## SSW 555 Agile Methods for Software Development

## **Project Expectations**

Working on an agile team requires discipline and collaboration. Each member of the team is expected to carry their own share of the workload, and to cooperate with their teammates to ensure the success of the team.

In this course each member of each team is expected to work on at least 2 user stories during each sprint. Significant refactoring or other infrastructure development is equivalent to one user story in calculating a student's workload. Note that each student must work on at least one user story that provides value to the customer in each sprint.

During each sprint planning meeting each student must ensure that they have volunteered for enough work during the sprint to meet their workload expectations. The quality and amount of code checked in by each student during a sprint provides evidence of that student's contributions during the sprint.

Each member of the team is also expected to contribute to other artifacts and activities that are needed by the team. For example, one member of the team needs to package and upload the team's deliverables at the end of each sprint. Other examples include active participation in sprint planning and review meetings.

Each team will receive a grade (0-10) for the quality of their work performed during each sprint. That is the grade that will be recoded in Canvas for assignments PT04, PT06, PT08, and PT10. Each student will receive a grade (0-10) for their contributions to each sprint. That is the grade that will be recoded in Canvas for assignments PS04, PS06, PS08, and PS10. The product of the team grade and the student grade will be used in calculating a student's course grade for each sprint.

10×10=100