DIT029 Software Architecture for Distributed Systems

Group 02

Scrum PM

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Development Team

The team is composed of six members: Boyan Dai, Shaun McMurray, Erik Laurin, Elaine Qvarnström, Joacim Eberlén, Justinas Stirbys. The supervisor has not yet been assigned and the scrum master role will be taken by Elaine Qvarnström. The team decided to have three face to face meetings a week and additional stand up meetings on a daily basis. The face to face meetings will be at:

* Monday 10:00
* Tuesday 13:00
* Friday 10:00

Sprint Planning

The first meeting of the sprint will be designated as an initial sprint planning meeting. During this meeting the team will use feedback from supervisors and the backlog to determine the sprints’ work items. Deadlines and acceptance criteria will be established during this meeting as well. Additionally, the team will attempt to estimate work velocity. iteration plans will be used to keep track of tasks and members responsible for them, as well as the estimated time for the work items.

Daily Scrum

The team will do daily standup meetings, which include a short summary of planned activities for current work day and a progress update for current user stories. All user stories will have a predetermined velocity that is subject to change depending on problems encountered and a percentage indicators will be used to showcase the work progress.

Retrospectives

The retrospectives will be presented to the supervisors using Powerpoint presentations. The presentations will focus on sprint accomplishments and leftovers. Iteration plans will be finished by adding actual hours spent on work items. The estimated and actual hours spent will be compared to check for areas of improvement in velocity estimation. Supervisor feedback will be discussed the meeting after the sprint review.

Scrum-master

The scrum-master will be responsible for supervising the team, that includes ensuring communication work, that all team members have tasks assigned to them and keeping meetings on track.

Backlog

Trello will house the project’s backlog. Separate boards will be used for different sprints. The boards will contain multiple lists: Backlog, To Do, In Progress and Done, to distinguish between different work states. Each user story shall be equipped with id, brief description, acceptance criteria and a percentage indicator estimating the user story’s completeness. GitHub issues will act as an additional defect backlog.

Technical debt

To manage our technical debt the team will use issues on Github connected to our Trello board. As a part of our goal of high test coverage we will use automated testing server (Jenkins). Code reviews in conjunction with pull requests will be utilized to recognize technical debt. Through establishing code conventions for the whole team to follow, the aim is to enhance understandability and maintainability of the system. This would make the technical debt easier to deal with.