

Sprint #1

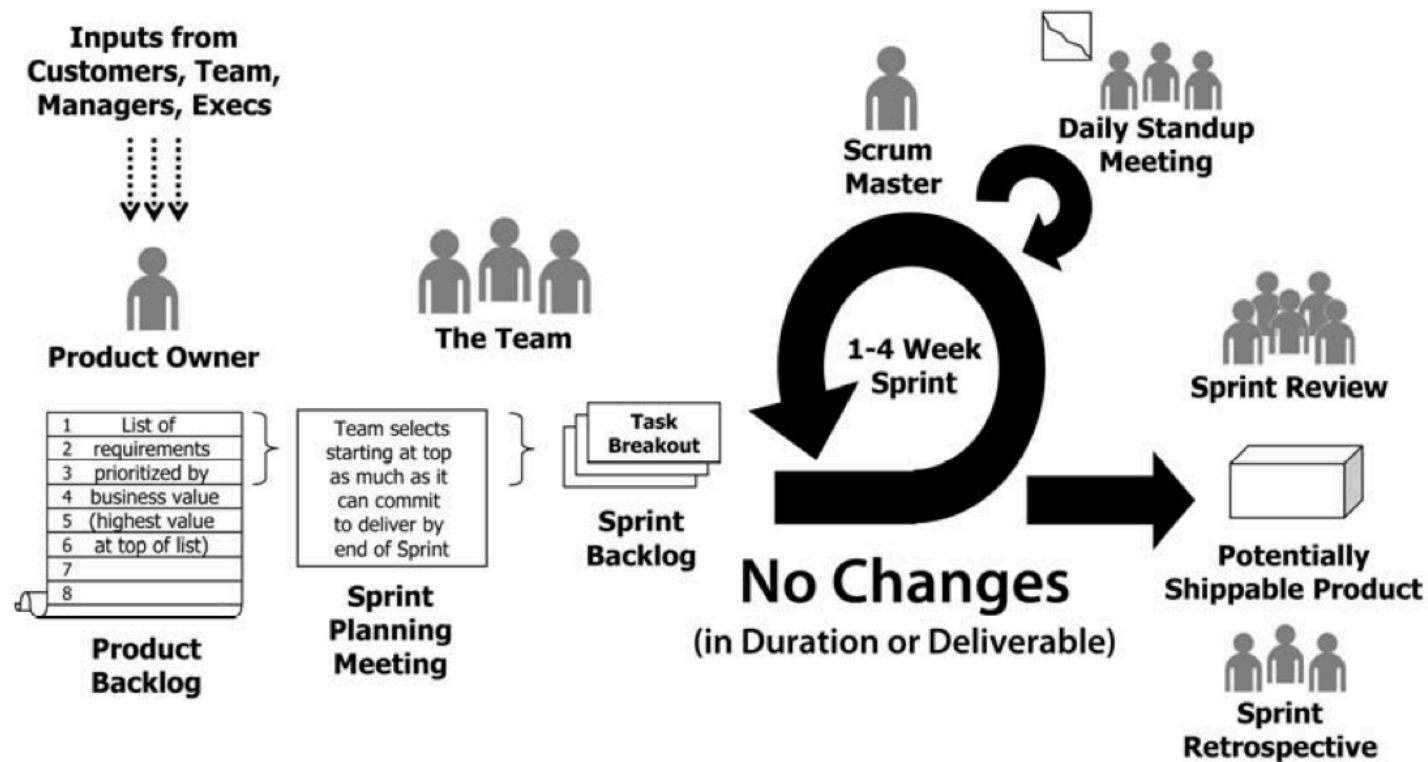
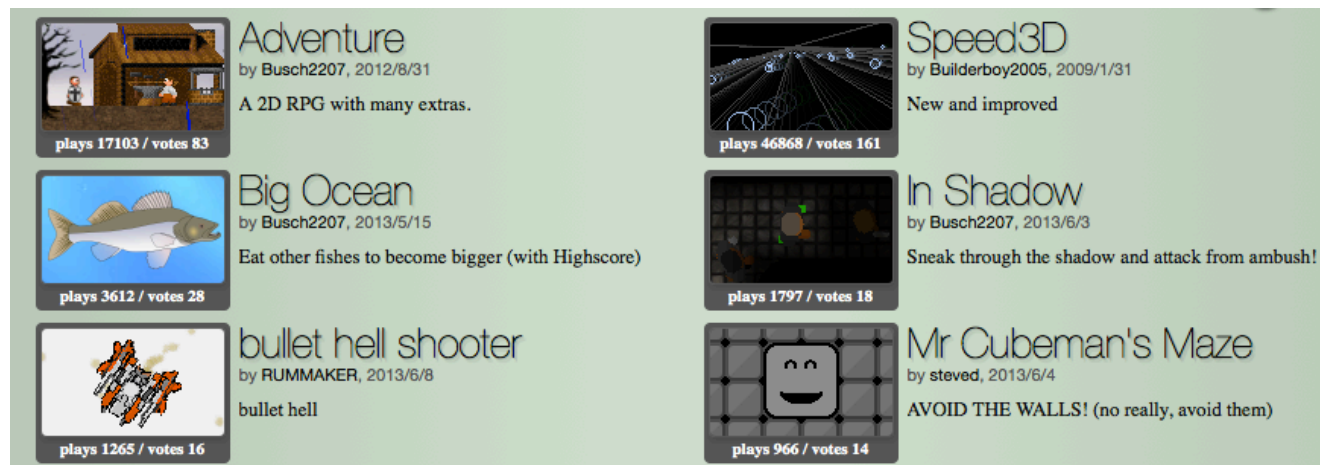


