Assessment 02 – Agile PRACTICAL - DRAFT

Unit title: Agile Development: Introduction (SCQF level 7)

Unit code: HT9H34

Create a case study that can be implemented using scrum - that is composed of a single epic, a 1 sprint, and 30 tasks for each of the sprints and this is split between 3 users in the developer group, a scrum master and a product owner. The length of the entire sprint is a conventional 4 weeks. This will include all the relevant meetings, reviews and retrospectives.

The actual case study is based along the lines of a registration system which will allow customers to register for a particular event, such as a computing show, like the ones that are held at Dynamic Earth in Edinburgh on a frequent basis. A typical example of this type of system is available on Eventbrite ( <https://www.eventbrite.co.uk/d/united-kingdom/events/>) and it’s registration system and ticketing system – which details how customers obtain various tickets for these conference / shows and have most of the functionality listed in the tasks shown below.

Here's a Scrum case study for a software development project that consists of a single epic, one sprint, and 30 tasks divided amongst the three developers, a Scrum Master, and a Product Owner.

**Project Title:** Online Event Registration System

**Epic:** Implement an online event registration system for a conference.

**Sprint Duration:** 4 weeks

**Team Members:**

* Scrum Master (SM): You
* Product Owner (PO): John
* Developer 1 (Dev1): Tom
* Developer 2 (Dev2): Dick
* Developer 3 (Dev3): Harry

**Sprint Backlog:**

***Epic: Online Event Registration System***

**Sprint 1 - Online Event Registration MVP**

*User Stories/Tasks (30 in total)*

**User Story 1: User Registration**

* Task 1: Create user registration form
* Task 2: Implement user data validation
* Task 3: Develop user database

**User Story 2: Event Creation**

* Task 4: Create an event creation form
* Task 5: Implement event data validation
* Task 6: Develop event database

**User Story 3: Event Listing**

* Task 7: Design the event listing page
* Task 8: Develop event search functionality
* Task 9: Implement event filtering

**User Story 4: Registration Process**

* Task 10: Create event registration form
* Task 11: Implement registration data validation
* Task 12: Develop registration database

**User Story 5: User Dashboard**

* Task 13: Design the user dashboard
* Task 14: Display user's registered events
* Task 15: Show upcoming events

**User Story 6: Payment Integration**

* Task 16: Integrate payment gateway
* Task 17: Implement payment processing
* Task 18: Test payment transactions

**User Story 7: Email Notifications**

* Task 19: Send confirmation email on registration
* Task 20: Send event updates via email
* Task 21: Implement email templates

**User Story 8: Admin Panel**

* Task 22: Create an admin login page
* Task 23: Implement admin data validation
* Task 24: Develop admin database

**User Story 9: Event Management**

* Task 25: Create event management tools
* Task 26: Implement event editing
* Task 27: Handle event deletion

**User Story 10: Reporting and Analytics**

* Task 28: Design analytics dashboard
* Task 29: Implement event attendance tracking
* Task 30: Generate event reports

**Roles and Responsibilities:**

* Scrum Master (You):
  + Facilitate daily stand-up meetings
  + Remove impediments for the team
  + Ensure the team follows Scrum processes
* Product Owner (John):
  + Prioritise user stories
  + Review and accept completed user stories
  + Provide clarifications and requirements
* Developer 1 (Tom):
  + Responsible for tasks 1 to 10
* Developer 2 (Dick):
  + Responsible for tasks 11 to 20
* Developer 3 (Harry):
  + Responsible for tasks 21 to 30

**Sprint Goal:** Develop an MVP (Minimum Viable Product) for the online event registration system, allowing users to register for events and view them on their dashboard.

At the end of the 4-week sprint, the team will review the completed user stories with the Product Owner, and any remaining tasks will be prioritised in subsequent sprints.

This case study outlines a Scrum project for creating an online event registration system, illustrating how the work is divided among team members and how it aligns with Scrum principles.