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|  | ISCG7427 Agile and Lean Software Delivery  Semester 2, 2021  Group Project  **Due Date:** Wednesday 3d November 2021, at 11:30am. |
| School of Computing, Electrical and Applied Technology | **Total Marks:** 100  **Course Weighting:** 50% |

**This is a GROUP assessment – 3 students in each group**

**Introduction**

The Group Project is designed to let students experience an Agile process in order to reinforce the Agile mindset learnt in the class, and to apply Agile practices to a scenario. You will need to brainstorm a vision for your application, and work with your customer (lecturer) to come up with user stories. You will need to follow the Scrum process and apply Agile practices to deliver the software that satisfy the customer’s demand. The key activities including Backlog Grooming, Sprint Planning, and Sprint Review will be conducted in class. Sprint 0 and Sprint 1 will be completed as a “practice sprints” with no assessment associated to it. The Sprint Review and Presentation of Sprint 2 will be assessed to provide marks for this group assessment.

**Objectives**

This project has the following objectives:

1. To develop an Agile mindset
2. To familiarize with the Scrum development process and practice team interactions
3. To apply Agile and Lean principles and practices, perform user involvement process
4. To perform value driven development

**Requirements of the group project:**

This assessment requires students to complete the following milestones as a group:

**Milestone 1 – Define product vision and team roles (due week 4)**

1. In this milestone, you will create the vision of the software product you are going to develop. The vision is a brief description of what software product you are going to develop and why the product is useful. Your software product needs to provide a NEW service that is not already on the market. The product needs to help people or resolves problem relating to “**Online system for booking and offering dog activities for socializing and education needs**”. You will be given time in class to read out your vision and get feedback from the lecturer.

In later Milestones your team will build the application, therefore you should not make the vision too large that you cannot complete in time. Ideally it helps a specific situation or solves a specific problem, and can be done by a simple web or mobile application with less than 10 screens.

You are asked to document your product’s vision in 2 paragraphs. The first paragraph should describe a “situation”, “opportunity”, or “problem” you want to address using your product. The second paragraph should describe how your product will help the situation or resolve the problem. The second paragraph should be in the “For… who… the … is a… that…” format. The following is an example of how you should define the vision of your product.

*Currently dog owners book different activities over different websites or by via email to their coach(s) of dog private training. Dog owners interact with each other using messages or Facebook. Dog owners then copies dogs’ activities to the paper based calendar. Dog owners need estimate driving time and they need to remember to start journey earlier on to be in time. It will be good to* bring other dogs (same bread or same weight) together for a happy play in the park.  *Ideally it will be good to estimate a travel time to desired training place or socialized place.*

**FOR** the dog owner

**WHO** wants to make his dog happy by meeting other suitable dogs for the play time or for training

**THE** dog play activities application which

**IS** A web base application

**THAT** helps dog owners to arrange the dog activities in close location and invite other dogs’ owner with their dogs of same breed or size participate in dog play

**UNLIKE** other application it easy to use

1. Decide the roles of people in the team. Your team will need a Scrum Master and a Product Owner. The team members can choose to perform the same roles over 3 sprints, or switch roles in other Sprints. This task will NOT be marked as part of your assessment. You need to submit this by email.
2. Come up with a team name

**Milestone 2 –Environment setup and Initial Backlog Creation**

1. Each member in the group will register on YouTrack (<https://www.jetbrains.com/youtrack/>)
2. Each member in the group will register at <https://github.com/> as a version control and storage repository.
3. Each member in the group will register at <https://www.heliohost.org/> as your web host, or other host.
4. The ScrumMaster in the team will setup an Agile board on YouTrack, setup milestones for the 2 sprint reviews according to the course schedule, and invite your team members to join.
5. Team Members will create fully integrated environment on own computer and participated in development.
6. Incorporate your customer (lecturer) feedback to your vision from week 4, Product Owner leads the team to create an initial Backlog for your product on DevOps Services. Your backlog should have at least 21 User Stories. The User Stories need to be in the format of “As a…, I want to…, so that…”. For example, ***As a*** *Dog owner,* ***I want to*** *enter my dog activity address to my week calendar* ***so that*** *I can evaluate my driving time for that activity and be able to arrive without delay.*
7. Assign priority to each of the user stories using a Value-Driven approach.
8. Submit both the vision and the backlog in one Moodle submission. This is going to be marked as 10% of the assessment. Please include your vision, backlog, backlog item priorities, name of all team members, and team name in a document file.
9. During the class, your team will be given time to read out your top priority user stories and receive feedback.

**Milestone 3 - Sprint planning, and backlog grooming**

1. Before the class, pick top 5 priority user stories and write acceptance criteria, break into tasks, enter these into YouTrack.
2. During the class, your team will be given time to read out some of your acceptance criteria and tasks, and receive feedback.
3. During the class, your team will be given time to perform planning poker to add estimates (story points) to the backlog.
4. During the class, your team will select a number of user stories to commit to the Sprint.
5. During the class, your team will define the goals for the Sprint and enter into Agile board.

