COEN 4610
Object Oriented Software Engineering
Prototype - Agile Scrum Sprints
Due: Thursday, April 28, 2016 (Sprint 1) and Tuesday, May 3 (Sprint 2)

Objective: Use the Agile software engineering process, Scrum, to plan your software release and execute the first Sprint and second Sprint using your results from ideate and prototype activities.

Directions:
Product and Release Planning
1. Identify Scrum Team roles: Product Owner, Scrum Master, Lead Developer, and Tester (everyone will be a developer).
2. Create product features, or Release Backlog, as a list of user stories from your Customer Interviews and POV from the Empathize, Define, and Prototype design thinking phases. Use your previously identified features from the ideas and prototype phases.
3. Break down the user stories, i.e. features, from your functional descriptions into tasks and estimate hours for each task task
4. Decide which user stories will go into your Product Release sprint.
5. You should use Version One for this project.

Sprint Planning
1. Decide which user stories will go into your first sprint. You should plan to have at least two Sprints by May 3rd.
2. Schedule when your "daily" scrum will take place (minimally on Tuesdays and Thursdays). Record and report the notes of these meetings immediately to the instructor via email with the subject heading: Daily Scrum - Team X - Date. The Lead Developer should be responsible for this.
3. The Scrum Master is responsible for making and updating Burndown Charts. This needs to be reported after each Scrum Meeting to the instructor with the Subject heading: Burndown Chart - Team X - Date. Remember, at minimum this should be done on each Tuesday and Thursday.
4. The Product Owner is responsible for communicating the Scrum Board each Tuesday and Thursday to the instructor with the Subject heading: Scrum Board - Team X - Date.
5. Setup a GitHub software version control site that only your team knows the location for and use it to work on your software and documentation. Provide the link to the instructor via email using the subject heading: Github Site - Team X - Date.
6. Each team should use Version One for agile project management.
7. At the end of the Sprint 1 and 2, a summary Powerpoint Presentation should be made (Sprint 1 due April 26) and (Sprint 2 due May 3)

8. After each Sprint, get user feedback from two people (per team member). Record their first name and picture and their feedback. Describe how you will incorporate the feedback.

Deliverables:
1. Upload a PowerPoint presentation that provides all of the requested information above for the overall Product Release and each sprint by May 3 at 4pm.
2. Be ready to show a demo of your software and a summary of your sprints on April 26 and May 3
3. EVERY individual team member must upload the PowerPoint slides in order to get individual credit.