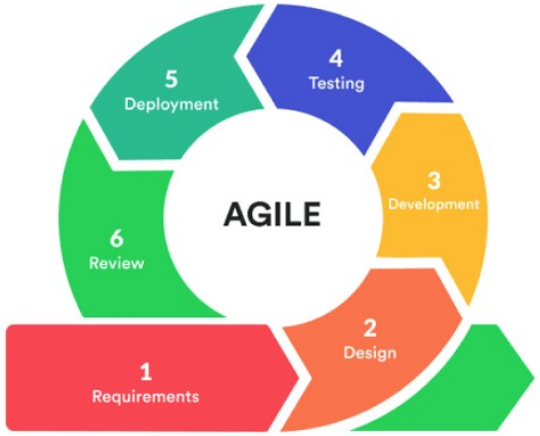

Jira

Mark Allocation for Part 1
Project Plan

Marking Criteria	Does not meet the required standard	Meets the required standard	Partially exceeds the required standard	Greatly exceeds the required standard	Feedback
Project Plan: **Realism and Achievability** **[25 Marks]**	• The project plan is unrealistic or lacks detail, with unclear tasks, dependencies, or timelines.	• The project plan is somewhat realistic and achievable, outlining tasks, dependencies, and timeline with some clarity but lacking detail.	• The project plan is realistic and achievable, providing clear tasks, dependencies, and timeline with sufficient detail.	• The project plan is highly realistic and achievable, presenting clear, detailed tasks, dependencies, and timeline, demonstrating excellent planning skills.	Project plan has: Tasks, dependencies and timeline, complete and realistic Whole project Part 1,2,3.
	0 – 12 Marks	**13 - 18 Marks**	**19 - 22 Marks**	**23 - 25 Marks**	

The Why Behind Jira: An Intro to Agile & Scrum



The Old Way: The "Waterfall" Model

- Plan everything upfront (big design document).
- Work through phases one by one:
  - Design -> Build -> Test -> Release.
- No room for changes.
- You only see the final product at the very end.

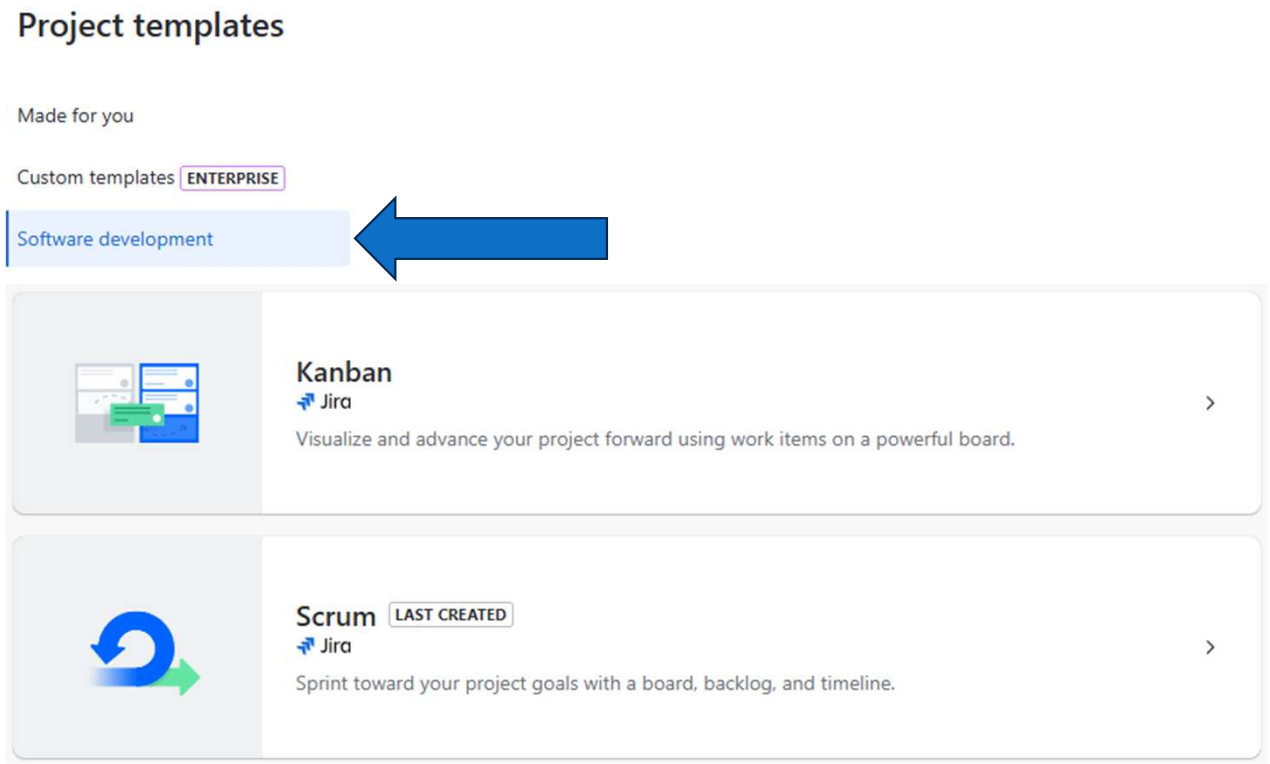
The New Way: The "Agile" Philosophy

- We accept that we can't know everything at the start.
- Plan and build in small, iterative cycles.
- Deliver working software frequently.
- Welcome and adapt to change.

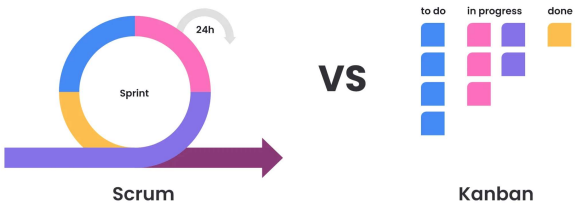
Choosing a Template

The choice of project template is yours just ensure that it can meet the rubric requirements

Feedback
Project plan has:
Tasks, dependencies and
timeline, complete and
realistic
Whole project Part 1,2,3.



