CSCI 234 – Software Engineering
Deliverables for Each Sprint

- README.md file must contain explicit instructions on how to install, configure, and run the application.
    - This includes instructions for installing any tools\libraries like databases.
    - Identify the IDE that the project is being developed in. Application should be able to load into this environment and run.
- Up-to-date Sprint Backlog with Burndown Chart
- Up-to-date UML diagram for the current configuration of the application
- All source code
    - Properly documented with headers for each file and Java Doc for each method
    - Java Doc must contain the name of the team member(s) that developed the method.
    - Must contain Junit tests for all possible testable behaviors of the code. It is expected that this testing will be thorough.
- A document that defines the sprint goal(s).
    - Can put in a Sheet of the Sprint Backlog
- A live demonstration of the application for the client and product owner.

CSCI 234 – Software Engineering
Sprint Retrospective Review

Team Member Name: **Tati Curtis** _____ Sprint Number: **1** _____

This is a team assignment. All team members should reflect on the last sprint and complete this document. To help improve your team's performance each team will then discuss each others comments and write the steps the team plans to take to improve their performance. Use the next sheet of paper in this document for the team's comments.

START DOING:

Better sprint planning and more peer programming when it comes to working tasks assigned to multiple people.
Utilizing a better git workflow like using branches and forks so we don't have as many issues with GitHub.
Discussing more about what we are doing daily?

STOP DOING:
Trying to do too many things in one class.

CONTINUE DOING:

Quick resolutions to repo issues.

ANY OTHER COMMENTS:

Team Name: **B** _____ Sprint Number: **1** _____

Results of team discussion during the Sprint Retrospective Review.

START DOING:
Communicate more about what we are doing daily.
Better sprint planning and more peer programming when it comes to working tasks assigned to multiple people.

STOP DOING:
Cutting tasks down into too many small parts that would be easier to complete in 1.

CONTINUE DOING:

Quick resolutions to repo issues.

ANY OTHER COMMENTS:

Utilizing a better git workflow like using branches and forks so we don't have as many issues with GitHub.
Better time-management or set working hours for ourselves.

CSCI 234 – Software Engineering
Sprint Review Self-Assessment

Name _____ Team _____

This assessment is to be completed individually. The information you give will only be accessible by the instructor.

The maximum grade for this sprint is 20 points. How many points do you believe you deserve out of 20?

What was the sprint goal(s)?

Create the game board and the parts that make it up: the properties, tokens, chance/ community chest cards, die/dice.

What specific contributions did you make to the project during this sprint?

I implemented the Die and Dice classes using TDD. The Die class represents a standard six-sided die and produces and stores a random number between 1 and 6 (inclusive). The Dice class represents a pair of dice used for rolling in the game. This class tracks doubles and determines if a player rolls 3 consecutive doubles and should "go to jail". I also helped implement the Gameboard Class from what Aiden started with so the class wasn't doing too many things at a time. I added the abstract Space class so all of the spaces pull attributes from here, an actual Property class, the SpecialSpace class for non-purchasable spaces like "GO", "Jail", "FreeParking", etc.

I moved the buyProperty() and upgradeProperty() methods from the Gameboard class to the Player class to have a better division of class responsibility and also added the payRent() and receiveRent() methods. All of this cleaned up the main method in the Gameboard.

CSCI 234 – Software Engineering
Sprint Team Member Assessment

Team Name: B_____Sprint Number: 1____

These assessments will be factored into the sprint grade for each team member. I expect that each assessor will take their time and provide thoughtful scoring and feedback. Completing this form should take some time. If I do not believe that the assessor is providing thoughtful feedback, then their sprint grade may be reduced. The instructor is the only one who will see these ratings.

3 is a good score. 4's are exceptional scores. Very few responses should be 4's, but award them if you really feel you should. A person who does a really good job during a sprint will likely earn lots of 3's.

Name of Team Member being Assessed: Aiden_____

Scoring Rubric: 0-Strongly Disagree, 1-Disagree, 2-Neither Agree or Disagree, 3-Agree, 4-Strongly Agree

Statement	Score
Attends team meetings in and out of class	3
Understands the code base	3
Understands the SRUM\Sprint processes and artifacts	3
Understands how to use git and GitHub	3
Keeps the Sprint Backlog and Burndown Chart current	2
Attends class meetings	3
Carries a fair share of the workload	3
Delivers tasks on time	3
Delivers tasks with high quality	2
Communicates often and effectively with teammates	3
Contributes to technical discussions	3
Writes Java code competently	3
Able to complete tasks independently	3

An asset to the team	3
Adheres to team decisions	3
Contributes an appropriate amount of time and effort	3
Demonstrates professional behavior	3
Has real interest in the project (passion, excited, etc.)	3
Would like to work with them again on another team	3

If you rated this team member less than 3 for a category, then explain why. Provide any other comments about this team member. This can be constructive feedback on how they can improve as a team member, or any other comments you wish to provide. Put your comments on the back of this sheet of paper.

Backlog - I don't think anyone really looked at updating the backlog until we had all realized we split the tasks up too much and we all collectively agreed to change task assignments. So it wasn't on an individual scale but more of a collective one.

Quality Deliverables - We were implementing the Gameboard class together and he had started adding too much functionality to the class that didn't need to be implemented yet or even in that class. I just think we should have had more discussions about clarifying where methods and functionality should go instead of inserting them in one class right away.

