

**3rd Semester AP
Computer Science
Software Development**

SCRUM
PROJECT

2021

CINEMA APP
BASED ON
SPRING BOOT

KODAK Group Member:

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- **Adrian**
- **Karo**

SCRUM APPLICATION

Cinema App project is a Spring Boot Application based on Agile methodology by fully implementing the Scrum framework and a bit of XP.

In order to stay to the core of the framework, we followed the 3*5*3 of Scrum.

The 3 Roles:

The Scrum Team: The developers (5 in our case). We all are the ones doing the work.

Product Owner: The Teacher (as it is school project, Lars is our PO). He is responsible for prioritizing the product backlog each day. Lars gave us six 'User Stories' ranging from 1-to-6.

Scrum Master: The product assistant. I (Omar) was the SM. In our project, I was responsible mainly for keeping the team on track, sticking to the time-boxes (i.e., tasks), and helping the team improve the process.

The 5 Events:

- 1) - The Sprint: The movie time-box (ex. 3 per day in our case).**
- 2) - Sprint Planning: The team figuring out what user story to complete that day and how.**

During this time, the Teacher reviewed with us what he wanted to get done (i.e., Product Backlog). Based on his

proposed short list for each user story, the developers weighed in on what we thought we could get done and how to effectively manage our time. We, therefore, assigned an estimated timing based on point.

3) - Daily Stand-up: at the beginning of each (week in our case) meetings, it was a check-in.

_ How were we doing, what was challenging (and if so, how did we overcome), did we still think we could complete everything, did we need to shift any priorities with what we were doing? Had anything changed?

4) - Sprint Review: Viewing the dailies...

This is when the Product Owner (aka Lars) check our first sprint to determine if there were any errors.

5) – Sprint Retro: Reviewing the completed...tasks.

Before we planned out our next user story day, we will discuss what went well/not well and what we would do different this time in better fashion once we get PO feedback on 15/10/2021.

The 3 Artifacts:

1) - Product Backlog: The complete list of all user stories (6 user stories in our case).

2) - Sprint Backlog: The daily task list. What tasks needed for that day (each to finish his task & help others).

3) - Increment: The completed, accessible, API from that day of developing.

XP (eXtreme Programming) APPLICATION

Here are some of the XP principles that we thought were better suited for us to use:

_ Continuous Integration (CI):

We were merging each other's work to our main shared repository in GitHub by each branching out one.

Which is a great way to see what everyone is working on and so on.

_ Collective Ownership:

We chose this principle because we wanted that everyone has the mindset of thinking as 'we' instead of 'I'.

_ Pair Programming:

We tried from time to time to meet at school facilities so that we can implement together. This way, we kind of benefit from each other and put us in the same page.

- **Notes from retrospective meetings (overall)**
 - **There were obviously issues we faced with ‘Scheduling’ & ‘Timeslots’ for movie shows.**
 - **Some had ‘mapping’ & ‘nesting output’ issues as well.**
- **Notes from review meetings (overview)**
 - **We brainstormed, helped each other in a QA (question & Answer) or even find out altogether.**
- **Notes from Daily Scrum meetings**
 - **We used ‘White Board’ & ‘Screens’**
- **A conclusion on what went well, and where you had challenges**

In conclusion, although it is our first encounter to practically work in an Agile manner, we definitely have learned a lot from it.