SYS report
3. Semester project
Fall 2016

Introduction
The focus of the project is to use an agile approach while developing a web application – a combination of XP and Scrum. The report must contain your reflections based on your experience with XP and Scrum.

Formalities
The work must be done in groups of 3-4 students.
Each group will hand in a project of max. 20 pages (2.400 characters pr. page)

Start: Monday November 21st 2016
Hand-in: The report with a front page including name for each participant must be uploaded at
18/12 2016 23.59 in WISEflow.

The Report
You must document your reflections on your <u>practical</u> experience with the XP's practices and Scrum artefacts, - meetings and - roles – see list below.
A good way to structure the report is to use the principle: Plan – Process – Reflection (PPR).

- Plan – What do we intend to do?
- Process – What did we do?
- Reflection – What can we learn from this?

Scrum artefacts
- Product backlog
- Sprint backlogs (optional: Burn down chart)

Scrum Roles
- Scrum master

Scrum Meetings
- Daily scrum
- Sprint Planning meeting
- Sprint Review meeting (acceptance test)
- Sprint Retrospective

XP Practices [1]
- Simple design
- Testing
- Collective Ownership
- Refactoring
- Continuous Integration
- Pair Programming
- Coding Standard

You are <u>not</u> expected to create a full functional application. However, it is expected that you – following the practices of XP/Scrum – create a number of tested and integrated parts of the system. If necessary use functional and technical spikes for unclear requirements or unclear technical issues respectively.

The code (source and test code) shouldn't be handed-in. However, you may copy relevant snippets of code into the report where needed to underline a point. Other artefacts such as UML diagrams and sketches should be included where appropriate to support the text.

Evaluation criteria
1. Scope of experience gained
2. Depth of reflections
3. Validity of arguments and conclusions
4. Ability to communicate in general

Dates for Scrum meetings

21/11 Sprint Planning
25/11 Sprint review + Sprint Planning
02/12 Sprint review + Sprint Planning
09/12 Sprint review

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[1] We have left out Metaphor and 40-hours week. On-site customer is replaced with Scrum's Product Owner, a Planning Game is substituted with Scrum's Sprint Planning meeting and Small Releases is substituted with Scrum's Sprint Review meeting.