AgileU

The Agile Methodology of Software Development

The Agile Manifesto

Individuals and Interactions	over	Processes and tools
Working Software	over	Comprehensive documentation
Customer Collaboration	over	Contract negotiation
Responding to Change	over	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**

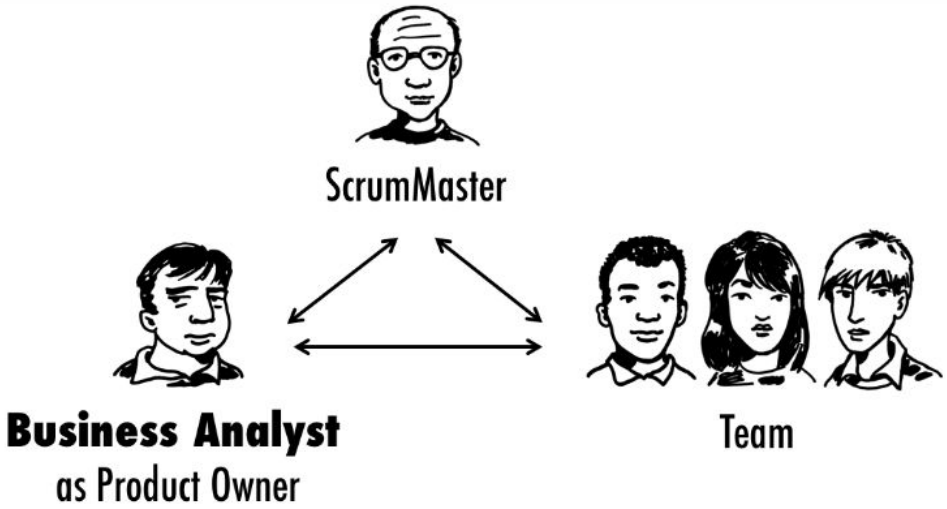
Scrum Master, Product Owner (3 min)

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

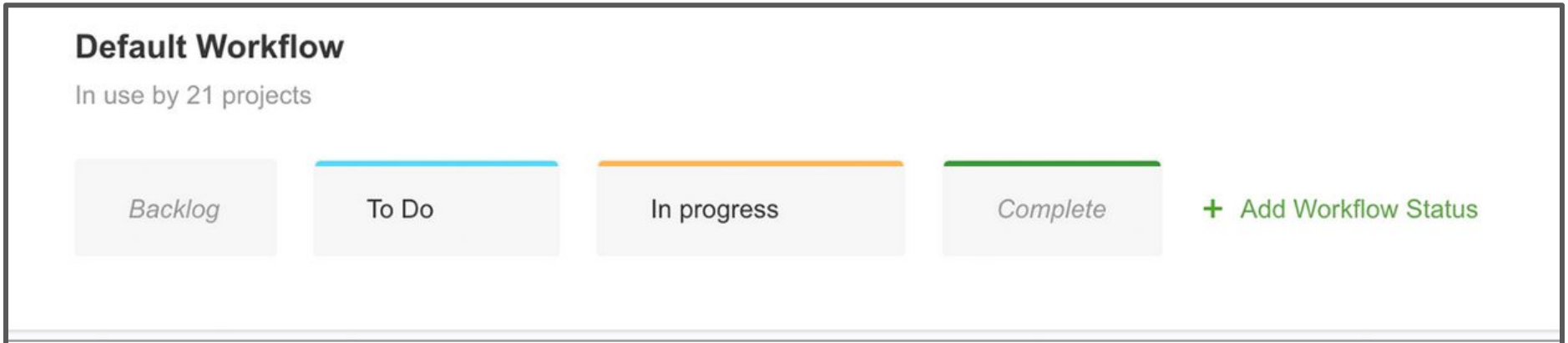
As an authenticated user,
I want my preferred restaurants to show up near me
so that I can cater to my dietary needs/restrictions.