Figure 1. Scrum

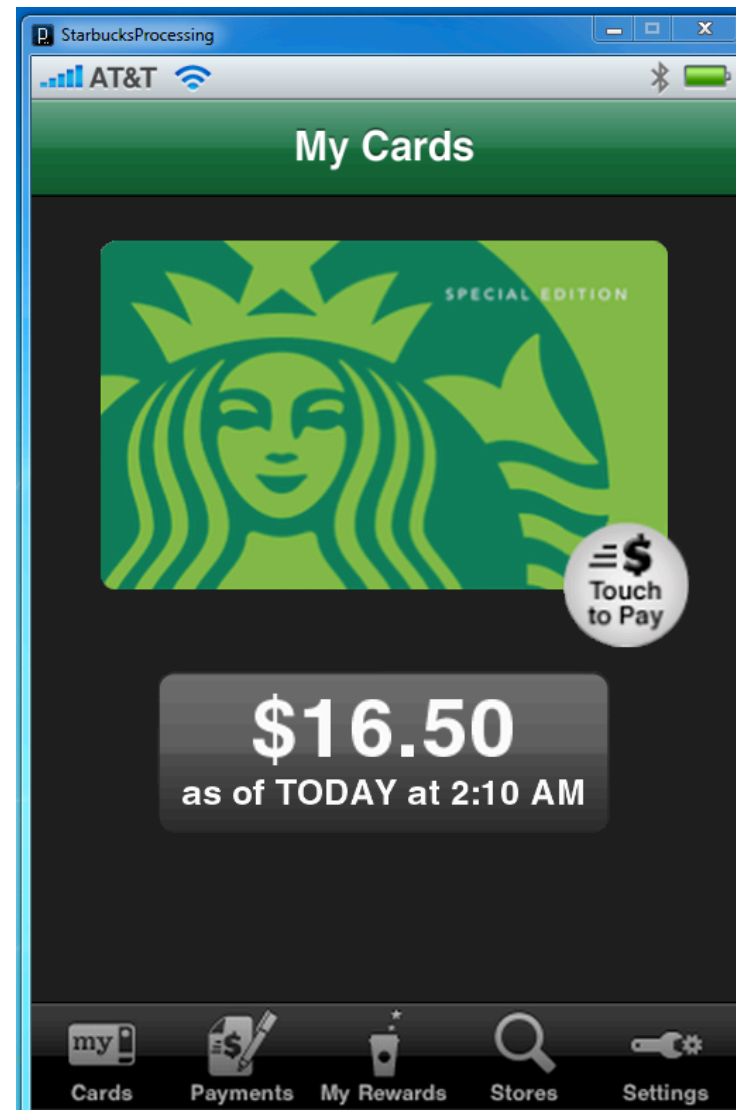
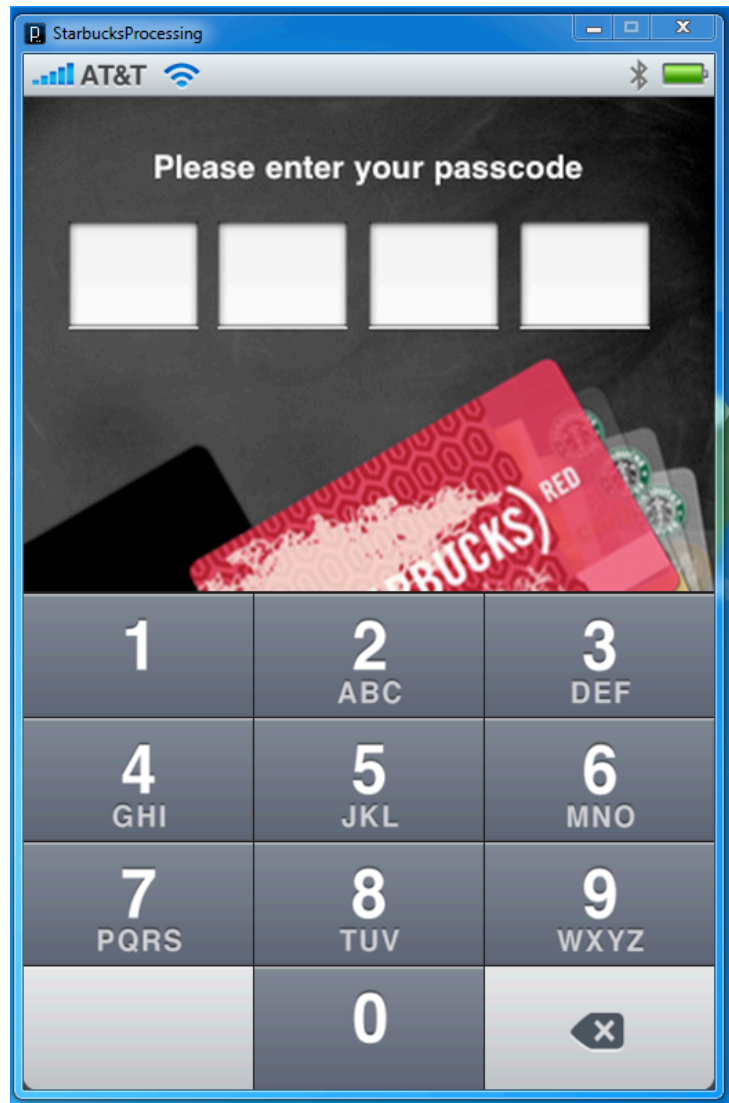
Sprint #1 - Pick an Option

