Heat Production Management Project for Semester Project 2

Kacper Grzyb Sebestyen Deak Ignad Bozhinov
Leonardo Gianola Levente Sohar

03-06-2024

Contents

Chapter 1

Introduction

Introduction chapter goes here

Chapter 2

Release Planning

Release Planning chapter goes here

Chapter 3

Sprint Materials

In this chapter all the materials from the sprints can be found.

3a Sprint 1

3a.1 Retrospective

Project: Semester Project Group 11
Sprint Duration: March 5 - March 19, 2024
Team Members: Levente Sohár, Ignat Bozhinov, Leonardo Gianola, Kacper Grzyb, Sebestyén Deák
Stakeholders: Sadok Ben Yahia

1. Sprint Goals and Outcomes

- **Goal 1:** Move epic and user stories into Jira
  Status: Completed. All the epics and user stories are in Jira now.
- **Goal 2:** Divide Roles
  Status: Completed. Product Owner and Scrum Master Roles have been given.
- **Goal 3:** Create .gitignore file
  Status: Completed. Created .gitignore file.

- **Goal 4:** Break down User Stories into requirements with MoSCoW
  Status: Completed. All the different User Stories have a Must Do (-M), Should Do (-S), Can Do (-C), Would Not Do (-W).
- **Goal 5:** Rewrite tasks into User Stories
  Status: Completed.
- **Goal 6:** Add User Points to User Stories
  Status: Completed. Every User Story has been rated in story points.
- **Goal 7:** Gantt Chart
  Status: Completed. Every Task has been estimated, and a Gantt Chart has been made according to this and our timeframe.
- **Goal 8:** Create Sprint Review
  Status: Completed.

2. Completed Work

Transitioning our project management to Jira, we've streamlined our workflow and enhanced visibility into our tasks and progress. Recognizing the importance of role clarity in optimizing team performance, we successfully delineated roles and responsibilities. Implementing best practices in version control, we established a .gitignore file. Employing the MoSCoW method to prioritize requirements, we gained clarity on project scope and stakeholder expectations. Restructuring our tasks into user stories, we've shifted our focus from implementation details to user-centric outcomes, fostering a deeper understanding of user needs and motivations. Introducing user points to our user stories allowed us to quantify complexity and effort more accurately, facilitating resource allocation and sprint planning. Creating a Gantt chart provided us with a visual roadmap for project execution, enabling us to sequence tasks, allocate resources, and identify dependencies more effectively. Instituting sprint reviews has fostered transparency, accountability, and continuous improvement within our agile framework.

3. Unfinished Work

Everything we set out to do during this sprint we have accomplished.

4. Quality and Technical Issues

We haven't started coding yet, and only used already established software for our work, therefore we didn't have any technical issues.

5. Team Dynamics and Collaboration

Work has been mostly divided equally, with everyone doing their part. Communication was clear and to the point.

6. Processes and Tools

Jira helps keep track of the backlog and manage the sprint. For making the Gantt Chart, Canva was used, which helped speed up the process.

7. Stakeholder Feedback

When talking with our supervisor Sadok, he approved of the direction we were heading this sprint, emphasizing making Dashboards.

8. Obstacles and Impediments

We have been able to complete all the goals without any obstacles or impediments.

9. Successes and Wins

The biggest win for the team was finishing all of our goals in time.

10. Action Items for Improvement

Breaking the requirement into small tasks that can be worked on independently, therefore not everything has to be done in the one meeting we weekly.

