



# AgileU

**The Agile Methodology of Software Development**



# The Agile Manifesto

**Individuals and Interactions**

Processes and tools

**Working Software**

Comprehensive documentation

**Customer Collaboration**

over

Contract negotiation

**Responding to Change**

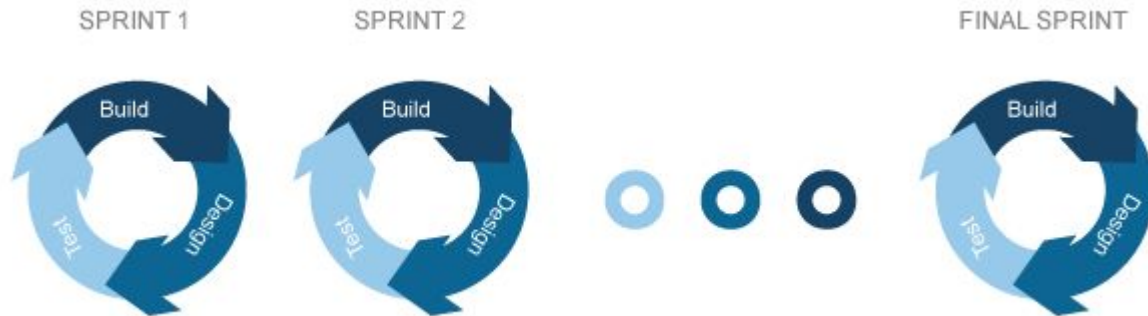
Following a plan

# 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**



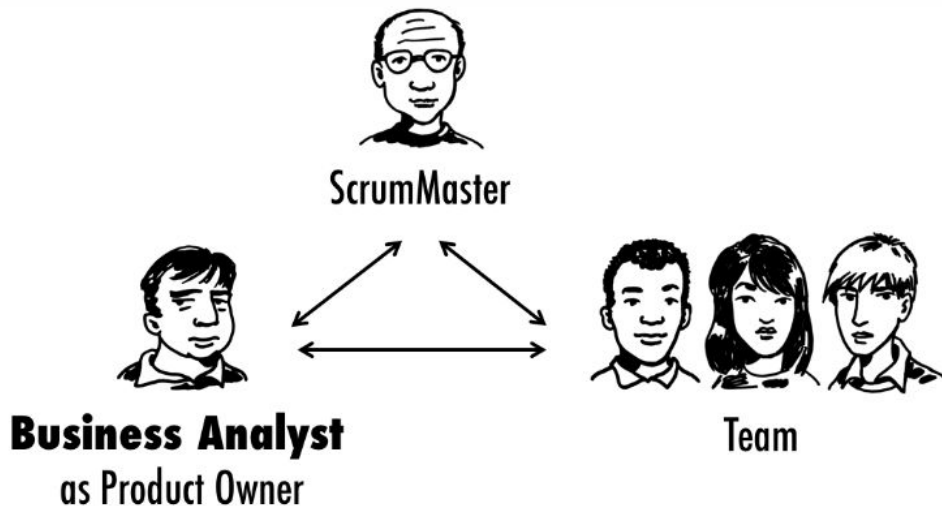
# Scrum Master, Product Owner (3 min)

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

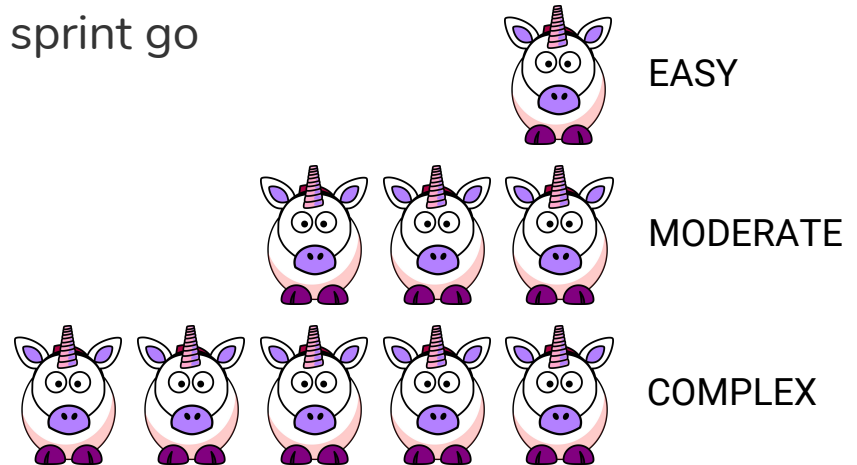
1. Identify **user stories** that can be addressed in this sprint.
2. Identify **Acceptance Criteria**.
3. Convert them into **tickets/features** (on sticky notes), stick them on the **Kanban Board**