What is the Main Goal of Each?



Scrum is about Cadence & Planning

- Goal:
  - To deliver a predictable amount of work in a fixed time (a Sprint).
- Rhythm:
  - Works in iterative cycles (Sprints).
  - You plan, you execute, you review, you repeat.
- Asks the question:
  - "How much can we commit to finishing in the next two weeks?"

Kanban is about Flow & Flexibility

- Goal:
  - To visualize your work, limit work-in-progress, and maximize efficiency.
- Rhythm:
  - A continuous, smooth flow of work. Tasks are pulled into the system as capacity permits.
- Asks the question:
  - "What is the most important thing to work on right now?"

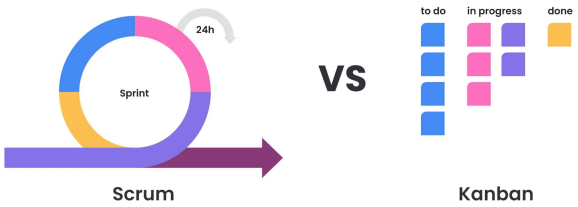
How the Boards Differ

	Scrum Board	Kanban Board
Purpose	Tracks work for a single Sprint.	Visualizes the team's entire workflow.
Columns	Simple, often "To Do," "In Progress," "Done."	Can be highly customized to match the actual steps in your process (e.g., "Backlog," "Design," "Development," "Testing," "Deployed").
Lifespan	The board is often cleared or reset after each Sprint.	The board is persistent and evolves over time. It's a continuous system.

Key Differences

Feature	Scrum	Kanban
Rhythm	**Fixed-length Sprints** (e.g., 2 weeks)	**Continuous Flow**
Roles	**Prescribed Roles:** • Product Owner • Scrum Master • Development Team	**No Prescribed Roles.** The existing team uses the board to manage their work.
Key Metric	**Velocity:** How much work is completed per Sprint.	**Cycle Time:** How long it takes for one task to go from start to finish.
Changing Priorities	Changes are discouraged during a Sprint. New work is added in the next Sprint Planning.	Changes can be made at **any time**. You can easily re-prioritize the backlog.
Core Principle	**Time-boxing:** Commit to a chunk of work and deliver it.	**Work-in-Progress (WIP) Limits:** Don't start too many things at once.

Which one Should You Use?



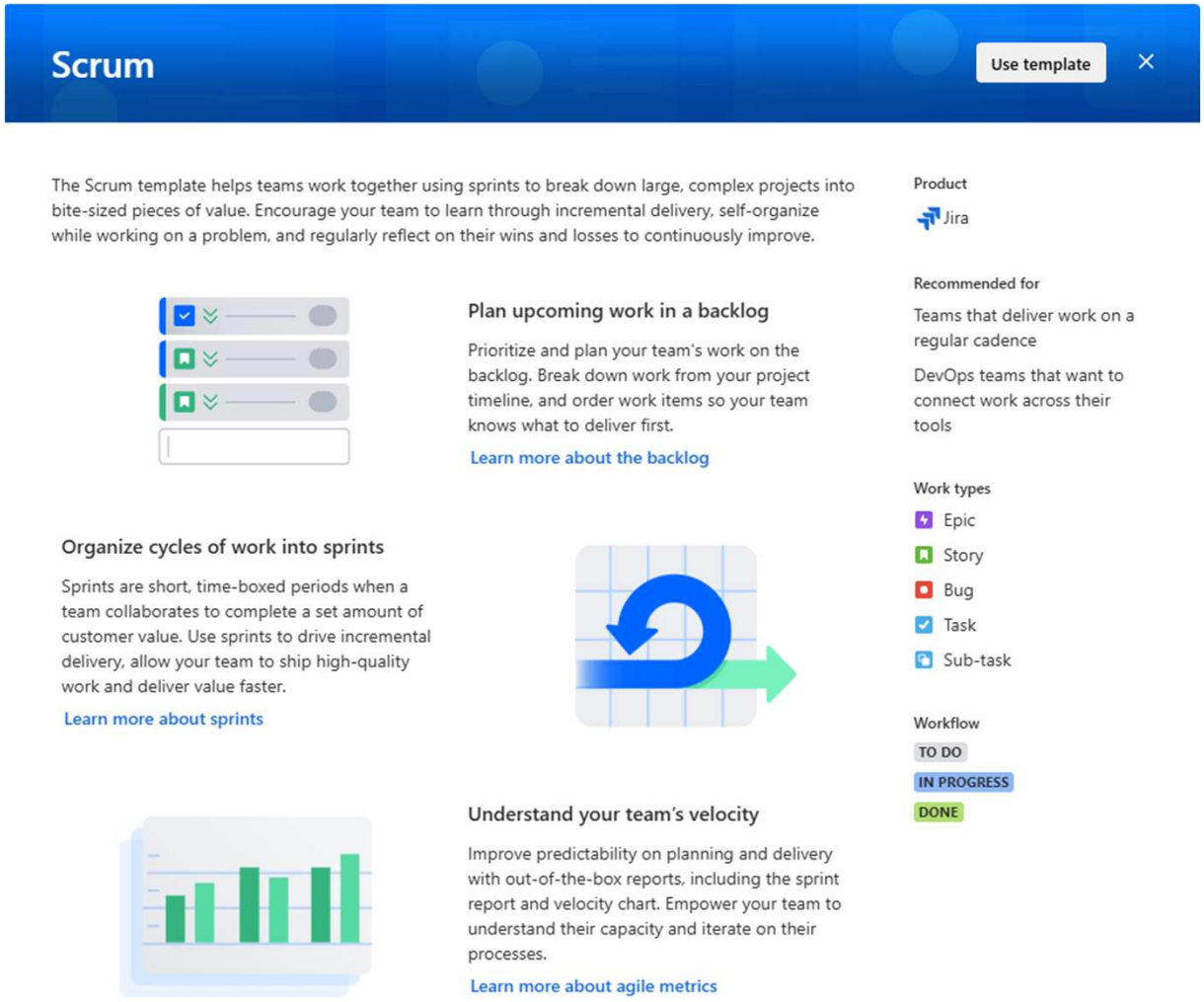
Choose Scrum when:

- You are building a new product from scratch.
- You have a project with a clear goal that can be broken down into chunks.
- You need the structure of regular planning and review to keep a team focused.
- (Example: Developing V1 of your class prototype)

Choose Kanban when:

- Your priorities change very frequently.
- You are in a maintenance, support, or operations role.
- The work is a continuous flow of incoming tasks of various sizes.
- (Example: A helpdesk managing incoming IT tickets, or a team fixing bugs as they are reported)

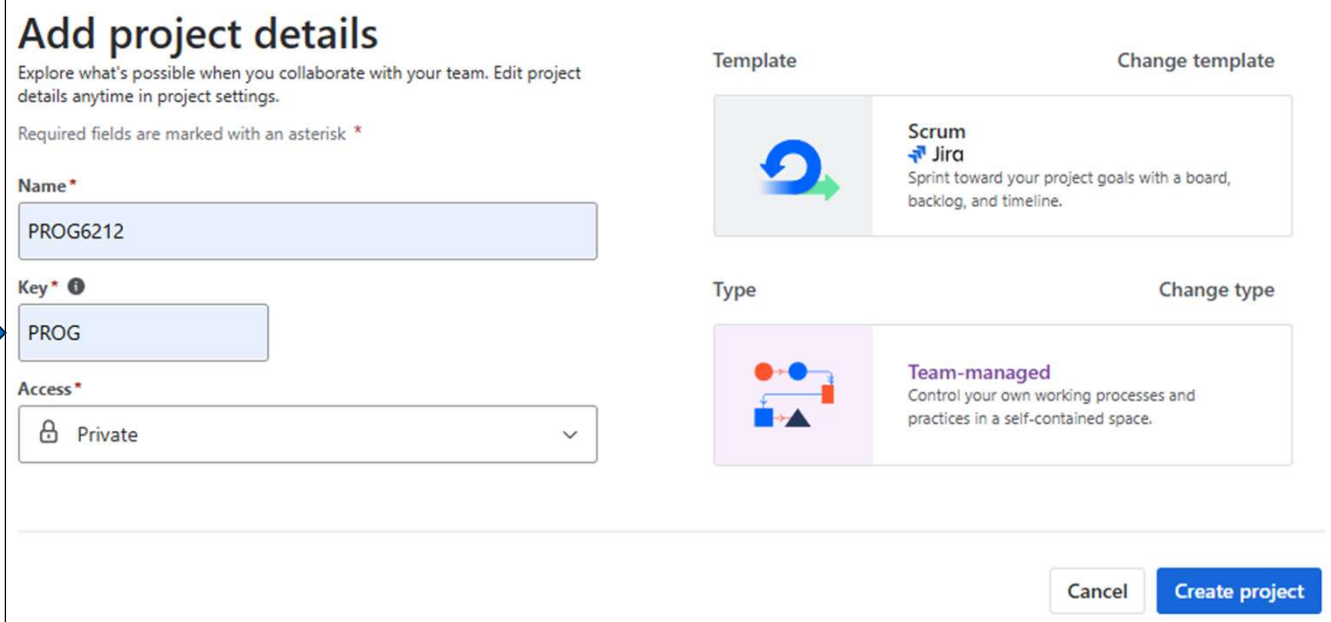
Create a New Team-Managed Scrum Project



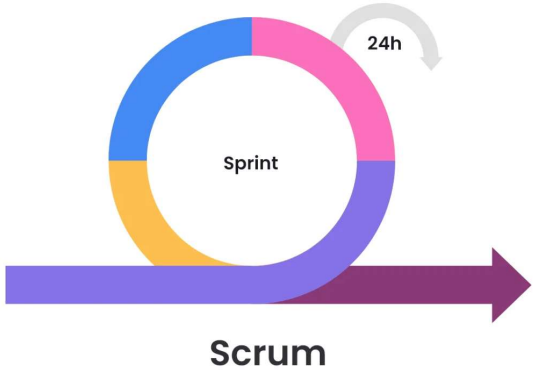
Create a New Team-Managed Scrum Project

Feel free to change the key to something else.

The key will become the prefix on all your deliverables



Scrums and Sprints



Scrum

- Scrum is an agile project management framework that helps teams' structure and manage their work through a set of values, principles, and practices.
- Much like a rugby team training for the big game, scrum encourages teams to learn through experiences, self-organize while working on a problem, and reflect on their wins and losses to continuously improve
- Often thought of as an agile project management framework, scrum describes a set of meetings, tools, and roles that work in concert to help teams structure and manage their work.

Scrum-Sprint

- A sprint is a short, time-boxed period when a scrum team works to complete a set amount of work.

Work Types in Jira

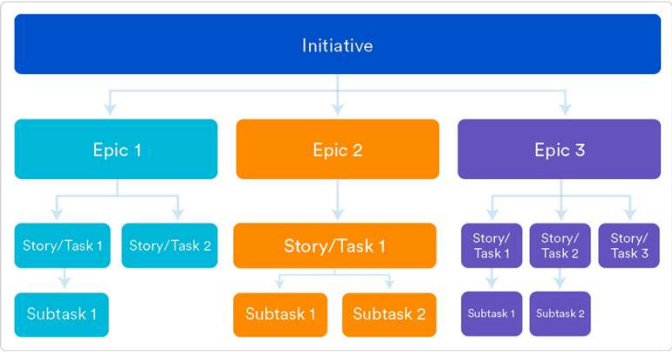
Epic

Story

Bug

Task

Sub-task



Epic

- Epics are large bodies of work that can be broken down into a number of smaller tasks (called stories).
- Epics are almost always delivered over a set of sprints.

Story

- Stories, also called “user stories,” are short requirements or requests written from the perspective of an end user.
- Example: “Android users need to be linked to apple store.”