2024.03.16

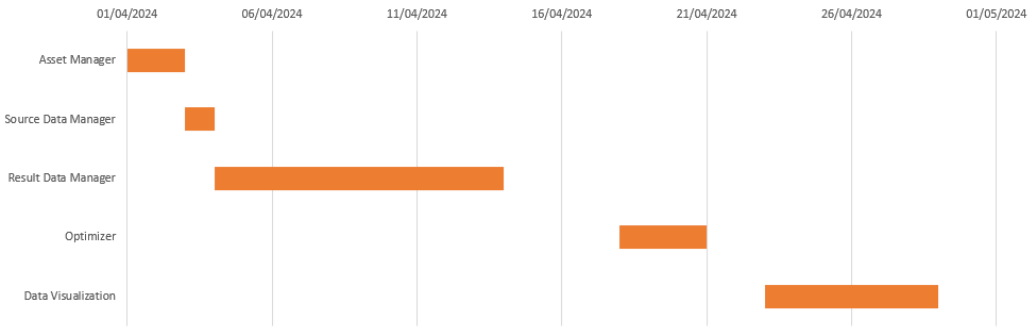

Figure 3.1: Optimal Gantt Chart

Figure 3.2: Realistic Gantt Chart

3b Sprint 2

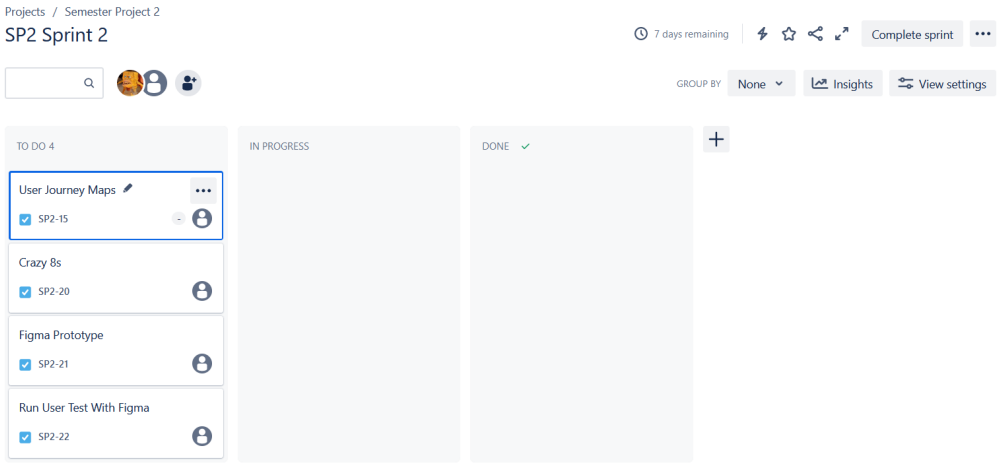

Figure 3.3: Sprint 2 Planning Package

Daily Scrum 02/04/2024

- The team completed 2 out of 4 issues.
- 2 issues are currently in progress, one of which is very close to being finished and the other one is expected to be finished by the end of the week.

Roadblocks

- The team faced a few conflicting ideas and a wrong understanding of how the Result Data Manager and Asset Manager components are supposed to look like. They were solved through an online Discord meeting.
- Some team members are still on holidays, which makes organising work a bit harder.

Plans for the rest of the Sprint

- Polish the Figma prototype made.
- Get feedback on the Figma prototype.
- Begin discussion about starting the development phase.

Metrics and Progress

The team has attached screenshots of the current state of the sprint backlog and the sprint status report to give information about how much work has been done and how much work still needs to be done.