# 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**





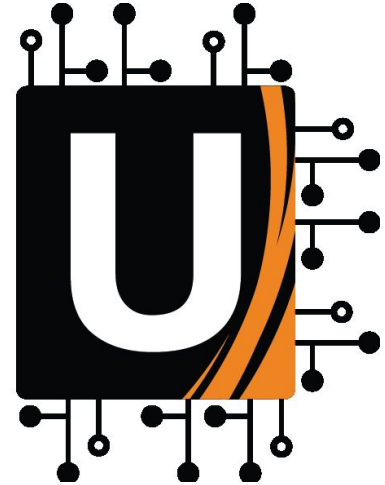


University  
of Victoria

Computer Science

# HighTech

Empowering Future Innovators





# Constructing User Stories

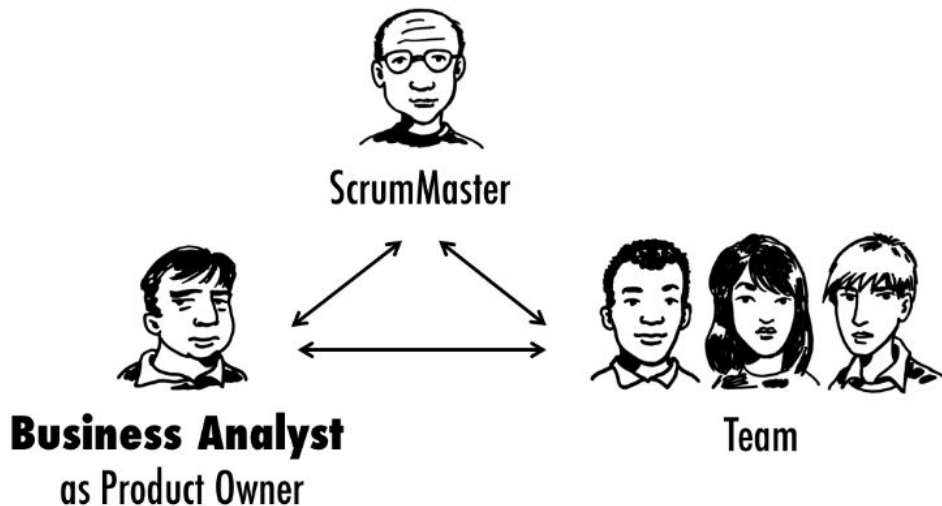
# Scrum Master, Product Owner

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

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

## TO DO

1. Know your **Scrum Master**
2. Know your **Product Owner**



# 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.**

# User stories, features, and acceptance criteria

## TO DO

1. Come up with 4 user stories.
2. Identify **user stories** that can be addressed in this sprint.
3. Identify **Acceptance Criteria**.



