**Coursework: IMAT2603|Agile Method and Development**

This summativeassignment is a groupScrum and Python web development project; it is worth **50%** of the module weighting for IMAT2603.

**All tasks are to completed and project files submitted on 26th March 2021.**

*The learning outcomes that are assessed by this coursework:*

* Explain the differences between the major different methodological approaches to software development and judge the appropriateness of each' model' in different contexts.
* Produce a small web-based, data-driven business applications, both as an individual and in a team-context.

*Late submission of coursework policy:*

Late submissions will be processed in accordance with current University regulations:

“The time period during which a student may submit a piece of work late without authorisation and have the work capped at **40%** if passed is **14** *calendar days.* Work submitted unauthorised more than 14 *calendar days* after the original submission date will receive a mark of **0%**. These regulations apply to a student’s first attempt at coursework. Work submitted late without authorisation which constitutes reassessment of a previously failed piece of coursework will always receive a mark of 0%.”

*Coursework feedback:*

Provided that you have met the submission deadline, you should normally receive feedback on your coursework no later than *20 working days* after the formal hand-in date. Your marked coursework and feedback will be available to you on: *30th April, 2022.* If for any reason this is not forthcoming by the due date your module leader will let you know why and when it can be expected.

The Associate Professor Student Experience ([CEMstudentexperience@dmu.ac.uk](mailto:CEMstudentexperience@dmu.ac.uk)) should be informed of any issues relating to the return of marked coursework and feedback.

*Academic Offences and Bad Academic Practices:*

These include plagiarism, cheating, collusion, copying work and reuse of your own work, poor referencing or the passing off of somebody else's ideas as your own. If you are in any doubt about what constitutes an academic offence or bad academic practice you must check with your tutor.

Further information is available at:

* <http://www.dmu.ac.uk/dmu-students/the-student-gateway/academic-support-office/academic-offences.aspx>

*Skeletal Application Build*

* To get you started with your project, you have been provided with a baseline skeletal application build file — "App3\_Scrum\_080222.7z"; this is available in BB VLE under the assessment tab.

*Scrum Project Teams*

* Students have been paired into separate *Scrum* teams; each team is composed of 2 team members.
* Each team chooses a unique team name — e.g. team 3 chose the name "*Cowboy"*.
* The team selects a *Scrum Master*; the role is rotated every week between team members.

*Product backlog initial review meeting — 1 hour timeboxed event*

* The team reads and debates the business scenario.
* The *Product Owner* produces a *product backlog* of user stories/features for the team.
* Ideally, user stories are ordered in terms of priority; the most important features, in terms of getting a business started, are given the highest priority (no’s 1,2,3,4) etc.
* The team must discuss and agree the product backlog or any changes the *Product Owner* wants.

*Sprint planning meetings — 1 hour timeboxed event*

* The *Product Owner* should be invited to join these *sprint* planning meetings.
* At these meetings, the team will debate the *product backlog*; from the *product backlog*, the team must select the user stories/features with the highest priority, to add to the current *sprint backlog*, to implement in the current *sprint*.
* Each user story/feature might need to be further broken down into manageable tasks.
* Features agreed for each *sprint* must then be divided between the *Scrum* team members.
* Each *sprint* should take no longer than 1-2 weeks to complete.
* The greater the *sprint backlog*, the potentially more marks will be gained.

*Sprint Assessments*

* There will be 3 *sprint* assessments for this Scrum project, worth 10%, 20% and 20% respectively.
* *Each Scrum* team member must complete a *self-assessment form* ahead of each *sprint assessment* round.
* Scrum teams must submit minutes of their planning/review meetings for the current *sprint.*

**Note**

* The full project brief is available on Blackboard VLE under the assessment Tab.
* Also, please take some time to review the lectures on *Scrum, Product Backlog, Sprint Backlog Time-boxed iterations*, and roles of *Scrum Master, & Product Owner*.