



CS-C2130 - Software Project 1, Lecture, 6.9.2023-1.12.2023

This course space end date is set to 01.12.2023 [Search Courses: CS-C2130](#)

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Process Overview

(This document should give the Scrum Master, the Development team, the Product Owner, the Coach and other course personnel a common understanding on how the Scrum Team works.)

1. Project schedule and effort

- start and end dates of all Sprints
- allocated effort per person per Sprint
- other main events such as project reviews
- team work sessions at least for the current Sprint

Table 1. Sprint dates and allocated effort (an example)

Sprint	Dates	ScMa	Dev1	...	Dev6	Comment
Sprint 0	16.10.-7.11.	25	40	40	40	
Sprint 1	8.11.-30.11.	20	37	37	37	
break	1.12.-3.1.					exam week & x-mas, no work
Sprint 2	4.1.-25.1.	10	37	37	37	
Sprint 3	26.1.-27.2.	10	37	37	37	12-16.2. exam week, no work
Sprint 4	28.2-21.3.	10	37	37	37	
Sprint 5	22.3.-15.4.	20	37	37	37	
Total		100h	225h	225h	225h	

Table 2. Calendar (an example) (use e.g. Google Calendar and embed/link it here)

Date	Event and location
20.10. 13-18	Sprint 0 planning and Team work at Client
21.10. 15-17	Meeting with PO (Product vision)
25.10. 15-20	Team work at XX (project kick-off)
26.10. 13-18	Team work at XX (Meeting with the coach 17-18)
5.11. 13-17	Team work at XX
5.11. 17-18	Meeting with PO at XX
...	
7.11. 14-19	Sprint 0-1 change
...	Team work, meeting(s) with PO, ...
29.11. 14-19	Sprint 1-2 change
30.11. 14-15	Project Review 1
1.12. - 3.1.	X-mas break, no work or only some independent tasks alone
4.1.	Team work, meeting(s) with PO, ...

2. Recurring events of the Sprints

Concrete, short instructions (e.g. when, organizer & participants, how, results) for at least the following activities.

2.1 Sprint Planning

2.2 Sprint Review

2.3 Sprint Retrospective

2.4 "Daily" Scrums

2.5 Teamwork sessions

3. Other main practices and tools

Concrete, short instructions (e.g. when, by whom, how, results) for other main practices and tools.

3.1 Testing and other quality assurance practices

- also link or embed Definition of Done here

3.2 Communication channel(s)

3.3 Backlog management

3.4 Time tracking

3.5 Version control

3.6 Any other practices ...

Last modified: Thursday, 14 December 2023, 2:04 PM

Previous activity

◀ Peer Testing

Next activity

Product Vision ▶



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