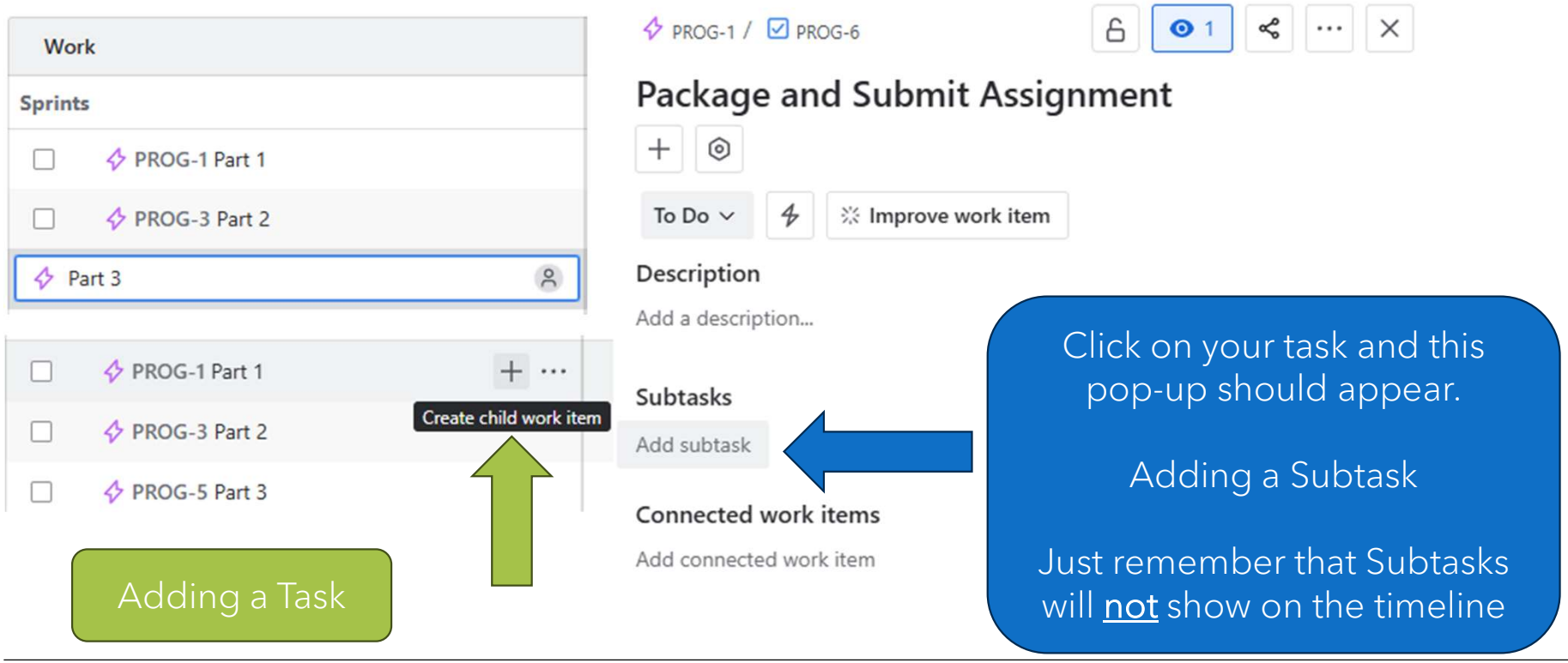
Task

- Main objectives / features / goals to be completed

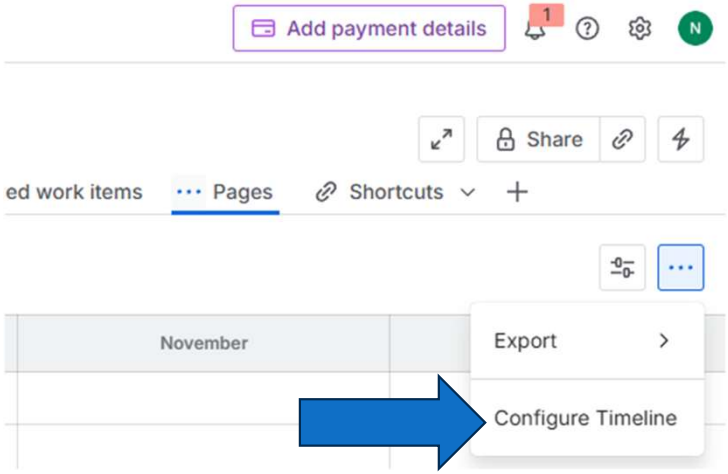
Sub-task

- Sub objectives / features / goals to be completed

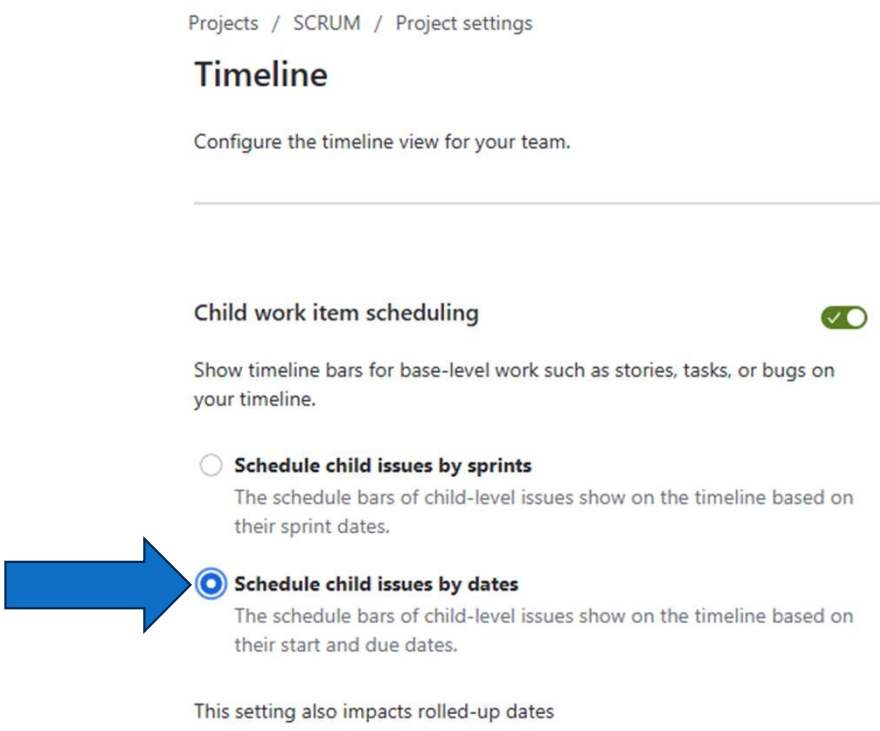
