

# **CPSC 3720**

## **Lesson 4**

# **SDLC and Agile**

## **Recap**

## **GAMES**

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*School of*  
**COMPUTING**

# Today's Objectives

- Review of prior classes (Quiz Prep)
- GAMES!


# Review 1



Scan the QR or use link to join



<https://forms.office.com/r/e257UJg-Z1i>

 Copy link

What is SDLC short for?

0 responses submitted



Waiting for response...

Responses will be displayed as a word cloud


Wordcloud All responses




1 of 4




# Review 2



Scan the QR or use link to join



<https://forms.office.com/r/KRRTh-Q3G60>

 Copy link

8 responses submitted


"Am I building the right product?" is

Verification


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# Review 3



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<https://forms.office.com/r/zyRCUgp-WED>

 Copy link

Name a method used to practice Agile.

8 responses submitted



Waiting for response...

Responses will be displayed as a word cloud

Wordcloud

All responses



1 of 4



# Review 4

0 responses submitted

## Name one responsibility of the Scrum Master.

Scan the QR or use link to join

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Waiting for response...

Responses will be displayed as a word cloud

Wordcloud All responses

1 of 4

# Game #1: Airplane Game

The goal of the game is for each team to create as many high quality (tested) paper planes that can fly a distance of at least 30 feet.

## HOW TO PLAY

- Identify a scrum master to facilitate the game for your team/table.
- Three sprints and each sprint lasts ~9 minutes:
  - 3 minutes for planning
  - 3 minutes for actual building and deploying/flying
  - 3 minutes for reviewing/retrospective
- After the planning iteration, each team should give an estimate of how many planes they are going to build, test, and fly. **Document this estimate on the white board.**
- Build and fly as many paper planes as you can in the 3-minute build timebox.
- Take score by subtracting the final count of planes that flew the required distance from the planes that were not yet tested or completed. **Put the score on the whiteboard.**  
Example: Team A said they will complete 4 planes. 7 planes flew the distance but 5 more were WIP (work in progress that hadn't completed being built or tested). Subtract the WIP so the actual is  $7-5 = 2$ .
- During the retrospective, teams must come up with one idea of improvement.

## RULES

- **Only one person can make one fold at a time.**
- The planes must be built and deployed within the 3-minute timebox.
- Only planes that fly the marked distance will be counted.
- Have your scrum master be the counter.
- You cannot crush the plane into a ball and throw it.

**The top scoring team members will get 5 points extra attendance credit!**

**I WILL RECYCLE ALL THIS PAPER!!!**

# Game #1: Airplane Debrief

- What would have happened differently if the timebox was not there?
- How would waterfall may be different from this?
- What did you do to improve? What waste was removed from the system that helped you get better?



## Game #2: Scrum Labelling

You have five minutes to label the chart.

The top scoring student(s) who have the most filled in for the 20 scrum elements will get 5 points extra attendance credit.