Name of Team Member being Assessed: Ronnell_____

Scoring Rubric: 0-Strongly Disagree, 1-Disagree, 2-Neither Agree or Disagree, 3-Agree, 4-Strongly Agree

Statement	Score
Attends team meetings in and out of class	3
Understands the code base	3
Understands the SRUM\Sprint processes and artifacts	3
Understands how to use git and GitHub	2
Keeps the Sprint Backlog and Burndown Chart current	2
Attends class meetings	3
Carries a fair share of the workload	3

Delivers tasks on time	3
Delivers tasks with high quality	3
Communicates often and effectively with teammates	3
Contributes to technical discussions	3
Writes Java code competently	3
Able to complete tasks independently	3
An asset to the team	3
Adheres to team decisions	3
Contributes an appropriate amount of time and effort	3
Demonstrates professional behavior	3
Has real interest in the project (passion, excited, etc.)	3
Would like to work with them again on another team	3

If you rated this team member less than 3 for a category, then explain why. Provide any other comments about this team member. This can be constructive feedback on how they can improve as a team member, or any other comments you wish to provide. Put your comments on the back of this sheet of paper.

Backlog - I don't think anyone really looked at updating the backlog until we had all realized we split the tasks up too much and we all collectively agreed to change task assignments. So it wasn't on an individual scale but more of a collective one.

Git/Github - I think they had a lot of issues with the repo and git that caused the rest of the team to have to delete and reclone the project a lot.

Name of Team Member being Assessed: Marena_____

Scoring Rubric: 0-Strongly Disagree, 1-Disagree, 2-Neither Agree or Disagree, 3-Agree, 4-Strongly Agree

Statement	Score
Attends team meetings in and out of class	3
Understands the code base	3
Understands the SRUM\Sprint processes and artifacts	2
Understands how to use git and GitHub	2
Keeps the Sprint Backlog and Burndown Chart current	2
Attends class meetings	3
Carries a fair share of the workload	3
Delivers tasks on time	3
Delivers tasks with high quality	3
Communicates often and effectively with teammates	3
Contributes to technical discussions	3
Writes Java code competently	3
Able to complete tasks independently	3
An asset to the team	3
Adheres to team decisions	3
Contributes an appropriate amount of time and effort	3
Demonstrates professional behavior	3
Has real interest in the project (passion, excited, etc.)	3
Would like to work with them again on another team	3

If you rated this team member less than 3 for a category, then explain why. Provide any other comments about this team member. This can be constructive feedback on how they can improve as a team member, or any other comments you wish to provide. Put your comments on the back of this sheet of paper.

Backlog - I don't think anyone really looked at updating the backlog until we had all realized we split the tasks up too much and we all collectively agreed to change task assignments. So it wasn't on an individual scale but more of a collective one.

Git/Github - I think they had a lot of issues with the repo and git that caused the rest of the team to have to delete and reclone the project a lot. But they handled a lot of the merge conflicts and helped get Ronnell set up with using a token so they could clone the repo correctly.

Scrum/Sprint Processes - They seem consistently confused about the backlog and how to used it. I hope to try to explain a bit more in our next planning meeting.

Name of Team Member being Assessed: _____

Scoring Rubric: 0-Strongly Disagree, 1-Disagree, 2-Neither Agree or Disagree, 3-Agree, 4-Strongly Agree

Statement	Score
Attends team meetings in and out of class	
Understands the code base	
Understands the SRUM\Sprint processes and artifacts	
Understands how to use git and GitHub	
Keeps the Sprint Backlog and Burndown Chart current	
Attends class meetings	
Carries a fair share of the workload	
Delivers tasks on time	
Delivers tasks with high quality	
Communicates often and effectively with teammates	
Contributes to technical discussions	
Writes Java code competently	
Able to complete tasks independently	
An asset to the team	
Adheres to team decisions	
Contributes an appropriate amount of time and effort	
Demonstrates professional behavior	
Has real interest in the project (passion, excited, etc.)	
Would like to work with them again on another team	

If you rated this team member less than 3 for a category, then explain why. Provide any other comments about this team member. This can be constructive feedback on how they can improve as a team member, or any other comments you wish to provide. Put your comments on the back of this sheet of paper.

Name of Team Member being Assessed: _____

Scoring Rubric: 0-Strongly Disagree, 1-Disagree, 2-Neither Agree or Disagree, 3-Agree, 4-Strongly Agree

Statement	Score
Attends team meetings in and out of class	
Understands the code base	
Understands the SRUM\Sprint processes and artifacts	
Understands how to use git and GitHub	
Keeps the Sprint Backlog and Burndown Chart current	
Attends class meetings	
Carries a fair share of the workload	
Delivers tasks on time	
Delivers tasks with high quality	
Communicates often and effectively with teammates	
Contributes to technical discussions	
Writes Java code competently	
Able to complete tasks independently	
An asset to the team	
Adheres to team decisions	
Contributes an appropriate amount of time and effort	
Demonstrates professional behavior	
Has real interest in the project (passion, excited, etc.)	
Would like to work with them again on another team	

If you rated this team member less than 3 for a category, then explain why. Provide any other comments about this team member. This can be constructive feedback on how they can improve as a team member, or any other comments you wish to provide. Put your comments on the back of this sheet of paper.

CSCI 234 – Software Engineering
Sprint Review
Team Member Assessment Report

Team Number: B _____ Sprint Number: 1 _____

You have 100 points to distribute over all team members. The points represent your opinion on the contributions made by each team member. Show how you would distribute the 100 points. Make sure to include yourself. You are not allowed to assign team members the same value. The instructor will be the only one who sees this data.

Team Member 1: Ronnell_____ Points: 24_____

Team Member 2: Marena _____ Points: 24. _____

Team Member 3: Aiden _____ Points: 26 _____

Team Member 4: Tati _____ Points: 26 _____

Team Member 5_____ Points_____