SoftEng 761: Advanced Agile and Lean Software Development
Agile Reflection (10% of final grade)
Due: 9pm, 2nd August 2024 (End of Week 3)

Learning outcomes

The purpose of this assignment is to target the following learning outcomes:

- *Demonstrate* an understanding of Agile values and principles, and the Scrum framework,

- *Predict* and *assess the impact* of Agile and Scrum aspects that will be problematic in your project,

- *Relate* previous software development experience to the anticipated Agile and Scrum practices,

- *Organise* your reflection into a *concise* and *insightful* flow.

The Agile Philosophy, and Applying Scrum

Make sure you carefully read the following lecture content required for this assignment:

- https://softeng761.digitaledu.ac.nz/topics/agile, and

- https://softeng761.digitaledu.ac.nz/topics/scrum_kanban.

This assignment is about developing a deeper understanding of the underlying Agile and Scrum theories. You will need to demonstrate that you not only understand the key aspects behind Agile and Scrum, but that you have **reflected** and anticipated potential challenges you foresee, in particular how you are going to respect the (i) Agile values (and principles) and (ii) Scrum framework in the context and constraints of a university course (which will have obvious differences to a real-world full-time industry job where you are only focusing on one job at a time).

For this assignment, you don't need to wait until you have your project allocated to your Team; you should be able to complete this assignment without any of the specifics of whatever project that will eventually be allocated to you. Rather, the focus is more holistically focused on the anticipated Scrum framework, and how the prescribed Scrum Guide steps will be played out.

You can contextualise this with respect to your previous software development collaboration efforts. What is it from the Scrum framework (and general Agile values/principles) that will be feasible, work well, or be infeasible or not work well? You have a lot of flexibility here; you can discuss from the point of view of experience in industry, or the point of view of experience with working with others at university. It doesn't matter if that experience involved Agile or not, but hopefully you can relate enough of the software development process to Agile and Scrum. You can also discuss what you will take away from your understanding of Agile and Scrum, and how will this serve you well in your project. You can also

discuss how you anticipate particular aspects of the Agile and Scrum concepts to actually go against (or present challenges/difficulties) in practice when you undertake the project. By anticipating these things, what do you think you need to do to overcome them (or at least reduce their negative impact) to maximise the success of the project? You should also talk about Kanban, Extreme Programming (XP), or other principles you plan to incorporate. If not, what ones did you consider but opted not to incorporate? If so, which ones are you incorporating, and why them?

Hopefully you can appreciate the spirit of the above prompts. You only have 800-900 words to write. This report should not be written like a research document, and should instead be **reflective** and demonstrate anything insightful you have realised after studying what Agile and Scrum are all about. This reflection, before you start the project, will hopefully get you predicting the challenges so you can be prepared for your project. The reader needs to be convinced that you have a deep understanding, and that you aren't merely repeating definitions of Agile and Scrum.

Marking Rubric

The assignment will be marked out of 10 marks, scaled to 10% of the course:

- Content (8 marks):
  - Demonstrate an understanding of Agile values and principles, and apply them correctly in the context of developing an application (2 marks).
  - Considered following different frameworks, evaluate the pros/cons of their practice in a university environment:
    * Scrum (2 marks),
    * Kanban, XP, or other (1 mark).
  - Reflection on previous development experiences and their outcomes; compare them meaningfully with how the outcome might have changed if an Agile approach was followed. Discussion should be reflective and insightful (3 marks).
- Writing style (2 marks):
  - Meaningful structure of the report (in terms of how well the paragraphs are written, whether the paragraphs flow well one after another).
  - Grammar, spelling, and punctuation etc.
  - Correct and professional formatting (making use of the word limit, etc).

Penalties apply for going over the word limit.

Using ChatGPT

Unlike the previous assignment, using ChatGPT won't be as valuable here — so you shouldn't use it for creating your content. The purpose of this assignment is to be **reflective**. Chances are, ChatGPT doesn't know your personal history and past experiences — therefore it reflect on your behalf. If the report reads as a series of "pros and cons", speaking in general terms, etc., it will come across as being written by ChatGPT. **That's not a reflection, and you might be asked to redo the assignment to be more reflective.**

Submission and Formatting

- Submit in Canvas using the A2 Quiz.

- 800-900 words for the entire report. You should be maximising the space you have for this limit. If your content is noticeably empty, this won't appear like you maximised the space available to discuss how you see Agile playing out for your project.

- Write in full paragraphs.

- For this report, it is OK to use personal language; but this doesn't mean you can be slack and casual. You still need to be professional in your tone.

Academic honesty

- The work done on this assignment must be your own work.

- ChatGPT doesn't know your personal experiences, so you using it won't produce a genuine reflection.

- **The submission will be checked using Turnitin.** This will not only compare your submission with online and academic databases, but it will also compare between your peers' submissions. These submissions will be entered and saved into the Turnitin collection, and will therefore be compared against past and future submissions. Submissions with suspicious similarity will result in an Investigative Meeting, and will be forwarded to the Disciplinary Committee.

- Penalties for copying will be severe – to avoid being caught copying, don't do it.

- To ensure you are not identified as breaching academic conduct, you should follow these points:

  - For this assignment, do not try to pass off ChatGPT content as your reflection.
  - Always do individual assignments by yourself.
  - Never show or give another person your submission.
  - Keep your workspace private, and do not share your documents with anyone.
  - Never put your work in a public place (e.g., Reddit, public GitHub repository, forums, your website).
  - Never leave your computer unattended. You are responsible for the security of your account.
  - Ensure you always remove your USB flash drive from the computer before you log off.

Late submissions

Late submissions for this assignment will incur the following penalties:

- 10% penalty for zero to 12 hours late,

- 20% penalty for 13 to 24 hours late,

- 100% penalty for over 24 hours late (Canvas Quiz automatically closes).