1)Let's start with a **quiz**

[Teacher note: DO NOT ACCESS LINK - the quiz is attached in a pdf]

Answers

a) **Agile** is a **mindset and an iterative approach to project management and software development** that helps teams deliver value to their customers faster and with fewer headaches. Instead of betting everything on a "big bang" launch, an agile team delivers work in small, but consumable, increments.

b) The **Agile Manifesto** consists of four key values:

- **Individuals and interactions** over processes and tools.
- **Working software** over comprehensive documentation.
- **Customer collaboration** over contract negotiation.
- **Responding to change** over following a plan.

c) All

i) #1 Satisfy Customers Through Early & Continuous Delivery
ii) #2 Welcome Changing Requirements Even Late in the Project
iii) #3 Deliver Value Frequently
iv) #4 Break the Silos of Your Project
v) #5 Build Projects Around Motivated Individuals
vi) #6 The Most Effective Way of Communication is Face-to-face
vii) #7 Working Software is the Primary Measure of Progress
viii) #8 Maintain a Sustainable Working Pace
ix) #9 Continuous Excellence Enhances Agility
x) #10 Simplicity is Essential
xi) #11 Self-organizing Teams Generate Most Value
xii) #12 Regularly Reflect and Adjust Your
xiii) Way of Work to Boost Effectiveness

d) Correct: INVEST -> stories

i) DEEP - backlog
ii) SMART - objectives
iii) CFORC - Scrum values

e) *Free discussion*

i) This core difference between projects and products requires two different approaches. Project mindsets focus on time, budgets, and deliverables. Team compositions shift based on resourcing needs, and Gantt charts rule the day as it's all about execution and outputs. A product mindset instead focuses on outcomes.
ii) A project is unique in that it is not a routine operation, but a specific set of operations designed to accomplish a singular goal. On the

other hand, a product is a good, service, platform, application, system, etc., that is created, generally for sale, to meet customer and business needs.

iii) Project is undertaken to form a new software. Product is the final production of one or multiple project

2)Let's arrange this actions on the column they fit bets

[Teacher notes: could be done on a board or just review activities and tie them up with what they will do (explicitly or implicitly for their project - of course, some will not apply to a school project]

- Research
- Breaking down initiatives into tasks
- Monitor task completion
- Create and maintain Product Roadmap
- Communicate vision to stakeholders
- Setting product vision
- Developing strategic plan
- Allocating project resources
- Communicating progress to stakeholders
- Create and maintain product roadmap
- Planning project timelines

And then order them in a timely sequence that a Product/ Project Manager could be responsible for.

Project	Product
Breaking down initiatives into tasks	Research
Planning project timelines	Setting product vision
Allocating project resources	Communicate vision to stakeholders
Monitor task completion	Developing strategic plan
Communicating progress to stakeholders	Create and maintain product roadmap

3) Explain project charter - take and example and add: project objectives, scope, vision, team and their responsibilities and stakeholders, budget, timeline & milestones

Short version

1. Context *(business /technical) -extra: include the course as context as the project is limited by the constrains derived from the course constrains (limited time, limited no of hours, methodology imposed, specific deliverables, etc)*
2. Criteria for success *(when is the project considered done, from a business perspective)*
3. Scope *(the deliverables - what WILL be done and what will NOT be done / is in scope)*
4. Constraints *(requirements from the client, e.g. specific technologies, budget, templates etc.): some deviated from tech stack, some from functionality, some deviated from the context of the course*
5. Stakeholders *(persons, teams, or vendors and their respective roles): team, users, teachers from the course (as part of the context)*
6. ***Timeline:*** *High-level, looking at dependencies, risks and and complexity*
7. Budget: Person x Days

Long version

Introduction	*– explains the project's purpose. Includes the project name, a brief description, and the formal authorization.*
Project business case, goals and scope	*– sets out the scope of the project and any unique characteristics.*
Success criteria	*– the critical factors that determine the project's success. This is a list of deliverables expected on project completion.*

Deliverables	*– more detailed primary project requirements or key deliverables.*
Budget	*– the cost estimate for the project, including information about who can approve expenses, both from the allocated budget. Includes any additional spending the project may require.*
Schedule/milestones	*– a comprehensive schedule with project milestones, or stages, for measuring its progress and success.*
Constraints and assumptions	*– detail the known and unknown parameters of the project.*
Summary of risks	*– summarize any potential or real major threats to the success of the project.*
Team and organization	*– list the people and stakeholders who will work on the project (the project team). Outline their roles and who is appointed the project manager. An organization chart is a good way to show the project team framework.*
Approvals	*– finally, set aside a section for the project's sponsor/client and stakeholders to record their approval (or disapproval) of the project charter document.*

Example

Opportunity

Currently, the website is unoptimized for mobile.

Goal

Redesign the website so it's more responsive and makes it easier to place orders on mobile devices.

Objectives
● *Increase customer satisfaction* ● *Increase purchase completions on mobile* ● *Improve user experience*

In Scope	***Business Case***
Make the website mobile-responsive	*Increase business on mobile devices*

Constraints	***Assumptions***
Users' attitudes towards change	● *Mobile users aren't purchasing as much* ● *The website will continue to function during the redesign*

Deliverables
● *Content that fits industry-standard screen sizes* ● *A UX that works on mobile devices*

Sponsor Approval	***Date***
Jane Doe	*07/28/2019*

Core Team Members		***Stakeholders***	
Name	*Role*	*Name*	*Role*
John Smith	*Project Manager*	*John Doe*	*CEO*
Jane Smith	*Designer*	*Jane Doe*	*Sponsor*
Johnny Smith	*Developer*		
Janie Smith	*Developer*		

Summary Project Status	
Project Start Date:	*08/01/2019*

Estimated Completion:	*10/01/2019*
Process Impacted:	*Better mobile experience*
Potential Financial Impact:	*$300,000*

Milestones	***Status***	***Due***	***Done***
Current site UX test	•	*08/07/2019*	*08/06/2019*
Redesign	•	*08/21/2019*	*08/21/2019*
Web development	•	*09/21/2019*	*09/21/2019*
Staging site test	•	*09/25/2019*	*09/23/2019*
New website live	•	*10/01/2019*	

• Not Started • Completed • On Schedule • At Risk • Off Track

4)Time to play - Battleships

Fiecare echipa face pe o foaie un careu ~~9x9~~ 6x6 pe care pune 3 nave din 3 patratele, pe vertical sau pe horizontala: regula cele 3 nave nu se ating.
Jucam in **3 runde** in care fiecare echipa ghiceste cate 5 pozitii (au 2 minut per runda per echipa):

- Echipa 1 - primeste feedback daca au nimerit si unde dupa ce anunta toate cele 5 pozitii - 1 minut sa se gandeasca la care sunt - 1 minut le anunta si primesc feedback
- Echipa 2 - premeste feedback dupa fiecare poziti din cele 5
- Mica pauza intre runde ca sa isi realinieze strategia intre ei

Classic games can also be used for teaching Agile values. For instance, Battleships is a strategy game developed in the 60s that is nowadays useful for teaching iterative development.
Developers are split into two teams (A and B), and each team is given a grid on which they position their battleships.
Two minutes are allowed for battleship placement, and teams can't see each other's grids.
Then, team A is given 5 minutes to launch an attack on team B by guessing where their vessels are on the grid, and team B informs them at the end what the hits and misses are.

Afterward, team B assaults team A—but this time with real-time feedback on the hits and misses.

Because of the constant feedback, team B has a much higher chance of making more hits. You can see this in the visual below.