Gen-C Entry Point

Table of Contents

1. CheckList

- ☑ Notes in Github
- ☑ PPT in one drive
- ☑ PPT on Laptop
- ☑ PPT to PDF

2. Agile Simulation Assignment

Build a Simple Product Using Scrum

2.1. Objective

To simulate a real Agile environment using the Scrum framework and demonstrate understanding of Agile principles, roles, ceremonies, and artifacts.

2.2. Project Theme (Choose One)

Ask each team to pick one simple product idea. Some examples:

- A To-do List Web App
- A Simple Weather App
- A Book Catalog System
- A Recipe Manager
- A College Event Planner

(Or let them come up with their own idea, subject to approval)

2.3. Team Structure

Each team should have:

- 1 Product Owner
- 1 Scrum Master
- 2-4 Developers

Encourage rotation in roles across different teams if time allows.

2.4. Assignment Phases

2.4.1. 1. Product Vision and Backlog Creation

Deliverables: Product Vision Statement, Initial Product Backlog

- Define the product goal.
- Write at least 10-15 user stories with acceptance criteria.
- Prioritize the product backlog.

2.4.2. 2. Sprint Planning

Deliverables: Sprint Goal, Sprint Backlog

- Conduct a Sprint Planning meeting.
- Select user stories for Sprint 1 (small scope — 1-week sprint recommended).
- Break stories into tasks.
- Estimate story points using Planning Poker.

2.4.3. 3. Sprint Execution

Deliverables: Daily Scrum notes/log (simulated)

- Simulate daily standups (they can document this on a shared sheet).

- Team works on implementing features (actual coding is optional or minimal).

- Create at least 1 "Increment" or mock-up.

2.4.4. 4. Sprint Review & Retrospective

Deliverables: Sprint Review presentation + Sprint Retrospective notes

- Showcase completed work (even if it's paper-based or design).

- Capture feedback.

- Reflect on what went well and what can be improved.

2.5. Agile Artifacts to Submit

Each team should submit:

1. Product Vision

2. Product Backlog

3. Sprint Backlog for Sprint 1

4. Burndown chart (simulated)

5. Daily Scrum notes (brief entries)

6. Sprint Review summary

7. Sprint Retrospective summary

2.6. Evaluation Criteria

Criteria	Marks
Quality of User Stories	10
Use of Agile Roles and Ceremonies	10
Estimation & Planning	10
Agile Artifacts	10
Reflection & Team Collaboration	10
Total	**50**

3. Agile Simulation Assignment Solution (Sample)

Project: To-Do List Application

Team Members:

- Product Owner: Riya Sharma

- Scrum Master: Arjun Patel

- Developers: Mansi Mehta, Rahul Verma

4. 1. Product Vision

A simple and intuitive To-Do List app that allows users to manage daily tasks efficiently with minimal effort.

5. 2. Product Backlog (Sample Stories)

ID	User Story	Priority	Story Points	Acceptance Criteria
US1	As a user, I want to add a new task so that I can keep track of my activities.	High	3	• Input field for task name • Save button • Task added to list
US2	As a user, I want to delete a task so that I can remove completed or irrelevant tasks.	High	2	• Delete button shown next to each task • Task removed from list
US3	As a user, I want to mark a task as complete so that I know which tasks are done.	Medium	2	• Checkbox available • Task shows strikethrough when checked
US4	As a user, I want to edit a task so that I can change task description if needed.	Low	3	• Edit icon next to each task • Input becomes editable
US5	As a user, I want to filter tasks by status so I can view only pending or completed tasks.	Medium	3	• Dropdown with filter options • Task list updates on selection

6. 3. Sprint Planning

Sprint Duration:

1 week

Sprint Goal:

Deliver the basic functionality of the To-Do List: Add, View, and Delete Tasks

6.1. Selected User Stories for Sprint 1

- US1 – Add a new task
- US2 – Delete a task
- US3 – Mark task as complete

6.2. Sprint Backlog (Tasks)

Story	Tasks
US1	- Create task input form - Store task in memory or mock DB - Render task in list
US2	- Add delete button - Implement delete logic
US3	- Add checkbox - Style completed tasks

7. 4. Estimation (Planning Poker)

- All user stories were estimated using Planning Poker.
- Team discussed and reached consensus on story points using Fibonacci scale.

8. 5. Daily Scrum (Simulated Logs)

Day	What was done	Plan for tomorrow	Any blockers?
Day 1	UI design and setup	Complete add task feature	None
Day 2	Added task creation	Start delete feature	None
Day 3	Delete feature done	Checkbox toggle	Minor styling bug
Day 4	Completed all tasks	Code cleanup and testing	None

9. 6. Sprint Review Summary

- The team demonstrated the working version with:
  - Add task
  - Delete task
  - Mark as complete

Stakeholder feedback:

- UI looks clean
- Add feature to edit tasks in next sprint

10. 7. Sprint Retrospective Summary

What went well:

- Clear role ownership
- Quick consensus during planning

What could be improved:

- UI styling delayed functionality work
- Need more test data for validation

Action Items:

- Separate design and coding roles in next sprint
- Use mock data for testing earlier

11. 8. Burndown Chart (Simulated)

Attach a simple chart image showing progress from 8 points to 0 across the 5-day sprint.