School of Science
and Engineering
University of Dundee

AC31007 - Resit Coursework

Deadline for Submission: See myDundee

Hand in Method: myDundee submission and associated GitHub repository link

Date Feedback will be Received by: 3 weeks after the deadline for submission

Penalty for Late Submission: One grade point per day late (meaning if a submission is one day late and marked as a C2 it will receive a C3 grade) A day is defined as each 24-hour period following the submission deadline including weekends and holidays. Assignments submitted more than 5 days after the agreed deadline will receive a zero mark (AB).

Percentage of Module: This resit coursework makes up 100% of the resit retrieval mechanism for this module

Assignment Style: This is an individual assignment.

Marking Scheme

A marking rubric for this assignment is given on page 3.

The purpose of this resit coursework is to assess your understanding of the following learning outcomes, which are key to the successful completion of this module:

Knowledge

- To demonstrate a detailed and critical knowledge of current issues relating to agile software engineering
- To demonstrate critical understanding of principles, theories and concepts relating to agile methods in software engineering.
- To understand and apply the ethical and social implications of engaging with clients in a professional context.
- To develop an awareness of professional codes of conduct and to understand the legal and professional responsibilities of professional software engineers.
- To critically appraise recent developments in tools and techniques for agile software engineering.

Subject-specific practical and intellectual skills and attributes

- To plan and execute a project applying agile methods to develop a user-centered system.
- To demonstrate ethical and professional behaviour when working in agile teams.
- To make informed judgments on complex ethical and professional issues relating to software engineering, including responsibilities not addressed by current professional codes and practices.

In completing this coursework, you should take the above into consideration when creating any elements that are requested.

Assignment Brief

You are being tasked with developing a new website for the Discipline of Computing. This website should host content for all research groups in the department, have profiles for all members of staff, and information on all courses that are on offer. All this information should be easy to update by a non-technical expert.

Your role in the development of this will be that of ScrumMaster and you have been asked to create an initial suite of documentation to assist in the running of this team. You have been instructed that your team must use agile principles in the development of this new website. You should assume that your development team will consist of between 6-8 developers that have similar technical expertise to your own. You are required to create:

- An initial product backlog that can be used understand the functionality that will be present in this website
- A sprint backlog that gives details on the activities to be completed in Sprint 1
- A Daily scrum facilitator guide (document) that you can use to assist in running consistent daily scrums for your team
- A sprint review facilitator guide that will assist in running your sprint reviews
- A sprint retrospective facilitator guide that will assist in running your retrospectives
- A 2-page onboarding summary for your teams' developers that introduces scrum and how it will be used in your project.

You are not required to make any software for this assignment and should focus solely on the documentation that is discussed above.

Assignment Requirements

This coursework is worth 100% of your grade for the resit and therefore constitutes a large amount of work. Your final submission should be a link to a GitHub repository that includes all information that you wish to present to support your submission. You are free to use any features inside of GitHub that you wish to and should supplement this with additional documentation as you see fit.

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	A1	A2	A3	A4	A5	B1	B2	B3	C1	C2	C3	D1	D2	D3	M1	M2	M3	CF	BF	QF
	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	5	2	-
	A					**B**			**C**			**D**			**MF**			**F**		
User Stories and Product Backlog	• User stories and product backlog have been completed to a professional level, with consistency used throughout. Consistency and effort have been added to all stories with careful thought on the levels assigned					• User stories and product backlog are completed to a high-quality standard, but some details are lacking.			• User stories and product backlog have been constructed but there are issued relating to the factors included.			• User stories have been constructed but essential information is missing that has made it difficult to properly order these within a product backlog. The backlog is badly formed and does not follow convention.			• The user stories and product subsequent product backlog are badly formed. Essential information is missing, and the result is a list of features that would not fit the traditional view of a user story.			• As MF but with substantial failings		
Sprint Backlog[1]	• The sprint backlog is completed to a professional level • It is evident from the backlog who individual tasks have been assigned to					• The sprint backlog is completed to a high standard and there is some evidence of charts being used to demonstrate progress, however these are unclear in places. • Some parts of the backlog may be confusing to understand due to missing information			• The sprint backlog has been completed but it is viewed as more of a static document that was completed at the end of the project. • There are errors in the backlog that make it difficult to understand aspects related to different stories and their level of completion.			• Sprint backlog has been completed but there are clear faults in how it has been created. • It is difficult to understand information regarding the user stories that have been completed, and who was responsible			• The sprint backlog is completed to a very low standard. It is not clear what tasks are being carried out or how these have been measured			• As MF but with substantial failings		
Facilitator Guides	• Facilitator guides are made for daily scrums, sprint reviews, and retrospectives. Care has been taken to craft these in a way that is inclusive and takes into consideration all stakeholders and their different roles at each of the scrum ceremonies. A level of creativeness has been used to make the ceremonies more effective.					• Facilitator guides are made for daily scrums, sprint reviews, and retrospectives. A logical flow of events has been created and the work is focused on process rather than people			• Facilitator guides are made for daily scrums, sprint reviews, and retrospectives but there are several gaps that make these sessions not function at a high level			• Facilitator guides are made for daily scrums, sprint reviews, and retrospectives but gaps present in the guides make the ceremonies ineffective.			• Facilitator guides are made for daily scrums, sprint reviews, and retrospectives but with gaps present that make the guides unusable.			• As MF but with substantial failings		

[1] Quality Metrics for Sprint Backlog will be based on https://www.agilealliance.org/glossary/sprint-backlog/

GitHub Usage	• has been used successfully throughout. • Commits are logical, atomic and well commented. • Git flow was considered and used effectively when creating branches. • Advanced features of GitHub are used within the project to great effect.	• GitHub and has been used throughout the project. • There are areas where use of GitHub features could have been improved relating to the use of branching, issues, and project management	• GitHub and code versioning were used within the project but with major flaws in commit history or usage of branching	• GitHub was used within the project but with limited commit history or commenting.	• Minimal usage of GitHub throughout the project with an extremely small number of commits being made.	• As with MF but with substantial failings
Agile Method Usage[2]	Evidence is present within the code repository of many agile (and related) processes being used that extends what has been covered in class.	Evidence is present within the code repository of agile (and related) processes being used that were covered in class. Processes not introduced in class may also have been used	Some agile (and related) processes that were introduced in class have been evidenced within the code repository. Evidence of between 2-3 processes in total have been used.	Very little agile processes have been used within the project. No processes that extend topics shown within the class have been used.	There is no real evidence of agile processes being used within the first sprint. Any processes that have been attempted and evidenced have serious flaws.	• As MF but with substantial failings
Onboarding Summary[3]	It is expected that the onboarding summary will be created at a professional level. This is a pass/fail element of the coursework and the following criteria will be used for assessment: Welcoming of customers and setting scene for the sprint review • Does the onboarding summary give details surrounding the scrum artifacts and how they are used? • Does the onboarding summary give details surrounding the scrum ceremonies and their purpose? • Does the onboarding summary give details surrounding the scrum roles? • Does the onboarding summary discuss scrum values and principles and how they are applied as part of the project?					
Individual Effort	This assignment is Your individual grade for this assignment will be adjusted based on the effort that you have reported within your CW submission document					

[2] Additional agile methods can be found within the Agile Alliance Subway Map https://www.agilealliance.org/agile101/subway-map-to-agile-practices/

[3] Quality metrics for the Sprint Review is based on https://www.scrum.org/resources/what-is-a-sprint-review