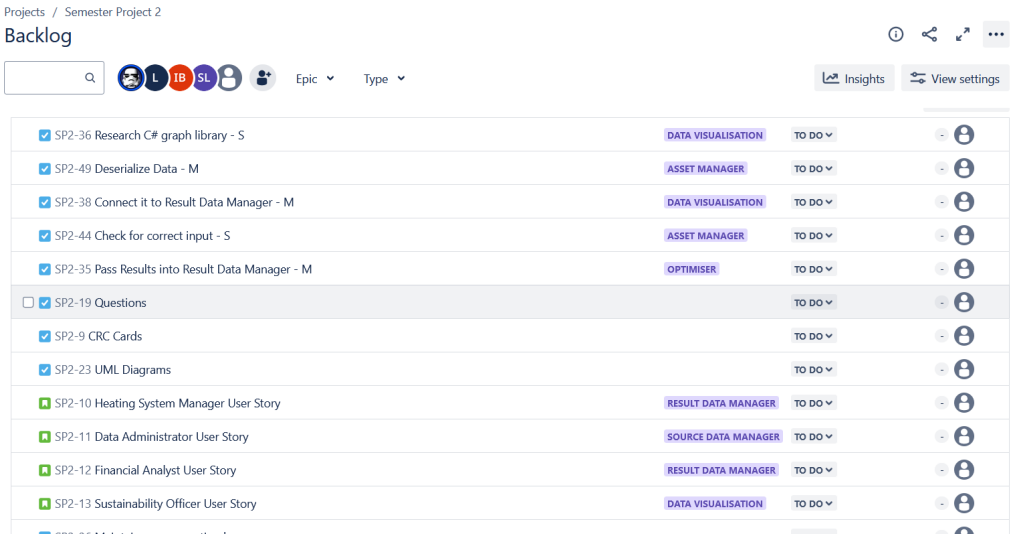

Figure 3.4: Daily Scrum Backlog 1

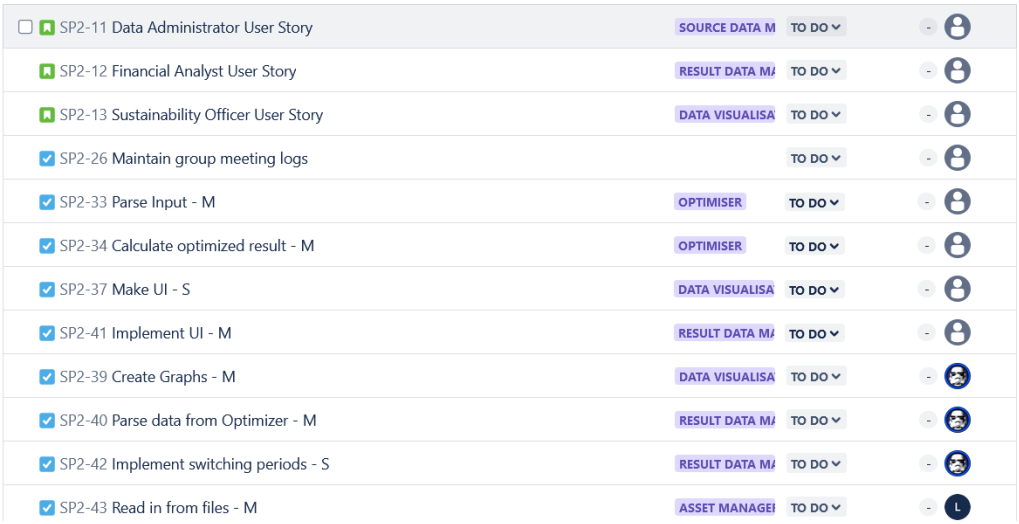

Figure 3.5: Daily Scrum Backlog 2

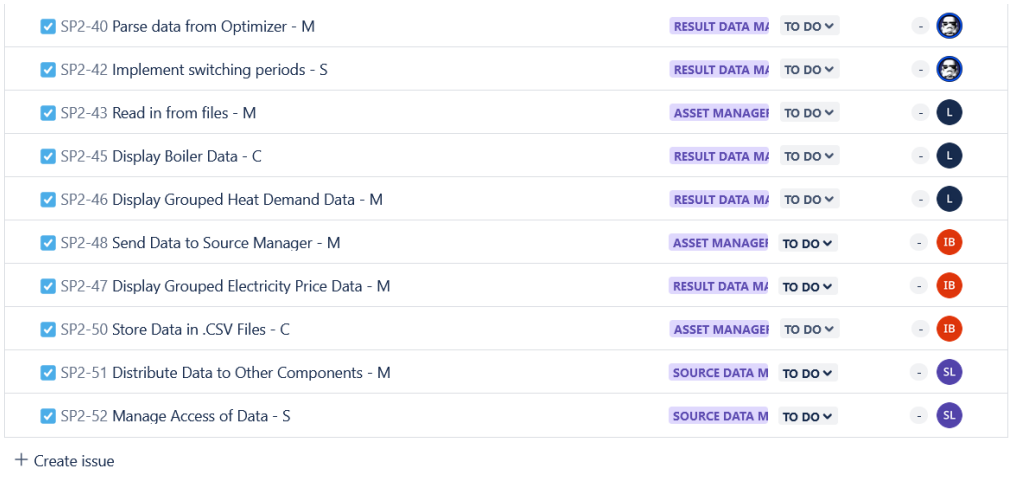

Figure 3.6: Daily Scrum Backlog 3

Sprint 2 Retrospective

What went well

- Remote meeting to re-align on the project direction
- All sprint tasks done despite remote work due to the Easter holidays
- Remote communication
- Willingness to pivot, make changes to the project

What to improve

- Spend more time on understanding the project requirements – the team had a wrong idea of what the Result Data Manager, Asset Manager and Source Data Manager should consist of which created a setback and meant some of the plans for the project need to be remade, such as the tasks on Jira
- Pay attention to time zones when doing remote work – the time zone difference created a minor issue during one of the team's remote meetings
- Plan out and divide work more carefully to avoid misunderstandings and vagueness

What the team aims to improve in the next Sprint

- Align the project with the requirements
- Remove vagueness from the project direction
- Remove vagueness from tasks for each team member

3c Sprint 3

3d Sprint 4

Chapter 4

Technical Details

Technical Details Chapter goes here

4a Design and UML Diagrams

Design and UML Diagrams yapping goes here

4b Simple Design

Simple design yapping goes here

4c Incremental Design

Incremental Design yapping goes here

4d Refactoring

Refactoring yapping goes here

4e Test-Driven Development

Test-Driven Development yapping goes here

4f Unit Testing

Unit Testing yapping goes here

4g Pair Programming

Pair Programming yapping goes here

4h Code Review

Code Review yapping goes here

Chapter 5

Conclusion and Group's Reflections

Conclusion chapter goes here

5a Working on a common project with other groups

5a yapping goes here

5b What went well and not so well with the group's specific set of tasks

5b yapping goes here

5c Specific contributions of each team member

5c yapping goes here

5d Future actions to prevent problems and difficulties faced during the project

5d yapping goes here