School of Computing

UNIVERSITY OF DUNDEE

Assignment 1	Agile Planning

TEAM 3 Hanns G

Team mark: 54%

Planning the iteration – high level (product backlog)	
• user story cards including estimate of complexity (2)	Feedback
• conversation (2)	Feedback
• user story quality/reasonable complexity (4)	Feedback
• acceptance tests: confirmation (4)	Feedback
• product backlog creation (2)	Feedback
• recommendation for selection for implementation (2)	Feedback
• estimate of team velocity (2)	Feedback
• bonus (2)	-
Possible mark: 20	8

Planning the iteration – low level (sprint backlog)	
• identification of tasks for each sprint 1 user story (6)	Feedback
• reasonable low-level estimation of effort (2)	Y
• allocation of tasks to individuals (2)	Feedback
• confirmation that no-one is overloaded (2)	Feedback
• construction of sprint backlog (2)	Y
• status entry (2)	Y
• effort (time) remaining per sprint (2)	Feedback
• updating of sprint backlog daily and per person (2)	Y
• definition of 'done' per task (2)	-
Possible mark: 20	12

Perform scrums	
• identification of scrum master and role performance (2)	Y
• evidence of scrum master working towards solutions (2)	Y
• attendance (2)	Y
• focus (2)	Feedback
• participation and answers (2)	Y
• questions (2)	Y
• timing (2)	Y
• evidence of actual solutions (2)	Feedback
• bonus (4)	Feedback
Possible mark: 20	14

Sprint review	
• organisation & preparation (5)	Feedback
• demonstration of functionality (5)	Feedback
• driven by the acceptance tests (5)	Feedback
• all present and contributing; get feedback (5)	Feedback
Possible mark: 20	8

Sprint retrospective	
• organisation & preparation (2)	Y
• running the retrospective (2)	Feedback
• quality insights (6)	Y
• record insights (2)	Feedback
• analyse findings (4)	Feedback
• identify action items (4)	Feedback
Possible mark: 20	12