Features and Acceptance Criteria

User Story 1

Ticket/Feature: Restaurant search

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



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

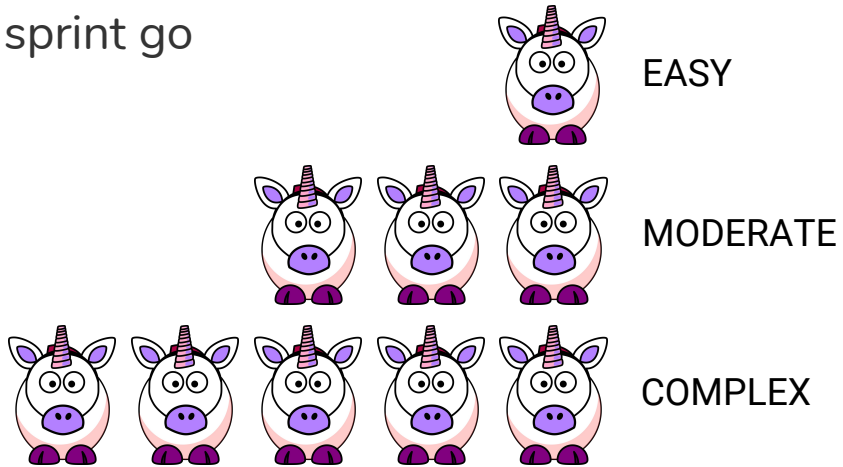
TO DO

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

HighTechU

Empowering Future Innovators

Constructing User Stories

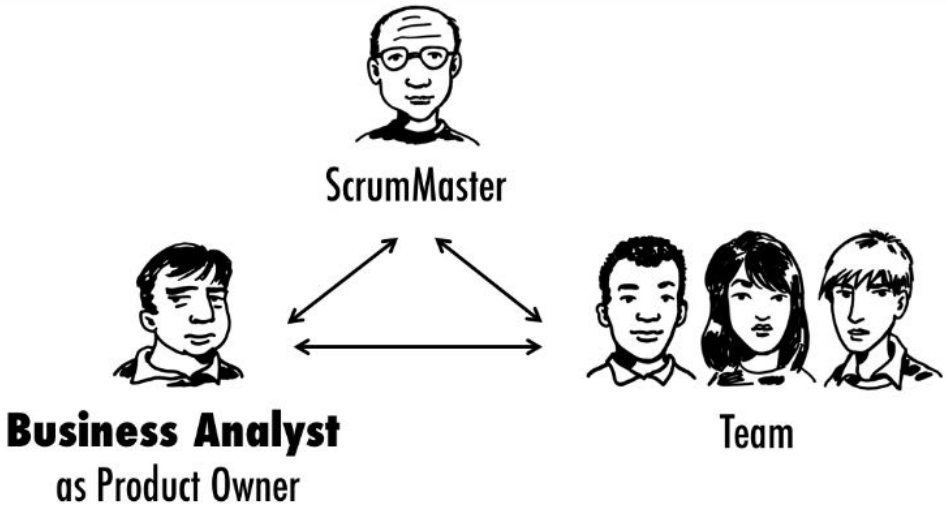
Scrum Master, Product Owner