- Option 1: Develop an “original” Game in Greenfoot.
For ideas, see sample code on Greenfoot Website:



- Option 2: Develop an “interactive” Smart Phone App Simulator in Processing.
See an example of a past student project (demo in class).

Sample Processing App (Demo)



Sprint #1 - Planning

- Create User Stories for your Sprint
(plan on 4 hours per week per team member)
- Create an Sprint Backlog with Initial Estimates.
(at the task level in hours). See sample below.

Backlog Item	Task	Task Owner	Initial Estimate	Hours of Work Remaining on Each Day of the Sprint									
				Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10
Enable all users to place book in shopping cart	Design business logic	Sanjay	4										
	Design user interface	Jing	2										
	Implement back-end code	Philip	6										
	Implement front-end code	Tracy	4										
	Complete unit testing	Sarah	4										
	Complete regression testing	Sarah	2										
	Write documentation	Sam	3										
Upgrade transaction processing module (must be able to support 500 transactions /sec)	Merge DCP code and complete layer-level tests	Jing	5										
	Complete machine order for pRank	Jing	4										
	Change DCP and reader to use pRank http API	Tracy	3										
Total			50										

Figure 4. Sprint Backlog

Sprint #1 - Execution

- Execute your Sprint tracking four “Weekly” Burndown

Week #4 9/14 E189	Agile Modeling	Gumball Machine – CRC Cards, JUnit, UML Sketching (Object Interaction Diagram)	Sprint 1 Planning
Week #5 9/21 E337 & E339	UP & UML (Part 1) Readings: <ul style="list-style-type: none">• [1] Chapters 4 and 5	UML Notation – Class & Sequence Diagrams Lab #1 Quiz / Demo	Sprint 1 / Week 1
Week #6 9/28 E337 & E339	UP & UML (Part 2) Readings: <ul style="list-style-type: none">• [1] Chapters 6 & 8	UML Notation – Activity, Use Case & State Diagrams Lab #2 Quiz / Demo	Sprint 1 / Week 2
Week #7 10/5 E189	Midterm #1	<i>Lab Competition/Games</i>	Sprint 1 / Week 3
Week #8 10/12 Online	Design Patterns (Part 1)	Design Patterns – State, Singleton, Adapter, Observer	Sprint 1 / Week 4