Adding Tasks and Sub-Tasks



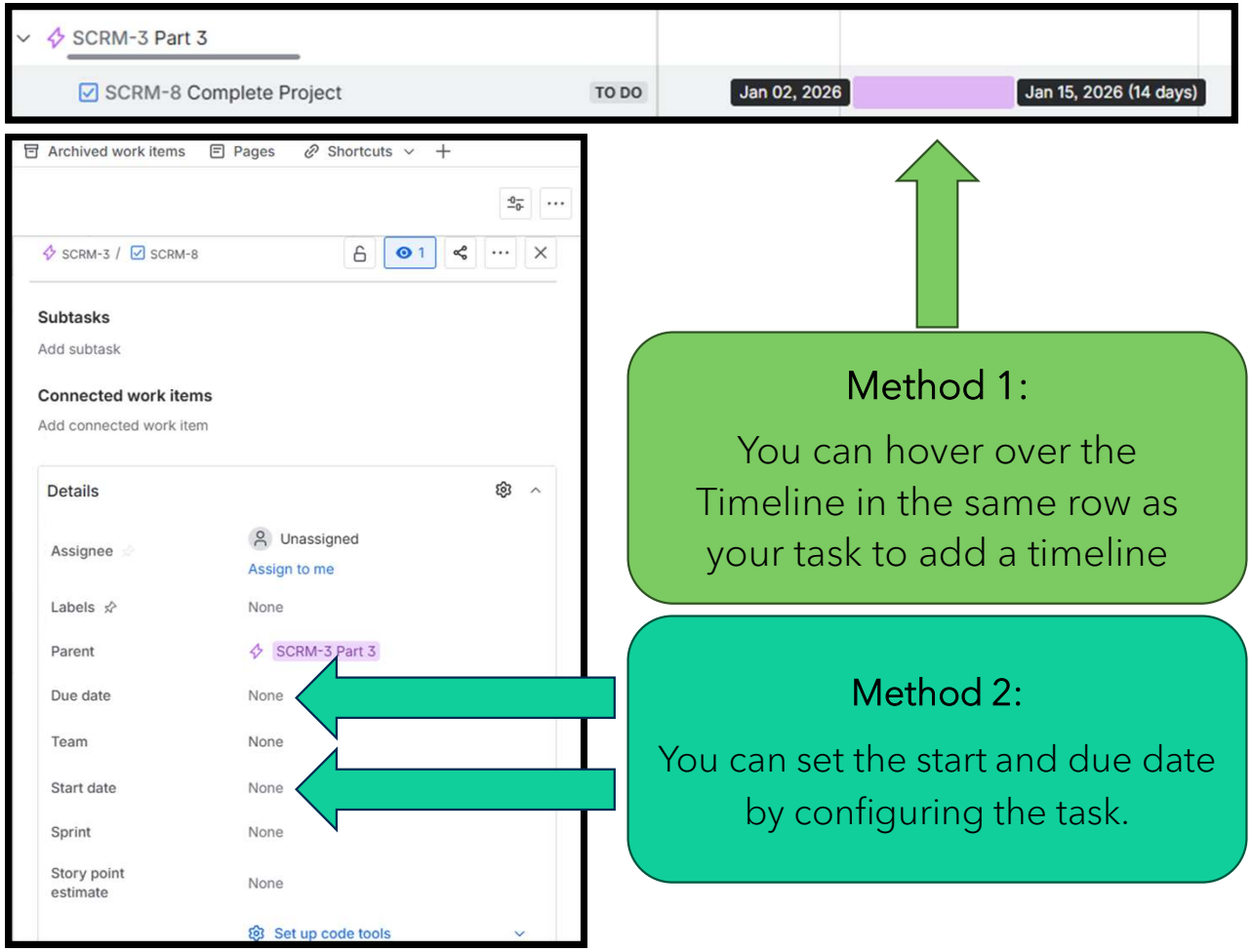
Editing the Dates for Tasks



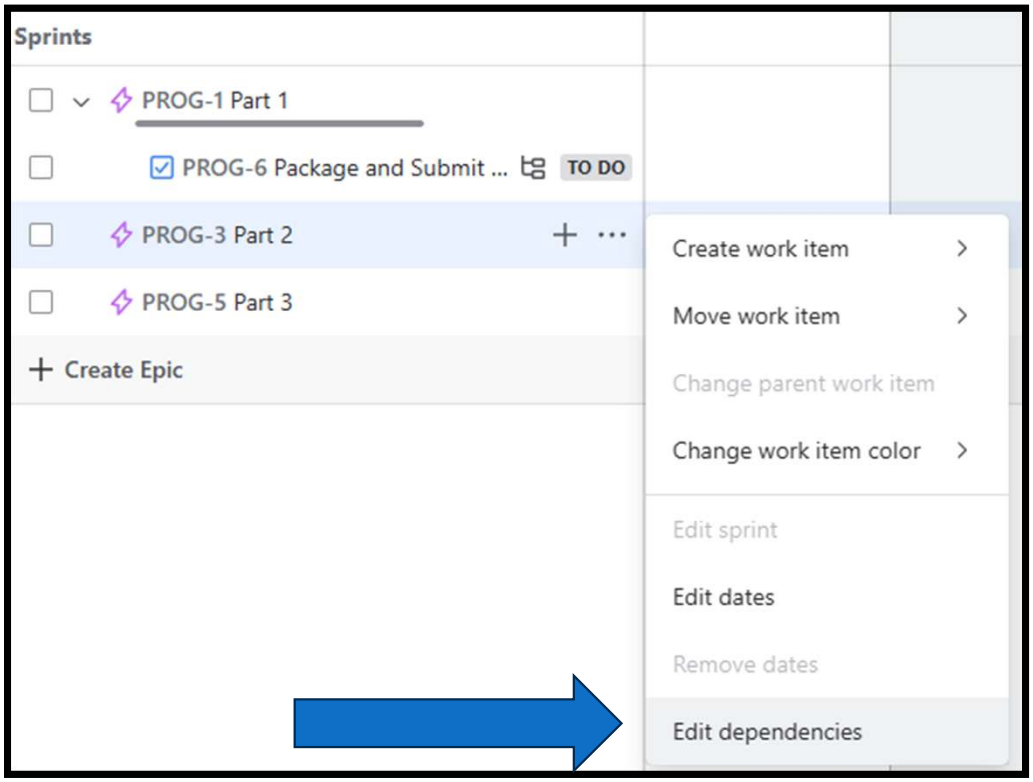
For ease of use for this Project you can alter the following setting found in the top right corner of the Timeline sheet

