



BSc Computing for Games

# Programming Practice VII

# Notice

- ▶ We will be assessing BA projects most of the day today.
- ▶ If it is possible, we will pop by the TeachingSpace in the afternoon after assessments have finished.

# Morning



# Sprint Planning

In this session you will:

- ▶ **Conduct** a Sprint Planning meeting with your COMP150 group.
- ▶ **Prepare** the product backlog on the Trello board.
- ▶ **Ensure** that your sprint goal is achievable with the limited time remaining.
- ▶ **Strive** for *playability* **and cut** as many unfinished features as possible that will still allow a playable build to be delivered.
- ▶ **Build** slack-time into your plan to account for code tidying. Remember that 40% of the available marks are for the sophistication and maintainability of your source code — read the marking rubric!

Afternoon



# Collaborative Project

In this session you will:

- ▶ **Write** the source code for the collaborative game.
  - ▶ Remember to update the Trello board and check your code into the shared repository.
  - ▶ Use pair programming where appropriate.
- ▶ **Write and update** the team's weekly reports.
- ▶ **Prepare** for the Sprint Review and Sprint Retrospective.
- ▶ **Complete** the team evaluation, peer evaluations, and self-evaluations.
- ▶ Should you have sufficient time remaining, **proof read** each others' agile essay.