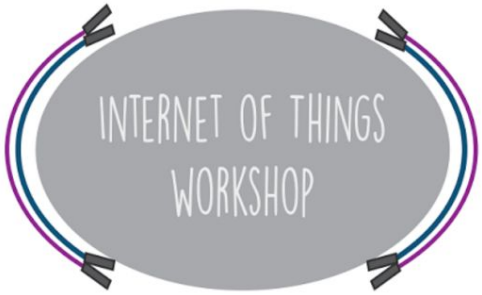


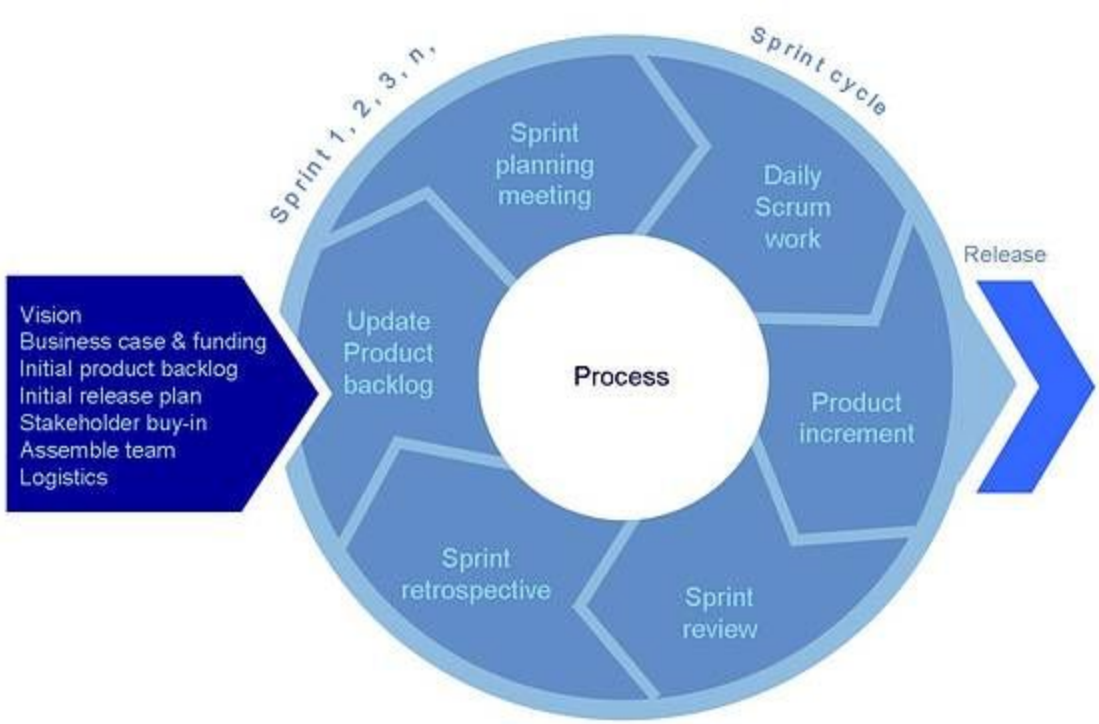
Start Date :
9-13-2016
End Date :
1-25-2017

PM : Joey van der Bie & Bas Pijls van Kooten
Product Owner : Joey van der Bie & Bas Pijls van Kooten
Scrum Master : Axel Kiebooms
Scrum Team :

