CSC 532 -- Scrum Project

"The best way to learn is in context."

Project Brief --
- Working in teams of 4, you will implement features in a C#-based rps simulation within a Scrum framework for one sprint.
- Assessment for this assignment (200 points) is divided equally between sprint planning and tracking (100 points) and delivering your forked simulation with additional features implemented and documented (100 points).

Sprint planning (80 points) --
- Each team will meet with me for sprint planning. Prepare ahead of time!!

(BEFORE coming…)
- Fork the repo for your team. Link here. Email me a link.
  (10 pts)
- Make one copy of this spreadsheet for your team. Link here. Email me a link. (editable)
  (10 pts)
- Identify 1 to 2 features you want to implement, each. (You will have ~20 hours) from the .txt file available on Moodle.
- Each member -- write your feature as a user story in the team's spreadsheet
  (15 pts)
- Each member -- **investigate** the code. What do you think needs to be done?
- Each member -- **write your tasks for your features** in the spreadsheet.
  (35 pts)
- Print your own copy of Poker planning cards, cut them out, and bring them to sprint planning.
  (10 pts)

Feature implementation (120 points) --
- Each team member will participate in stand-up each class.
  (30 pts)
- Each team member will update their estimate for remaining hours (Hrs Left) BEFORE coming to each stand-up.
  (40 pts)
- All check-ins require a code review. Check-in notes must list the reviewer.
- All code requires documentation -- appropriate commenting AND formal documentation.
  (20 pts)
- Working features and all project deliverables delivered.
  (35 pts)