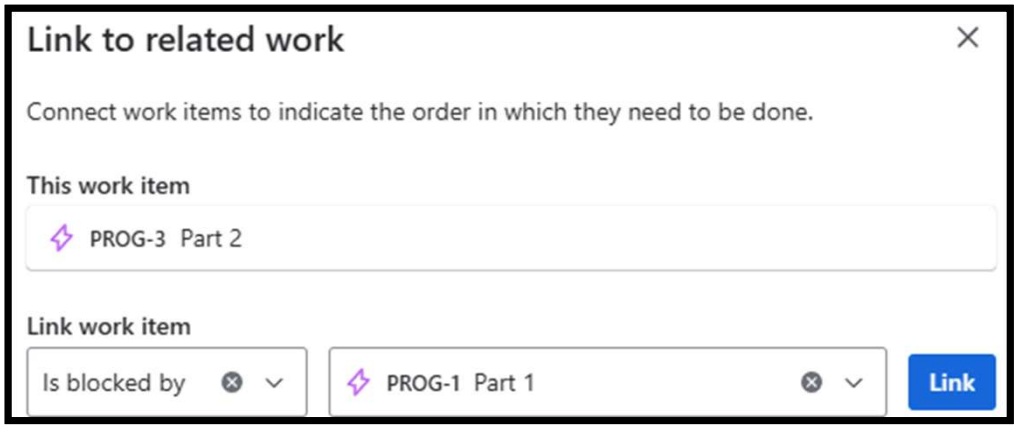


Editing the Dates for Tasks

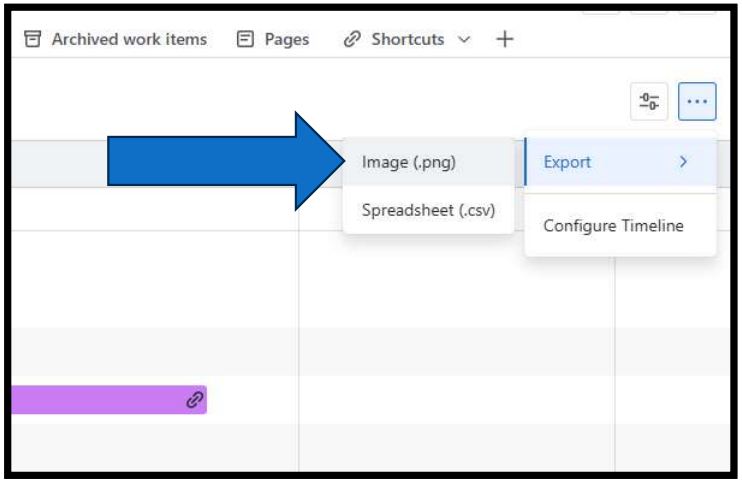


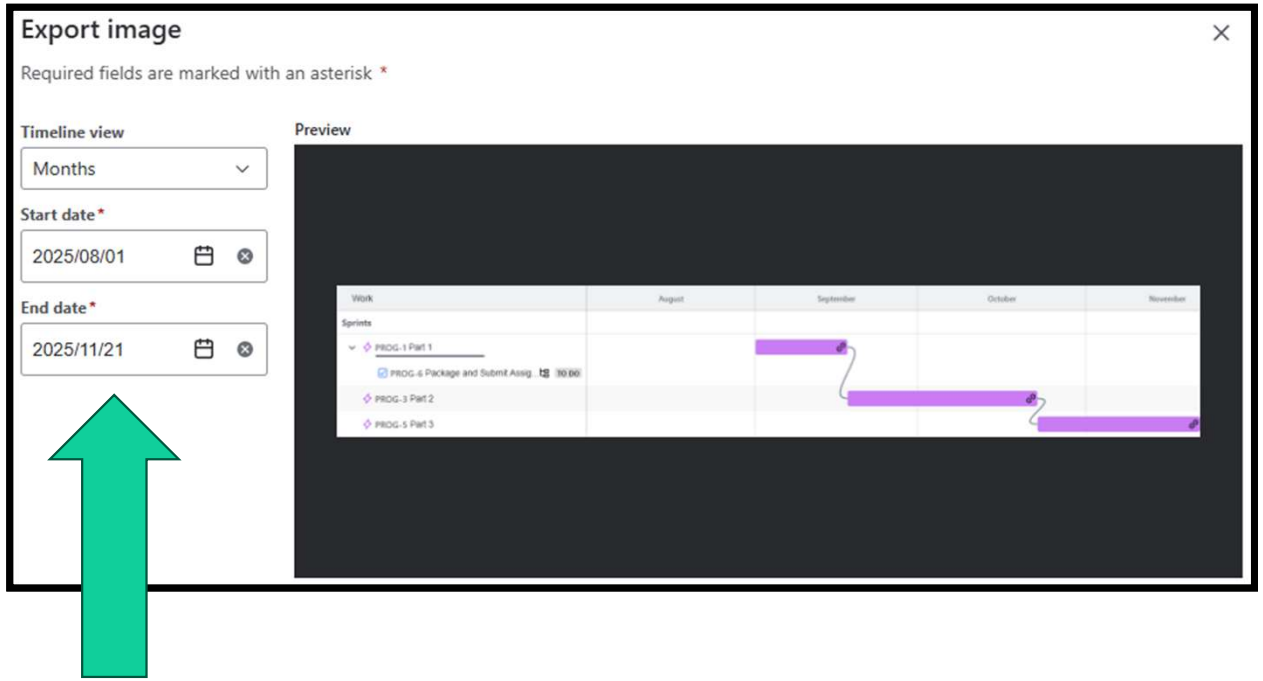
Setting up Dependencies



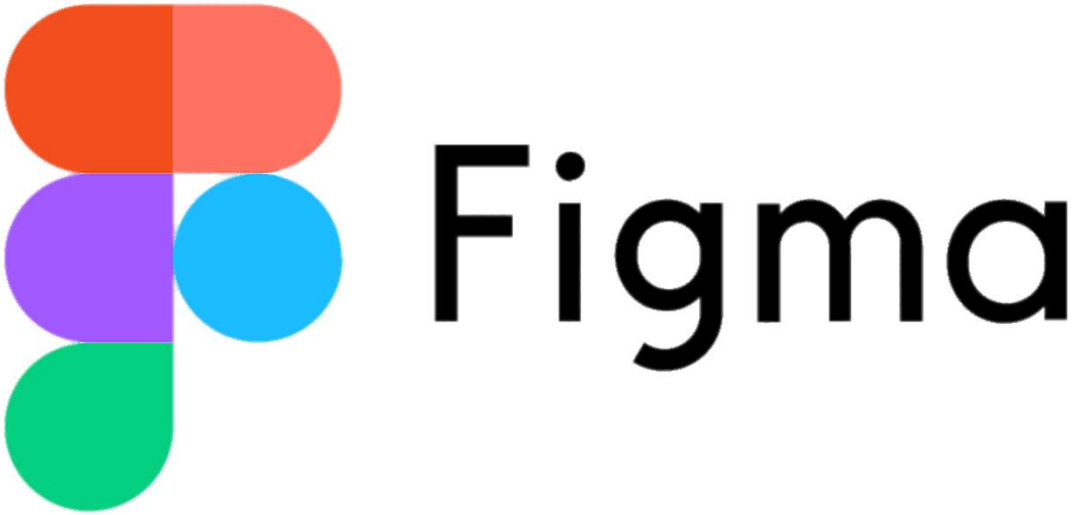


Exporting as an Image for Submission





Make sure to change the Start & End Date along with the Timeline View


Figma

Mark Allocation for Part 1
GUI Design

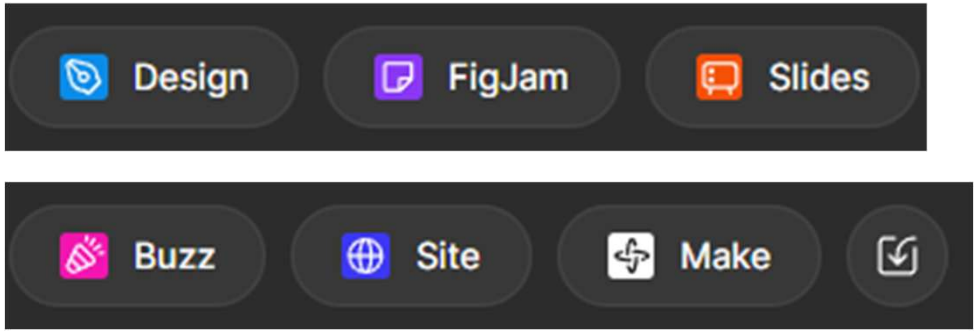
GUI UI: **Design and User-Friendliness** **[25 Marks]**	• The GUI design lacks user-friendliness and intuitiveness, with poor layout and usability. **0 – 12 Marks**	• The GUI design is somewhat user-friendly and intuitive, with adequate layout and usability but room for improvement. **13 - 18 Marks**	• The GUI design is user-friendly and intuitive, with good layout and usability. **19 - 22 Marks**	• The