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**



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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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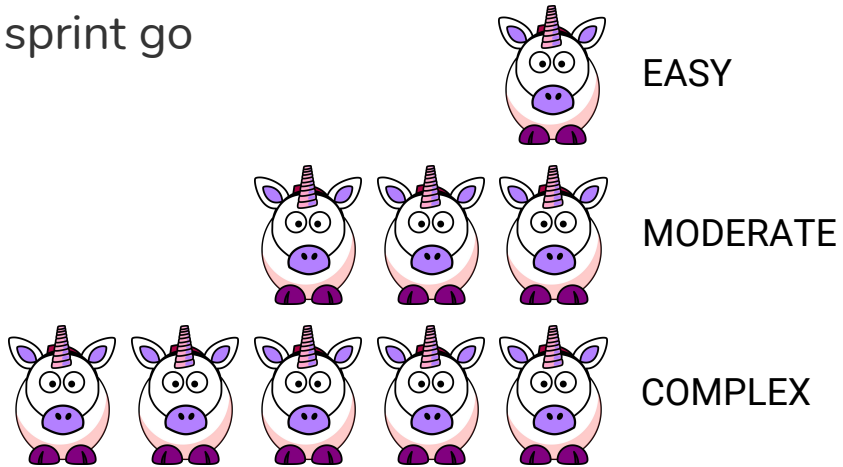
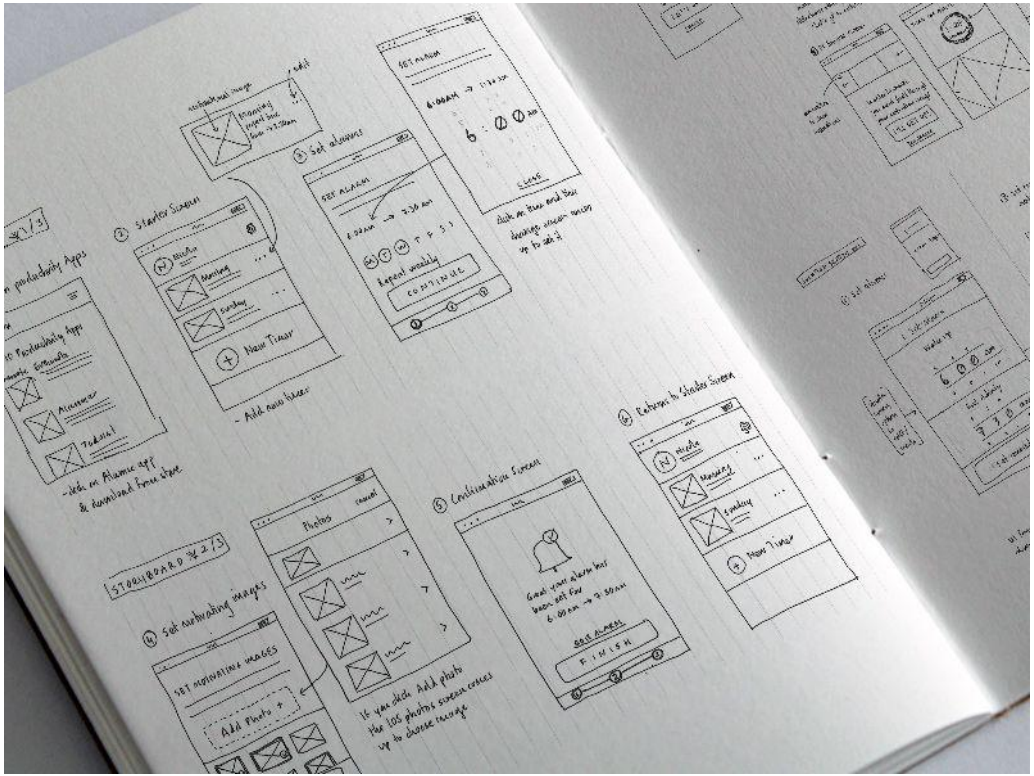
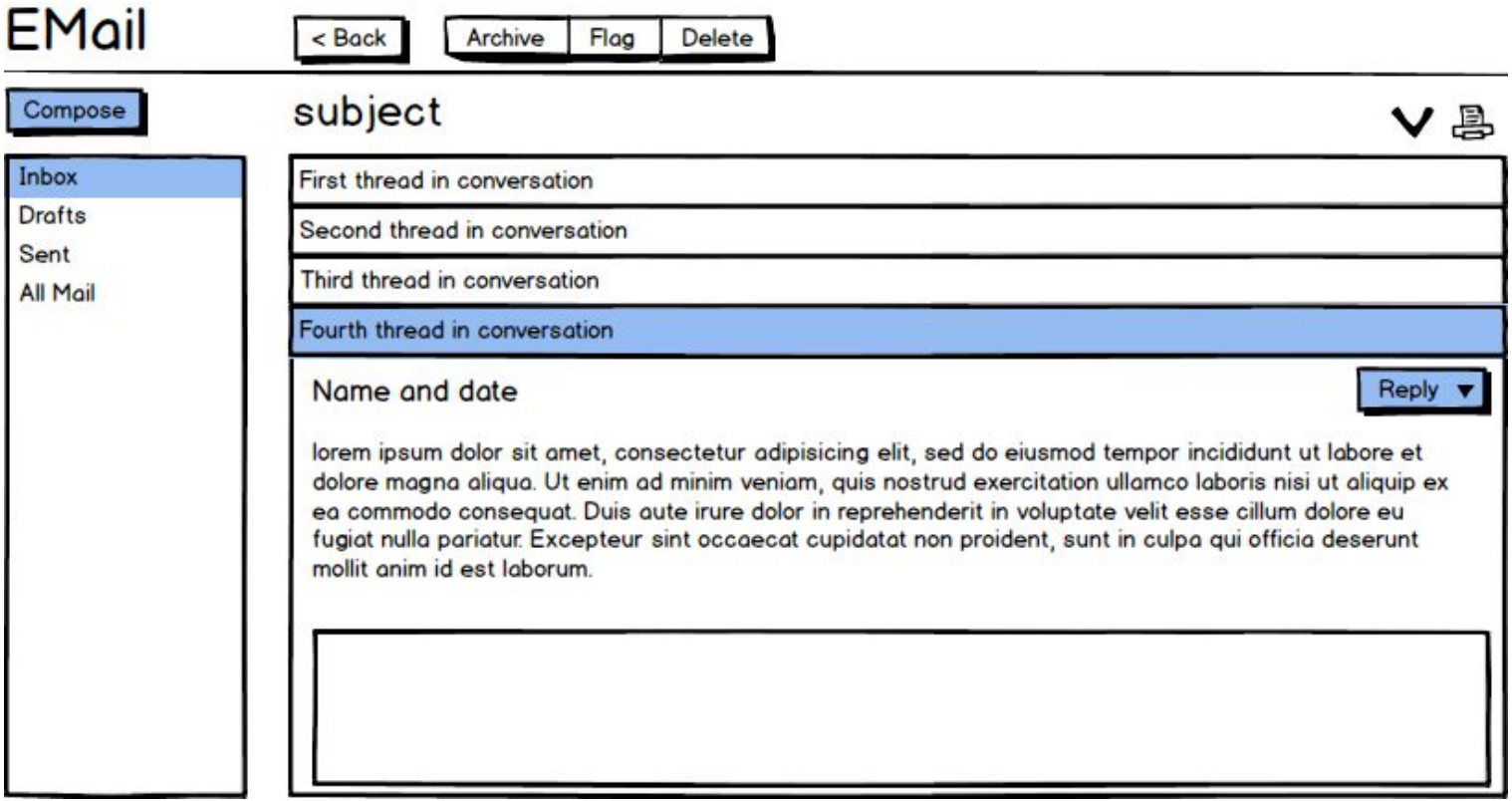


Wireframing

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