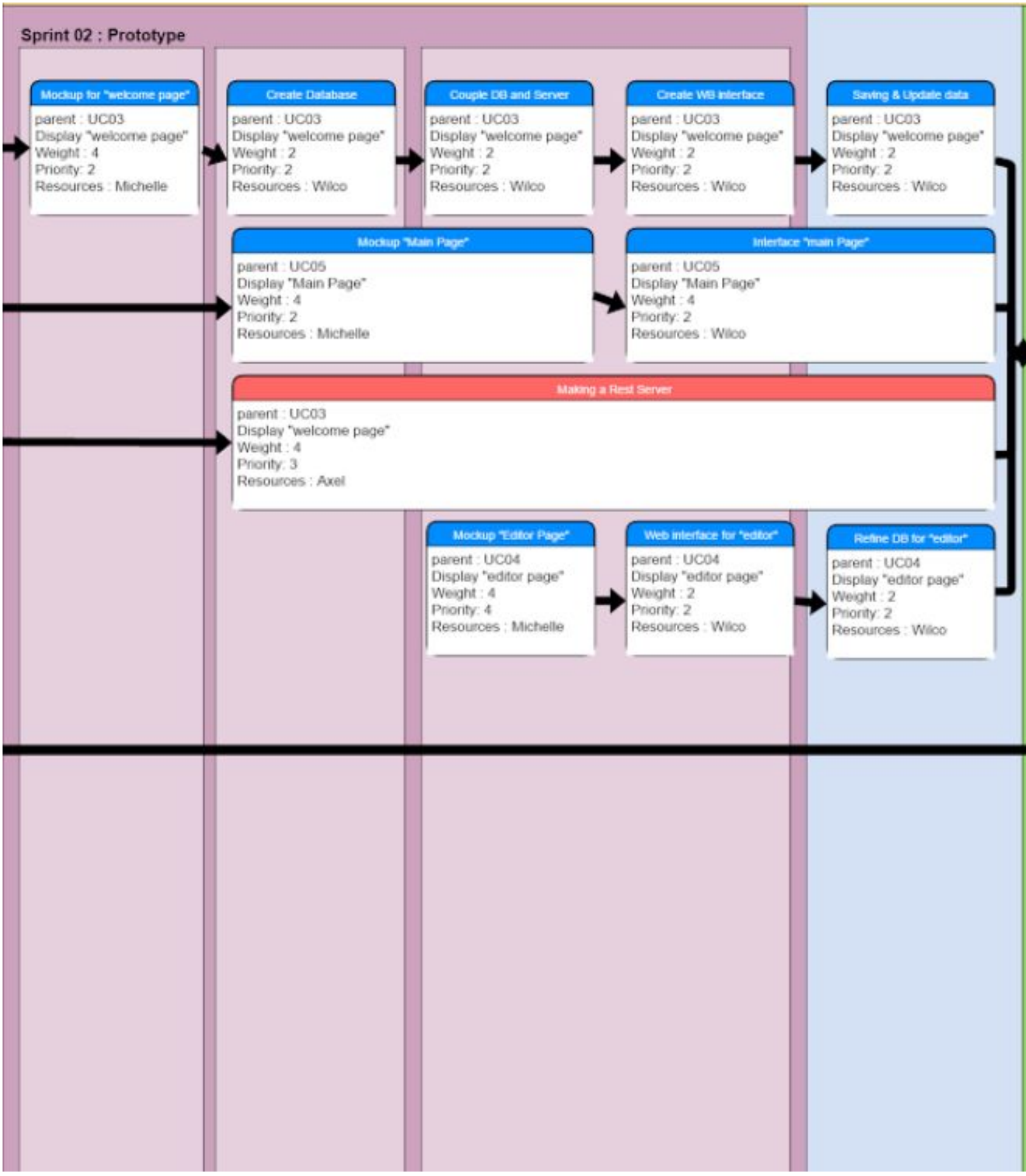
- Axel Kiebooms
- Michelle Rotter
- Wilco Wijdenes
- Arnout Schekkerman
- Nick Leijenhorst

Scrum docs : Sprint 02

Scrum Cycle Reminder



Sprint Planning



TOP RISKS DURING SPRINT 02

ID	Name	Description	Factor
	Team communication	Team members do not spend enough time together and do not communicate	25
	Methodology	Failure to follow the methodology designed by the scrummaster	25
	Documents losts	Important documents for the report are deleted by mistake	20
	Team members eaten	Some team members might be too shy to express themselves and feel like their ideas or opinions are not listened	20
	Conflicting tasks	Due to bad communication, two different pair or team members work on the same solutions	20
	Teacher rejects ideas	Teachers does not approve ideas	20
	Scope2	Project team realised, that there were some activities which were not needed initially in the project but they became relevant	20
	Scope	Error or omission in scope definition	20
	Assignements takes too long	Documentation required for the school assignments take so long that the project itself is delayed	15
	Components delayed	Components required for the workshop are late to be delivered	15

Sprint Review Report based on Bas meeting and notes from Arnout

General questions:

What's your idea of how the workshop should look like?

- What do we have to arrange besides the technical stuff

How many participants do you expect at both workshops?20
What kind of participants do you expect? Who is invited? HvA faculty members
What are the expectations of the participants, do they have some specific expectations?

Do we "just" have to prepare the workshop or even perform it?