Week #9 10/19 E337 & E339	Design Patterns (Part 2)	Design Patterns – Proxy, Decorator, Factory Method, Chain of Responsibility Lab #3 Quiz / Demo	Sprint 1 Review & Demo Sprint 2 Planning

Sprint #1 - Execution

- Execute your Sprint tracking four “Weekly” Burndown
(see *Samples next slide*)

Week #4 9/14 E189	Agile Modeling	Gumball Machine – CRC Cards, JUnit, UML Sketching (Object Interaction Diagram)	Sprint 1 Planning
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Daily Scrum + Burndown Chart

Team Name, Sprint #1

Team Member Name

John Smith

What I did since the last daily scrum:

- Draw UML Class Diagram (done)
- Draw Sequence Diagram (not done, est. 2 more hours)

What I plan to do today:

- Draw Sequence Diagram
- Write Unit Tests

What blockers I have:

- I am waiting on the interface definition for my FooBar class. We need to define this ASAP.

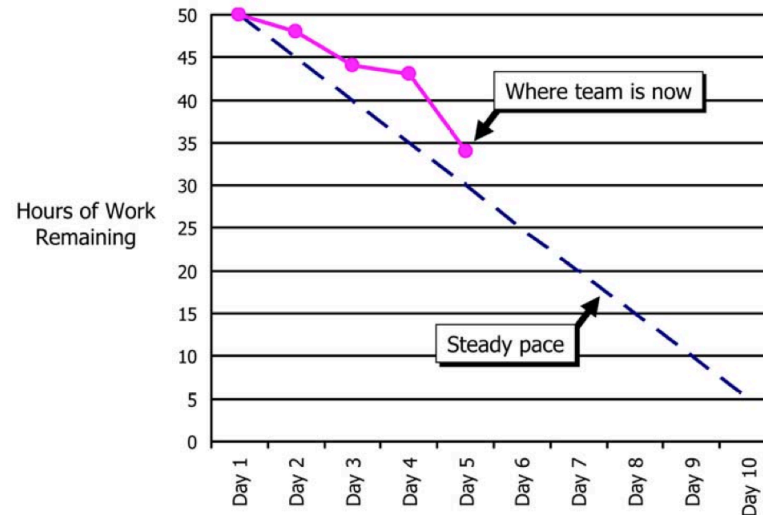


Figure 6. Burndown Chart

Backlog Item	Task	Task Owner	Initial Estimate	Hours of Work Remaining on Each Day of the Sprint									
				Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10
Enable all users to place book in shopping cart	Design business logic	Sanjay	4	4	3	3	1	0					
	Design user interface	Jing	2	2	1	1	1	1					
	Implement back-end code	Philip	6	6	2	5	2	0					
	Implement front-end code	Tracy	4	4	3	2	2	2					
	Complete unit testing	Sarah	4	4	3	3	3	3					
	Complete regression testing	Sarah	2	2	3	3	3	3					
	Write documentation	Sam	3	3	4	2	0	0					
Upgrade transaction processing module (must be able to support 500 transactions /sec)	Merge DCP code and complete layer-level tests	Jing	5	5	2	2	1	0					
	Complete machine order for pRank	Jing	4	4	2	0	0	0					
	Change DCP and reader to use pRank http API	Tracy	3	3	3	2	2	2					
Total				50	50	48	44	43	34				

Figure 5. Daily Updates of Work Remaining on the Sprint Backlog

Sprint #1 - Review & Demo

- The Team performs a Review and Demo at the end of the Sprint.

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Presentation/Demo Format & Grading Criteria...

To be announced.