**Milestone 4 (and 6) – Develop the software, and apply Agile and Lean practices**

1. In each Sprint, deliver the user stories that you committed to the sprint backlog – including writing tests, writing code, running tests, and deploying your code.
2. In real-life projects, Standup meetings should be run daily. For the purpose of the group assignment, you should run at least 2 stand up meetings each week to track progress. These meetings can be completed in person, or over the phone/instant messaging for teams that cannot meet physically. ScrumMaster should note down impediments in Gitlab at each Standup Meetings and tick off when completed.
3. Incorporate some Agile and Lean practices of your choice, such as pair programming, TDD, architectural spikes, refactoring, test automation, limiting work-in-progress.

**Milestone 5 (and 7) – Sprint Review and Retrospective presentation**

You will be given time in class to perform a Sprint Review to demonstrate the software product you developed, and receive feedback. The demonstration needs to run on a live system. Your demonstration should take a maximum of 8 minutes (you are encouraged to do shorter demonstration if you can cover everything). The Sprint 0 Review is a practice run that will not be assessed. Sprint 1 Review will be assessed.

The following contents are required in your Sprint Review:

* 1. A list of all user stories you COMMITTED for the sprint
  2. A list of all COMPLETED user stories, their acceptance criteria, and a LIVE demonstration of these user stories

Expect questions from your lecturer like:

* How long did it take to complete coding?
* Can you show me your delivery pipeline if you automated it?
* Can you show me an automated regression test you used?

1. At the end of the sprint (but before Sprint Review), your team should get together and perform a Retrospective. You will be given time in class to present a summary of your Retrospective discussion. Your presentation should take a maximum of 4 minutes (you are encouraged to do shorter presentation if you can cover everything). Your presentation will be done straight after your Sprint Review. In other words, you will be allocated a total of 12 minutes for Sprint Review and Retrospective presentation. After your 12 minutes, your lecturer will ask you questions relating to your project. The Sprint 0 Retrospective presentation is a practice run that will not be assessed. Sprint 1 and Sprint 2 Retrospective presentation will be assessed.

The following contents are required in your Retrospective presentation:

1. What went well in this Sprint?
2. What is your estimated velocity compared to actual velocity for this Sprint?
3. Burndown chart for the Sprint – story points by week
4. What Agile/Lean practices have you tried?
5. What would you do differently in the next sprint?

Expect questions like:

* Can you show me a user story with tasks in Github?
* Can you show me your Standup meeting tasks?
* What learnings from Sprint 0 did you apply in Sprint 1?

**Milestone 8 –Peer evaluation form (due Week 13)**

Group projects are sometimes looked upon as being "unfair." Through the use of the peer evaluation your perception of the quantity of work that you performed and that of your peers is analyzed against the perception of your other peers. Through this process, more equity is achieved. These evaluations are a serious statement and are used to re-distribute 50% of the grade on the project. The other 50% will be considered a non-redistributable group core grade. In order for this process to work effectively, there is the need for you to be honest and objective.

You will be asked to enter the peer evaluation ratings online no later than the assignment due date. Your ratings will be confidential; your team members will not see your rating. If you do not submit an evaluation, it will be assumed that you have not performed your fair share of work, and your personal grade on the project will be reduced accordingly.

Your rating for your own will be used as a reference only, it will not be considering when scaling. Only your peers’ rating will be taken into account.

Sample grade calculation

If the group consists of 3 members and the team obtained a grade of 85, there are 85 \* 3 = 255 points to be redistributed. The computation results are shown below. Note that the average of the three individual redistributed grades is exactly 85. This system is modified based on the article "Using Peer Evaluations to Assign Grades on Group Projects" by L. Feigenbaum and N. Holland, published on the Proceedings of the 1997 Annual Conference of the Associated Schools of Construction.

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|  | Member 1 | Member 2 | Member 3 |
| Response from Member 1 | 5 (not used in calculation) | 7 | 3 |
| Response from Member 2 | 5 | 3 (not used in calculation) | 4 |
| Response from Member 3 | 5 | 6 | 8 (not used in calculation) |
| Total Rating | 10 | 13 | 7 |
| % Member score | 10/40 = 33.5% | 13/40 = 31.0% | 11/40 = 19.0% |

**Overall project grade: 85**

**Peer Evaluation = 50%**

**Member 1’s Grade = (85/100\*50) +(33.5\*(3\* (85/100\*50))/100) = 85**

**Member 2’s Grade = (85/100\*50) +(43.5\*(3\* (85/100\*50))/100) = 97.75 or 98**

**Member 3’s Grade = (85/100\*50) +(23.3\*(3\* (85/100\*50))/100) = 72.25 or 72**

**Total of all 4 grades = 85+ 98 + 72 = 255**

1. **Average of all 3 grades = 255 / 3 = 85**

**Assessment Criteria for Milestone 2 (10%)**

Your project will be assessed based on the following set of assessment criteria.

