

**SE3080 - Software Project Management**

**Year 3 – Semester 1**

**2025**

<b>Assignment Title</b>	Assignment 2: Final Agile Project Review
<b>Learning outcomes covered</b>	LO2: Manage project meeting scope, time, cost, quality and resource constraints via effective communication management and risk identification.  LO3: Illustrate the ability to use tools related to project management, code quality inspection, software testing, and version controlling.  LO4: Illustrate the ability to apply project management skills to designing and implementation of a software project.
<b>Assignment Mode</b>	Continuous Assessment Project
<b>Maximum Marks</b>	40
<b>Contribution to the Final Grade</b>	40
<b>Date published</b>	24 <sup>th</sup> September, 2025
<b>Deadline for submissions</b>	12 <sup>th</sup> October, 2025
<b>Mode of Submission</b>	Report, Group Presentation and Individual Viva

## Objective

This assignment continues your group software project from Assignment 1, focusing on:

- Completing **Sprint 2** (continuation) and fully executing **Sprint 3** and **Sprint 4** using Scrum.
- Gaining real-world exposure through an **industry visit and interviews**.
- Demonstrating your **theoretical and practical understanding** of Scrum concepts through an **individual viva**.

## Assignment Components and Weighting

Component	Description	Mode	Marks
Component 1	Industry Visit & Interview Report	Group	8
Component 2	Group Presentation on Scrum Execution (Sprint 2–4)	Group	12
Component 3	Individual Viva (Theory + Practical)	Individual	20
<b>Total</b>			<b>40</b>

## Component 1: Industry Visit & Interview Report (8 marks)

### Task:

Each group must visit a real software company and interview (**Note: these interviews should be physical unless you are interviewing a foreign team**):

- A practicing **Scrum Master**
- A practicing **Product Owner**
- At least two **Development Team** members

### Deliverable: *A report*

A report should be submitted with following details:

- Company background (brief)
- Interviewee details (name, designation, company, linkedin profile)
- Interview notes: responsibilities, challenges, best practices, tools used
- Check if the company is following standard agile practices or if they have done any customizations to suite their company/projects)
- Key learnings and their applicability to your project
- Interview evidence (audio/video transcript or link)

Please follow Instructions and submission guidelines below

- This is a **group assignment** (4 members per group).
- Refer to the lecture materials and other resources on Software Project Management in Agile Environments and best practices.

- Plagiarism will not be tolerated; ensure you submit original work.
- Late submissions will result in deduction of marks.
- **Report Format:** PDF Document.
- **Naming:** Rename the document with the group ID
- The names and registration numbers of all the members in the group should be included in the cover page of the report.
- **Length:** 6-8 pages.
- **Diagrams:** Include relevant visuals (flowcharts, graphs, etc.).

## Component 2: Group Presentation on Scrum Execution (12 marks)

### Task:

- Continue from Assignment 1 Outputs
- Plan and Execute Sprint 2 (Continuation), Sprint 3 and Sprint 4
- Conduct full Scrum cycles for each sprint.
- Assign rotating roles: each student should experience being a Scrum Master and a Product Owner at least once. All will be part of the Development Team for all sprints.
- Maintain proper evidence for scrum ceremonies (sprint planning, daily scrum, sprint review and sprint retrospective) – this can be done by maintaining meeting invites, meeting minutes, action items, issue logs, lessons learned, pictures & videos of live meetings, etc.

- Maintain proper evidence for scrum artifacts (product backlog, sprint backlog, increment) – this can be done using version control, periodic system backups, system logs, etc.

### **Deliverable: A Group Presentation**

Present your team's Scrum execution from Sprint 2, Sprint 3, and Sprint 4. Include the following:

- Sprint Goals, Backlogs for each sprint
- Role rotation plan (who acted as Scrum Master, Product Owner, Development Team)
- Evidence of ceremonies
- Evidence of changing artifacts.
- Screenshots from Jira / Trello / GitHub, etc.
- Burndown charts
- Final working demo

Note: **No need to submit a report for this component. Students can do the presentation with slides, agile tools, and application demo**

### **Component 3: Individual Viva (20 marks)**

Each student will face an individual viva testing both **theoretical** and **practical** Scrum knowledge. You may be questioned on:

- Agile values and principles
- Scrum roles, artifacts, ceremonies
- Your own contributions during Sprints 0–4

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- Your own contributions in industry visit and interviews
- Challenges you faced and how you handled them
- Tools used for collaboration and progress tracking

### Assessment Rubric: Component 1 - Industry Visit & Interview Report

Criteria	LO	Weight	Excellent	Good	Satisfactory	Poor
<b>Depth of Interviews &amp; Insights</b>	LO2	50	Comprehensive interviews covering all Scrum roles with deep insights on responsibilities, practices, challenges, and any customizations done to standard agile practices. (40-50)	Clear interviews with good coverage and insights, minor gaps. (30-39)	Adequate interviews, basic insights, lacks depth. (20-29)	No meaningful interviews or insights. (0-19)
<b>Application to Project</b>	LO4	25	Strong and clear linkage of industry practices to team's Scrum execution; clear actionable points. (20-25)	Mostly clear links to project, some relevance shown. (15-19)	Few links mentioned, mostly generic. (10-14)	Very little or no links made. (0-9)
<b>Tools &amp; Techniques Discussed</b>	LO3	15	Tools and practices well-documented with examples and applicability explained. (12-15)	Tools mentioned clearly with some examples. (9-11)	Tools listed with limited explanation. (6-8)	Very little or no discussion on tools. (0-5)
<b>Presentation &amp; Structure</b>	LO3	10	Very clear, logical structure, visuals included, free from language/format issues. (8-10)	Clear structure, minor language/visual gaps. (6-7)	Acceptable structure, some formatting issues. (4-5)	Very poor or missing. (0-3)

**Assessment Rubric: Component 2 - Group Presentation on Scrum Execution**

Criteria	LO	Weight	Excellent	Good	Satisfactory	Poor
<b>Scrum Execution Evidence (ceremonies, artifacts, backlogs)</b>	LO2	50	All Scrum ceremonies well evidenced and artifacts complete and accurate. (40-50)	Most ceremonies and artifacts shown, few gaps. (30-39)	Some ceremonies/artifacts shown, lacks depth. (20-29)	Very little or no evidence presented. (0-19)
<b>Role Rotation &amp; Collaboration</b>	LO2	15	Roles rotated effectively, and all members contributed, strong teamwork. (12-15)	Roles rotated, good teamwork. (9-11)	Limited rotation, moderate teamwork. (6-8)	Very little or no rotation or collaboration. (0-5)
<b>Tool Usage &amp; Tracking</b>	LO3	15	Tools used effectively, clear task tracking and progress shown. (12-15)	Good use of tools, minor gaps. (9-11)	Tools used but inconsistently. (6-8)	Very little or no usage of tools. (0-5)
<b>Quality of Final Product &amp; Presentation</b>	LO4	20	High-quality, fully working features aligned to backlog. (16-20)	Mostly working features with minor issues. (12-15)	Some features working. (8-11)	No demo/increment. (0-7)



### Assessment Rubric: Component 3 – Individual Viva

Criteria	LO	Weight	Excellent	Good	Satisfactory	Poor
<b>Scrum Theory Knowledge</b>	LO2	25	Deep and accurate understanding of Scrum roles, ceremonies, artifacts, and Agile values. (20-25)	Good understanding, minor gaps. (15-19)	Basic understanding, some confusion. (10-14)	No understanding. (0-9)
<b>Practical Contributions &amp; Reflections</b>	LO4	25	Clearly explains personal tasks, outputs, and learnings from Sprints 0 to 4. (20-25)	Explain some gaps. (15-19)	Some vague explanation. (10-14)	Cannot explain. (0-9)
<b>Problem-Solving &amp; Challenges</b>	LO2	20	Strong examples of challenges faced and how they were solved. (16-20)	Clear examples with some detail. (12-15)	Basic examples, not well explained. (8-11)	Very little or no examples given. (0-7)
<b>Tools &amp; Techniques Knowledge</b>	LO3	20	Excellent knowledge and confident use of project tools. (16-20)	Good knowledge. (12-15)	Basic knowledge. (8-11)	Very little or no knowledge shown. (0-7)
<b>Communication Skills</b>	L02	10	Excellent communication with clear projection of ideas (8-10)	Good communication skills (6-7)	Average communication skills (4-5)	Poor communication skills (0-3)