

# Heat Production Management Project for Semester Project 2

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# Chapter 1

## Introduction

Introduction chapter goes here

## Chapter 2

# Release Planning

Release Planning chapter goes here

# Chapter 3

## Sprint Materials

Sprint Planning Chapter goes here

### **3a Sprint 1**

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# Sprint 1 Review Report

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

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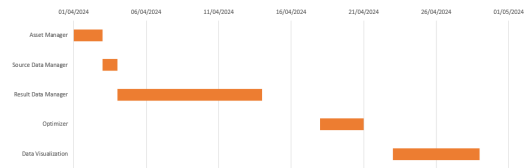


Figure 3.1: Optimal Ghant Chart

**3b Sprint 2**

**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