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| **Assessment Criteria (source)** | **Marks** |
| Vision Correct, Updated if it was suggested | **2** |
| Registration on on YouTrack | **2** |
| [Register at GitHub](https://github.com/) | **2** |
| [Register at web host](https://www.heliohost.org/) | **2** |
| Setup an Agile board | **2** |
| 3 sprints planed | **1** |
| Reviews according to the course schedule, | **1** |
| Team members join Agile board | **1** |
| Evidence of Team Members will create fully integrated environment on own computer and participated in development. | **1** |
| Incorporate your customer (lecturer) feedback to your vision from week 4, | **1** |
| Create an initial Backlog . 21 User Stories or more.  The User Stories have correct format “As a…, I want to…, so that…”. acceptance criteria and unique IDs. | **45** |
| User stories have details (wireframes, diagrams : sequence, ERDs) | **15** |
| Assign priority to each of the user stories and estimation | **15** |
|  |  |
| Team Presentation | **10** |
| **Total** | **100** |

**Assessment Criteria**

Your project will be assessed based on the following set of assessment criteria.

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| **Assessment Criteria** | **Assessment Criteria details** | **Marks** |
| Involved User, embraced change, delivered frequent incremental value (review) | If team demonstrate Agile (class presentations, ask questions by emails or during class) engaging presentation, | **5** |
| Team Collaboration | evidence of 6 or more Stand up meetings | **6** |
| [Continuous Improvement](https://www.heliohost.org/) | (retrospective) minimum 3 learning from Sprint 0 learning into changes in Sprint 1 | **6** |
| Focus on Quality (review and retrospective) | (retrospective) minimum 3 learning from Sprint 1 learning into changes in Sprint 2 |
| Application of User Stories, Acceptance Criteria (review) | fits INVEST, well defined acceptance criteria | **8** |
| Develop story into tasks (retrospective) | Breakdown done logically and each story has a number of tasks | **8** |
| Working Software in the end of each sprint | Working software as per selected User stories | **15** |
| Sprint 0-Sprint 1 Sprint 2 |
|  | software free of defects during demonstration and submission | **6** |
| Services and system working according to user stories. Data is updated on the server. | Software working, Like ability to create ,update and delete record, see list of records ( Used server language and DB on server ) | **15** |
| Performed continuous integration and continuous delivery (retrospective) | development environment set up correctly and any changes are tracking in Agile board; source control, continuous integration, deployment on host set up. | **8** |
| Track progress with velocity and burndown (retrospective) | Progress tracking done in details and accurate calculation | **5** |
| Performed Additional Agile and Lean Practices (retrospective). | Team tried as minimum two Agile/Lean practices in addition to practices assessed by other criteria on this page | **8** |
|  |  | **90** |
| **Milestone 2 (10)** |  | **10** |
|  | **Total** | **100** |

**Instructions**

This assignment must be a product of your own work, except for the use of resources supplied with the course, discussions conducted with the lecturer and with those involved in your chosen organization and other assistance shown as acceptable in the section *Assistance to other* Students below.

All references need to follow APA5 or APA6 guidelines. Any work copied directly from another source must be acknowledged correctly. Authors also need to be acknowledged if you have reworded or synthesized their ideas.

**Assignment Submission:**

A softcopy of your assignment must be submitted on Moodle.

**Late Submission of Assignments:**

Assignments submitted after the due date and time without having received an extension through Special Assessment Circumstances (SAC) will be penalised according to the following:

* 10% of marks deducted if submitted within 24 hrs of the deadline,
* 20% of marks deducted if submitted after 24 hrs and up to 48 hrs of the deadline,
* 30% of marks deducted if submitted after 48 hrs and up to 72 hrs of the deadline,
* No grade will be given for an assignment that is submitted later than 72hrs after the deadline.

Affected Performance Consideration**:**

A student, who due to circumstances beyond his or her control, misses a test, final exam or an assignment deadline or considers his or her performance in a test, final exam or an assignment to have been adversely affected, should complete the Affected Performance Consideration (APC) form available from the Student Central.

When requesting APC for an assignment, the APC must be submitted (along with work completed to date) within the time frame of the extension requested; i.e. if the Doctor’s certificate is for one (1) day, then the APC all work completed all work up to this day must be submitted on an application day.

**Assistance to other Students:**

Students themselves can be an excellent resource to assist the learning of fellow students, but there are issues that arise in assessments that relate to the type and amount of assistance given by students to other students. It is important to recognise what types of assistance are beneficial to another’s learning and also what types of assistance are unacceptable in an assessment.

**Beneficial Assistance:**

* Study Groups
* Discussion
* Sharing Reading Material
* Reading the available online and library resources

**Unacceptable Assistance:**

* Working together on one copy of the assessment and submitting it as own work
* Giving another student your work
* Copying someone else’s work, this includes work done by someone not on the course
* Changing or correcting another student’s work
* Copying from books, the Internet etc. and submitting it as own work; anything taken directly from another source must be acknowledged correctly; show the source alongside the quotation.

For the purposes of academic integrity, students who haven’t demonstrated progress work in the class time can be asked to demo/test their work and explain logic to the lecturer individually after assignment submission.

For the purposes of academic integrity, students who haven’t demonstrated progress work in the class time (and/or no check point submission) can be asked to demo/test their working code and explain logic to the lecturer individually after assignment submission.