Word template  
Project report

Study program

Software Design

TH Aschaffenburg

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# Project approach (Written by Beshoy: Scrum Master)

## SCRUM flow

As a starting point: all the events related to agile (not the development) took place at the lecture room C3 - 103-102

We start with the planning; where we set the sprint goal in an understandable for every team member way.

Then we decide on what can be done to achieve it and format it in a user story way.

We then a magic estimation for them, priortize them, and the scrum master urges the team memeber to pull the user stories, some of these user stories then should have a strict deadline for how important they are.

After the first week of the sprint, the weekly scrum takes place where the team members say what they have done, what they will do and what obstacles they faced, depending on what problem they have faced a refinement can be done.

At the end of the sprint a review and retrospective is done.

Communication each 1-2 days was done in any possible way.

## Procedure for SCRUM events

Describe the SCRUM events that you have carried out in the team. In doing so, go into the practiced procedure and the most important

goals and timeboxing:

### **Sprint**

Description:

In my opinion working in sprints help break down the project into small pieces (sprints), then we break these sprints (user stories), and iterate. This helps us work organized and make it easy to achieve our goals.

The further we went into sprints the better and faster our team has progressed, it was exponential.

On average a user story would be broken down into 2-3 tasks

### **Daily Scrum**

Description:

Since the 2nd sprint, our entire team has consistently participated in a weekly Scrum meeting held every Wednesday. These meetings typically lasted about 15 minutes and followed the three key questions:

* What did you accomplish this week?
* What will you work on next week?
* What obstacles are you facing?

Full team participation was ensured during these sessions. In addition to the weekly meetings, daily online communication was encouraged and soon became a habit, with team members automatically updating each other every 1-2 days.

By the 3rd sprint, the team had developed a strong culture of openness and collaboration.

One of the greatest benefits of this regular exchange was the valuable honest but respectful technical feedback shared and the team members reaching out for help.

### **Sprint Planning 1 and 2**

Description:

In our experience, the greatest benefit of agile release planning was crafting the user stories, and pulling the work so we are able to start once we relaese the sprint plan document.

* **Sprint 1 :** Setting up the virtual machine, getting the pipeline ready to accept jobs, figuring out the goals of the project.
* **Sprint 2:** Running the same security checks made for the pipeline locally and achieve the results.
* **Sprint 3:** CI/CD pipelines implementation of security tools for both of the apps in gitlab server.
* **Sprint 4**: Finish the pipeline development since some security checks were not complete and faced with issues, and start developing the dashboard (setu up the project for pulling the reports from the gitlab artifacts API)
* **Sprint 5:** the documentation is done for the project, the dashboard shows the reports and meets the deliverables.

**Cutting user stories:** first the user story where searched on a techincal level then split into acheivable tasks.

**Acceptance Criteria:** Acceptance criteria were decided on before the start of the user story, by the project owner with the developer or the excuter of the crossponding user story.

**Changes made in the planninng:** After the first 2 sprint the sprints, we added the set priorty for each user story, and to try to set deadlines for certain tasks.

### **Review**

In my opinion the greatest benifit: The team communicates what type of issues they are facing; this provides space for technical knowledge exchange, we then can solve a problem that a certain member faced for few hours in few minutes.

As the sprints go, the user stories get bigger and harder, the acceptance rate was not going up but slightly down (more work was done nevertheless), and after each weekly scrum we would refine our backlog.

By the end of the 3rd sprint the pipeline was running the checks.

### **Retrospective**

Description:

Please also answer the following questions: In your experience, what is the greatest benefit of a regularly conducted retrospective? What specific measures have you derived from the retrospectives you have conducted? Which of these have you implemented? If the retrospective procedure has changed in the course of the project: How and why?

## SCRUM roles

Describe the SCRUM roles in the team here. In doing so, go into the responsibilities that are practiced.

## DoD

Insert your DoD here.

Please also answer the following questions: Which quality assurance activities were derived from your DoD (e.g. pair programming, reviews, etc.)? If the DoD has changed in the course of the project: How and why?

## Mapping for individual performance

What contribution did the individual team members make to the overall project?

# Team

## Team name and members

Please state your team’s name, its members, the corresponding roles and their responsibilities.

## Team Commitment

Add your team commitment here.

## Team Values

Describe your most important team values (at least 3 of them). Explain why these values were particularly important to you. Attach a video/picture of your Lego model in the appendix. If this is not self-explanatory, please explain.

## Retrospectives

Please list the minutes of the last two retrospectives including the prioritized measures in the appendix.

# Summary

# Appendix