GUI design is highly user-friendly and intuitive, with excellent layout and usability, exceeding expectations. **23 - 25 Marks**	GUI: Has all requirements, layout is good and easy to use, colours / full design

Getting Started with Figma

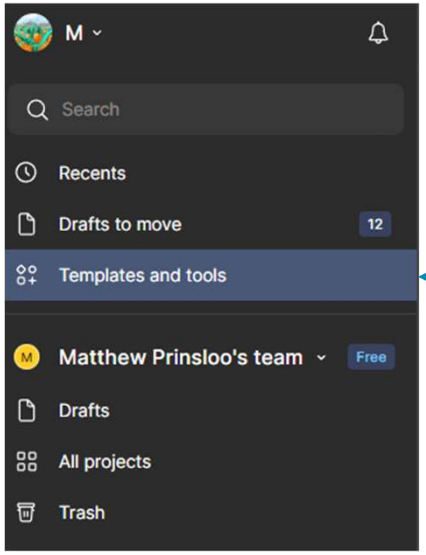
Figma

Opening a New Design Tab

- In the top right-hand corner, you will find a set of buttons.
- You will click on a button to start up a new project
- The one you will be using is called “Design”



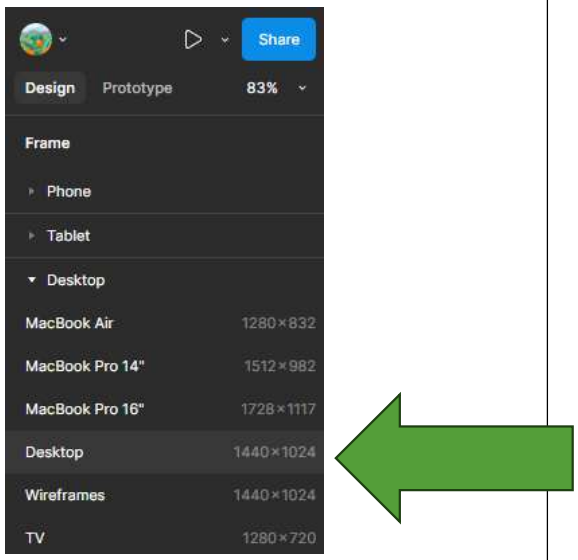
Getting Started with Figma



Installing a Bootstrap 5 UI Kit

- To ensure that you have the same components you would find when building your app, we will need to import a UI Kit.
- To do so we first navigate to the community page.
- Then simply search for a free and well-maintained Bootstrap 5 UI Kit.