# User stories, features, and acceptance criteria

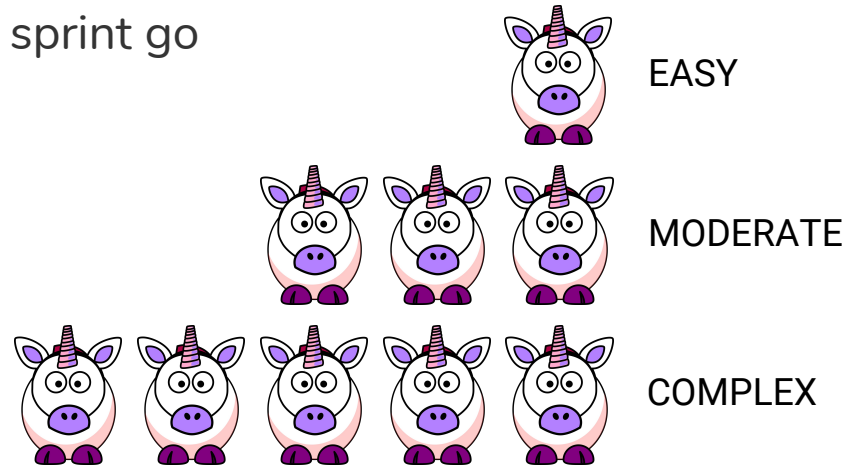
## TO DO

4. Convert them into **tickets/features** (on sticky notes), stick them on the **Kanban Board (in github)**
5. Put them on Github issues and assign to each user
6. Start **wireframing** your idea



# Story Points/Estimates

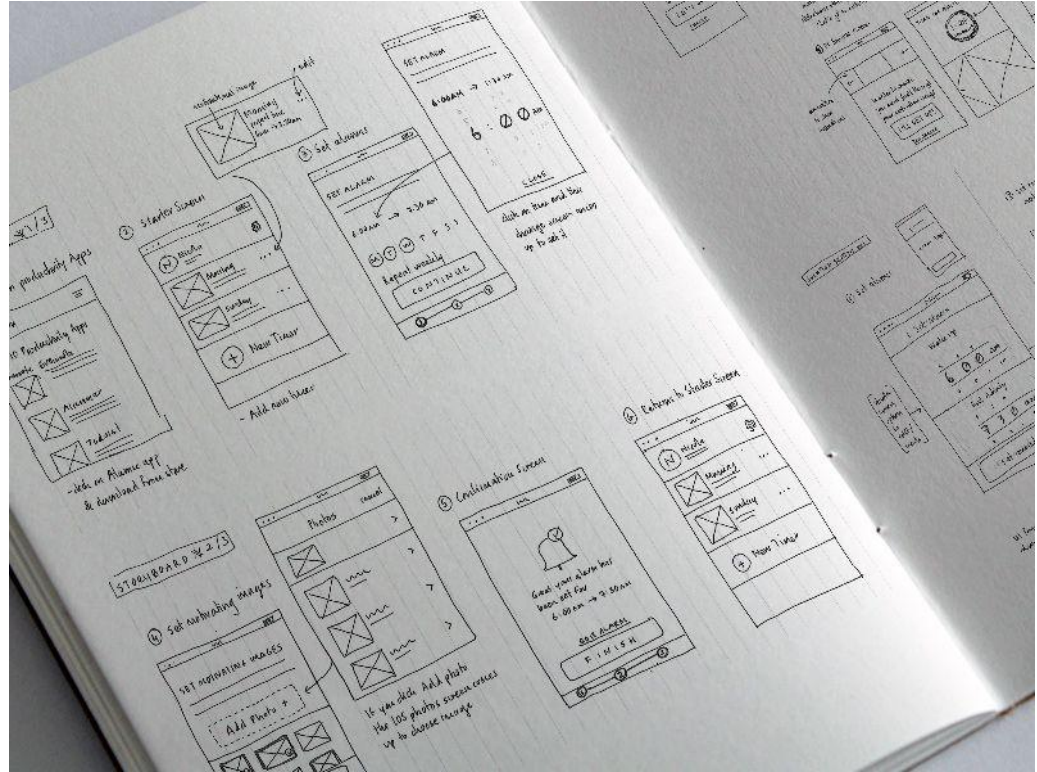
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2. The features that can be fit into the sprint go into the To-Dos
3. The rest go into the **Backlog**



# Wireframing

Make mockups of what your page will look like.

Mockups can be made with a tool of your choice: paper, software (balsamic, paint?)





# Wireframing example: Balsamiq

EMail

< Back

Archive

Flag

Delete

Compose

subject



Inbox

Drafts

Sent

All Mail

First thread in conversation

Second thread in conversation

Third thread in conversation

Fourth thread in conversation

Name and date

Reply ▼

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