Is the location already defined?
If yes:

How does it look like? Can we check the circumstances?
How many space do we have?
How can we arrange the desks?
Are there some screens and loudspeakers?

What was the previous workshop like?:

- What did the participants do/make last year?

- What did the participants think of last years workshop

How will the two hour time be divided?

How easy should the programming be? Drag and drop level or is simple function calling also applicable.

Is it required that the results of the workshop can be taken home by the participants?
Yes

Is working in teams an option?
Individual

Budget related questions:

Is the budget “5€ per participant” fixed or is there some scope of discretion?
What do you want to pay per board produced? This limits the amount of ‘stuff’ we can add to the board.
What kind of volumes of boards do you want to produce for the first batch? 25? 50? 100?

Technical questions:

Is it expected of participants to solder on sensors or components? This is important for the assembly process, since SMT sensors could be compact and cheaper to assemble.
Should sockets be provided for sensors, so that you can plug them in? Or should they be through-hole and soldered by the partcipant?
A micro USB connector should be supplied together with the board right? We should keep this in mind when planning the budget.
Should it be usb powered with an option to power it with a battery or just usb powered?
USB powered, for now.
Do you have any requirements when it comes to the shape of the board? Should it be breadboard-compatible? Shaped like a badge? Or can we design anything?
Possibility for solar charging of a li-lion battery?
USB powered

small summary in keywords :

Workshop 1: 10 nov 1 hour
Low entry
Big red button
Lasercut enclosure
Should snap together with something like an ikea manual
Open wifi hack
Webpage for pc and mobile

Usb powered always (no efficiency)
Preloaded firmware
How to find your button?
Make a list of button interactions
Communication between buttons?
Write a promotion, a sales pitch within 3 weeks
Should we do Presentation?
Should work after the workshop

What is the problem?
What does bas want, what kind of teaching tool?
What do you want to teach?
Why can’t we use a standard solution. A standard workshop. An out of the box solution?

!Make a journey map of another workshop of an hour, see how do the do it.(time indication, role student teacher(make personas), was is het lesplan, wat is het doel).

Give the workshop meaning! What do you want to convey! Make a point.

Wilco hints for his server :

I set up a server and website which you can reach at: 178.62.233.141
Its still very simple since I can't spend too much time on it atm (sensors app).
For post requests use (the button):
178.62.233.141/add_entry.php
You can mimic a button press at (testing):
178.62.233.141/secret_poster.php
It will do for the prototype. Let me know if you get troubles.
TImestamps are also not localized correctly which i will look into

What is left to do ?

US01_PressButton :

Assemble the button :

- Design a case that can be laser cut : 3 story points
- Do the soldering of the buttons : 2 story points

Arduino code for button press :

- Need to fix : the wifi connection bug : 2 story points

Make the led blinking :

- Fix : sometimes another color : 1 story point

US02_ConnectToWifi

- Refining database : 2 story point
- A domain name would be more user friendly for the website : 1 story point
- Improve communication between server and device : 1 story point

US03_PressToDisconnect :

- We need to send the device number in the request (unique ID which is the primary key in the DB) : 1 story point
- Website should display that the user is logged off : 1 story point

US04_MakeManual :