Figma Frames



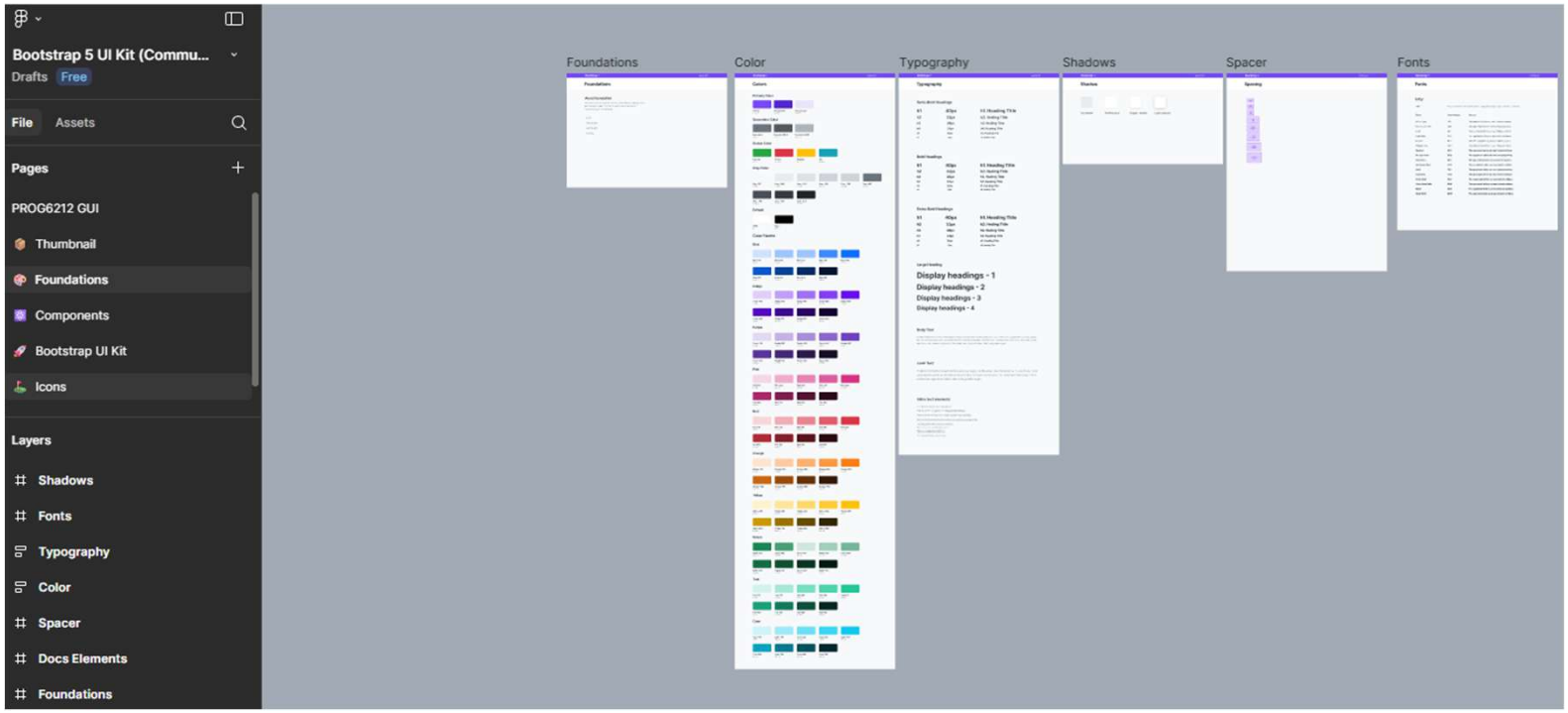
Using a Frame

- Either press 5 or select the frame button at the bottom of the website

- The panel on the right should change – allowing you to select from a number of frames.
- For the POE you'll most likely use the Desktop or Wireframe Frame

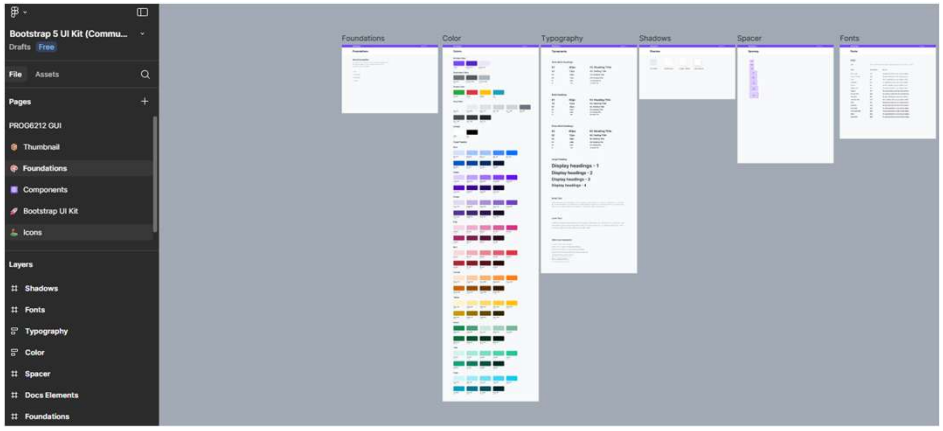
Altering the Theme

Navigate to the Foundations page to get a better overview of your components



Altering the Theme

Left click on the Empty space to access the colour styles seen on the right-hand side panelD



Now you will be able to change the colour styles of your Figma Design and check how it influences your component / assests