



# AgileU

**The Agile Methodology of Software Development**



# The Agile Manifesto

**Individuals and Interactions**

Processes and tools

**Working Software**

over

Comprehensive documentation

**Customer Collaboration**

Contract negotiation

**Responding to Change**

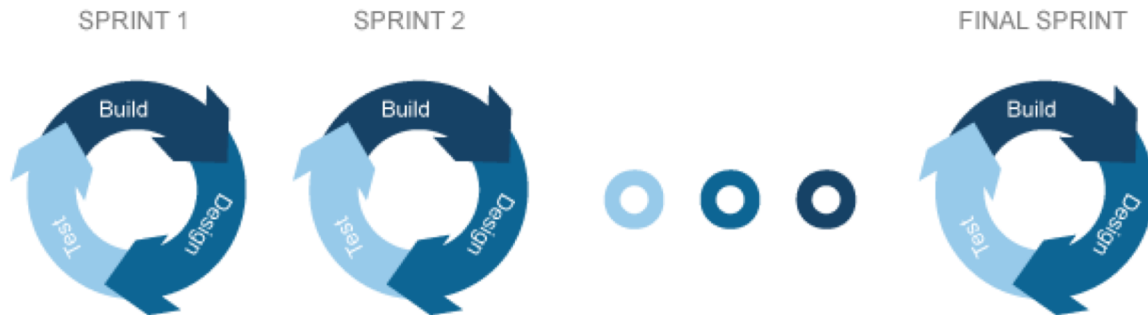
Following a plan

# Sprints and Sprint Planning (5 min)

Sprints: 1-3 weeks

Before a sprint starts -> Sprint Planning

1. Discuss items to fit into the sprint
2. Drop the rest into a **backlog**



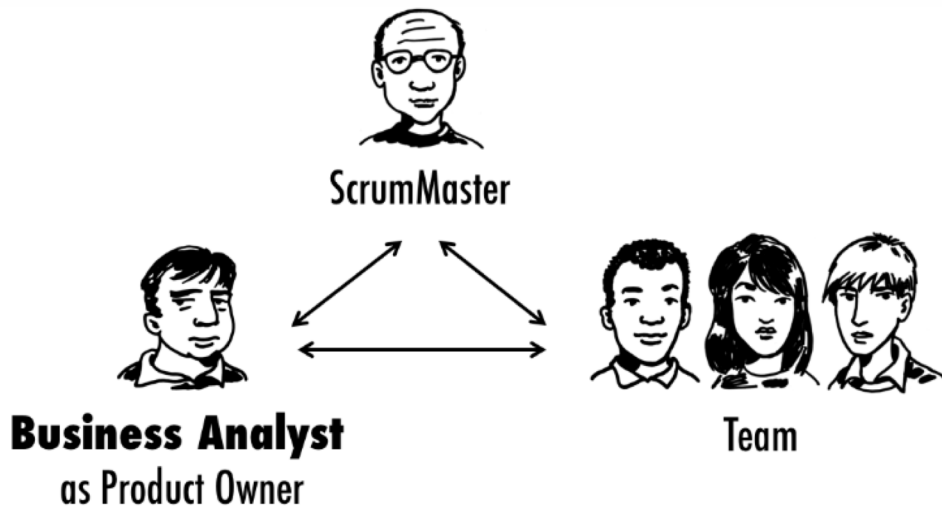
# Scrum Master, Product Owner (3 min)

What is the role of a **Scrum Master**?

What is the role of a **Product Owner**?

## TO DO

1. Identify a **Scrum Master**
2. Identify a **Product Owner**  
(= Andrew)



# User Story

As a <user role>  
I want <goal>  
so that <benefit>.

## User Story 1

As a **user**,  
I want **a listing of all restaurants near me**  
so that **I can find a place to eat nearby.**

## User Story 2

As an **authenticated user**,  
I want **my preferred restaurants to show up near me**  
so that **I can cater to my dietary needs/restrictions.**

# Features and Acceptance Criteria

## User Story 1

**Ticket/Feature:** Restaurant search

**Acceptance Criteria:** A search of restaurants should return nearest restaurants first.

### Default Workflow

In use by 21 projects

*Backlog*

To Do

In progress

*Complete*

+ Add Workflow Status

# User stories, features, and acceptance criteria (30 min)

## TO DO

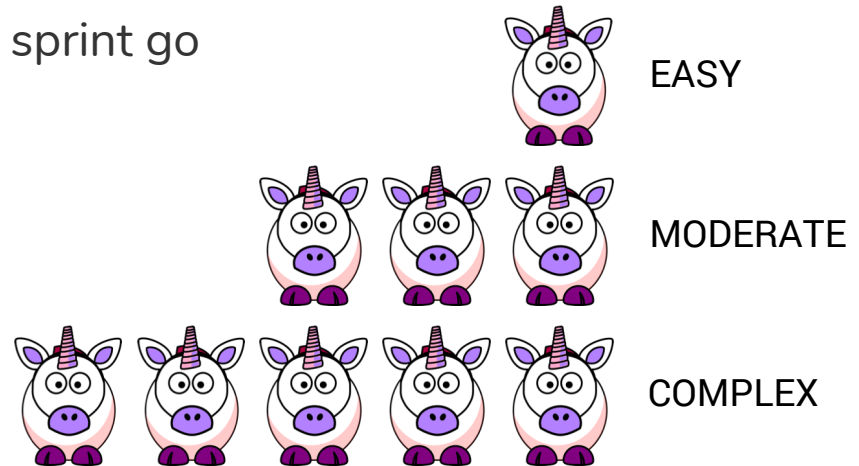
1. Identify **user stories** that can be addressed in this sprint.
2. Identify **Acceptance Criteria**.
3. Convert them into **tickets/features** (on sticky notes), stick them on the **Kanban Board**



# Story Points/Estimates

## TO DO

1. Set an arbitrary complexity (say 1- easy, 5- complex) to each feature and set **story points** for each feature.
2. The features that can be fit into the sprint go into the To-Dos
3. The rest go into the **Backlog**







University  
of Victoria

Computer Science

# HighTech

Empowering Future Innovators