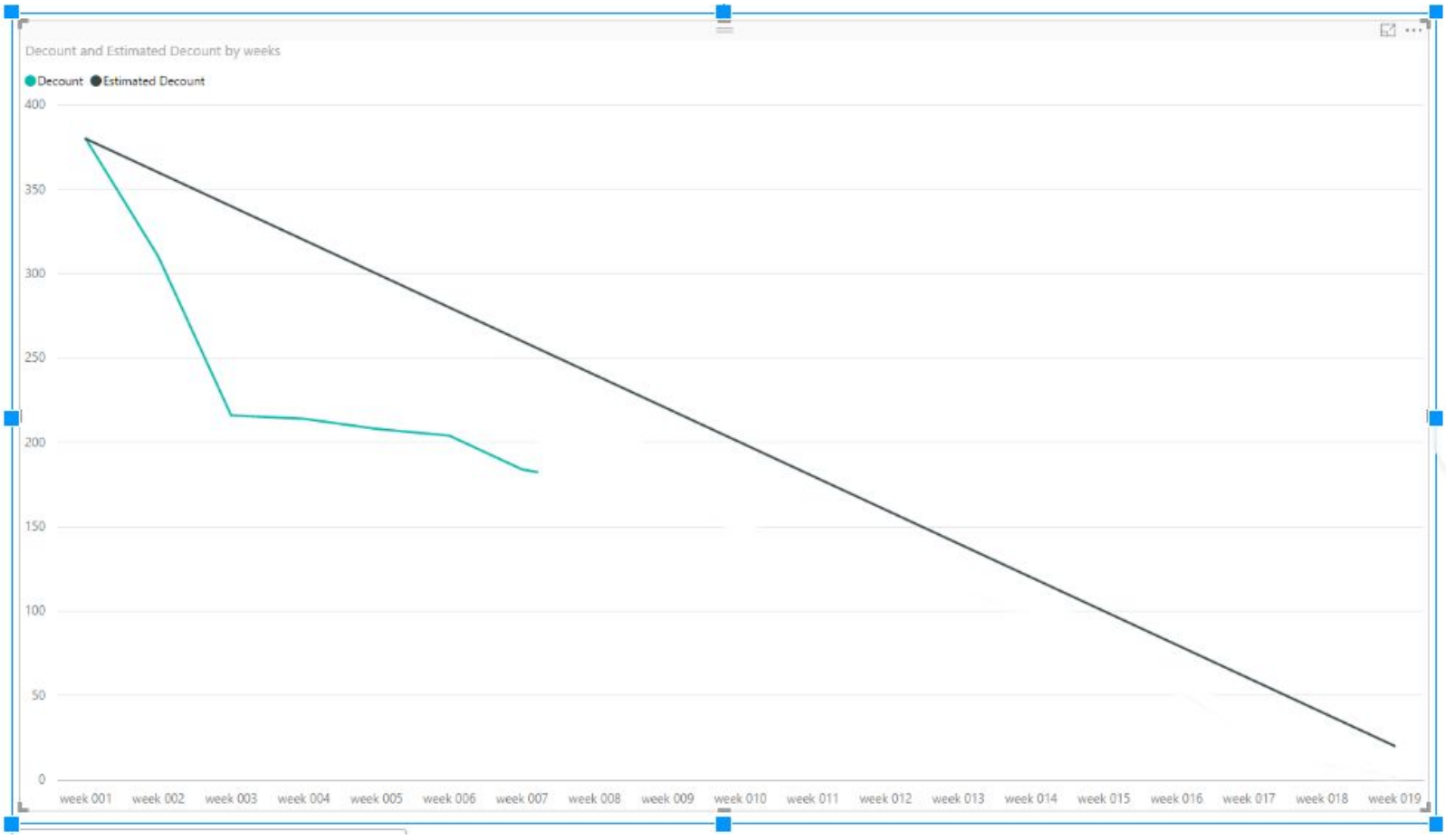
- Finish designing the component : 10 story points
- Design the overall : 2 story points
- Need a step by step explaination of all (arnout, michelle, nick)

US05_displayData+Website :

- mySql script : 1 story points
- Decide of a visualization of our data : 4 story points
- Implement the visualization : 2 story points
- Assign IDs to buttons
- Create device linking page : 2 points
- Support for mobile, should be scalable : 1 story point

Michelle : brainstorm about manual website
Wilco : brainstorm about the implementation of the website
Arnout : brainstorm about authentification of the buttons
Nick : brainstorm about the case of plan A and plan B
Axel : tasks

Burndown Chart



Use Cases Achievement Overview						
- UC01_Designing & Assembling Box						
- UC02_Reading Manual						
- UC03_Display “Welcome Page”						

- UC04_Display”Editor Page”						
- UC05_Display “Main Page”						
- UC06_Select Message Type in “Editor Page”						
- UC07_Connect to Wifi						
- UC08_Add Led						
- UC09_Add Servo Motor						
- UC10_Add Temperature Sensor						
- UC11_Add Mirco Sensor						
- UC12_Add LED matrix						
- UC13_Detect boxes with IBeacon						
- UC14_Testing&Closing Backend (wilco)						
- DOC01_Start :						
- DOC02_Initiate:						
- DOC03_Iterative Docs						
- DOC04_Closure						

Sprint Retrospective : Based on Nora´s meeting and Arnout´s notes

do stand up meetings
talk with wilco about the project and include him more in the team
MAKE A BACKLOG!
think about how we are going to do the workshop:

- introduction, show stuff, talk less but explain everything
- design the manual
- do a wrap up, feedback
- do it ourselves or not?