with a sample directory structure. Use this provided structure and no other.
2. Include a copy of this file filled out with the name of the Scrum Master and the Scrum within the documents directory. Only the Scrum Master for this Sprint puts the work in the Drop Box.
3. All databases are called DB\_YOURPROJECTNAME. ie. DB\_Elminster
4. All Web Pages will be ASPX and implement a Master Page. All Master Pages will be named YOURPROJECTNAME.master
5. All projects will implement the .Net Framework
6. Must use a database to store and manipulate data.
7. Must use either Google maps or Microsoft Bing for enterprise library
8. Must view, translate, analyze data for decision making. The project must implement a Database Layer, a Business Logic Layer and a Web Based Presentation Layer.
9. Must be a windows or mobile application.
10. Must contain a web component.

Promote Package Requirements

1. You have been provided with a sample directory structure. Use this provided structure and no other.
2. Include a copy of this file filled out with the name of the Scrum Master and the Scrum within the documents directory. Only the Scrum Master for this Sprint puts the work in the Drop Box.
3. If you need more directories be neat and consistent.
4. Ensure every file is in the correct spot. Named correctly and that all path references are relative paths and that they stay within the bounds of the directory structure.
5. The INSTALL\_README.txt will contain a simple clear step by step guide that works no matter how many times I promote the script or code. This step by step instruction will have no more than 10 steps.
6. If I cannot install your work using the instructions you provided. I cannot mark your work. Each Sprint will have one member as The Scrum Master. That person will ensure that the Promote Package installs correctly. If it does not the Scrum Master takes a 10% deduction on the lab.
7. The final .zip package will contain EVERYHTING your Instructor needs to install and mark your big special project. The packe will be called YOURPROJECTNAME.zip

Product Roadmap Points Requirements

1. Each sprint the team has the ability to earn 40 points of Product Roadmap. 4 Sprints X 40 = 160 points.
2. The database will be named DB\_YOURPROJECTNAME
3. The Master Pages will be named YOURPROJECTNAME.master
4. All projects will implement the .Net Framework
5. Must use a database to store and manipulate data.
6. All functions and classes will be versioned and flowerboxed. SQL, C#, Javascript

Documentation Requirements

1. Updated (Vision Statement, Product Roadmap, Product Backlog, Initial UML Diagram and Release Plan) All documents are updated. Accurate and neat. These updates are documented. All code changes are documented.
2. Spelling, grammar and neatness matter.
3. Any design changes are noted and noted in UML.

Sprint 1: Blue

Sprint 2: Red

Sprint 3: Green

Sprint 4: Yellow

**Master Grade Breakdown**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Location Markers | Polylines | Polygons | Overlay | Route | Heatmap |
| Presentation Layer | Create | 10 | 15 | 20 | 0 | 15 | 10 |
|  | Read | 3 | 3 | 3 | 10 | 3 | 3 |
|  | Update | 10 | 15 | 20 | 10 | 15 | 0 |
|  | Delete | 2 | 2 | 2 | 2 | 2 | 2 |
| Business Logic Layer | Create | 10 | 15 | 20 | 0 | 15 | 10 |
|  | Read | 3 | 3 | 3 | 3 | 3 | 3 |
|  | Update | 10 | 15 | 20 | 10 | 15 | 0 |
|  | Delete | 2 | 2 | 2 | 2 | 2 | 2 |
| Database Layer | Create | 10 | 15 | 20 | 0 | 15 | 10 |
|  | Read | 3 | 3 | 3 | 3 | 3 | 3 |
|  | Update | 10 | 15 | 20 | 10 | 15 | 10 |
|  | Delete | 2 | 2 | 2 | 2 | 2 | 2 |

The Scrum Master is responsible for ensuring that the promote package works perfectly, that all documents are updated correctly, and that the project advances during the lab period.

If the team does not achieve the maximum points from the Product Roadmap during this lab they may not be able to make up the missing points.

**Deductions:**

Late < 24 hrs. -5

Late >= 24 hrs. = 10

Any exception or error during install –10 to Scrum Master for that Lab.

**Scrum Master:** Allan

**The Scrum:** Jill, Taylor and Andy

**Phase Number:** Sprint 3

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| --- | --- | --- |
| Item | Grade Weight | Notes |
| Promote Package. | 25% | Clean no error install. Formatted properly, named correctly. Flowerboxes, FAQ. All files present. |
| Product Roadmap Points Achieved | 50% | 160 points must be achieved overall for the course. 40 points per lab |
| Updated (Vision Statement, Product Roadmap, Product Backlog, Initial UML Diagram and Release Plan) | 25% | Updated documents, Updated Student GPS. |
| Total | 100% |  |